Cache Support

1.2. What is Caching?

The term Caching is ubiquitous in computing. In the context of application design it is often used to describe the technique whereby application developers utilize a separate in-memory or low-latency data-structure, a Cache, to temporarily store, or cache, a copy of or reference to information that an application may reuse at some later point in time, thus alleviating the cost to re-access or re-create it.

In the context of the Java Caching API the term Caching describes the technique whereby Java developers use a Caching Provider to temporarily cache Java objects.

It is often assumed that information from a database is being cached. This however is not a requirement of caching. Fundamentally any information that is expensive or time consuming to produce or access can be stored in a cache. Some common use cases are:

- *client side caching of Web service calls*
- *caching of expensive computations such as rendered images*
- *caching of data*
- *servlet response caching*
- *caching of domain object graphs*

from **Java Caching API** (JSR-107)