



GUI

Request to local (remote)
Data Guard server

Request handling process:

1. Thrift-Service handler

Does basic validation for access rights and types input values.

2. Subsystem manager – banking, erasing, encryption and etc.

At that level we convert all thrift-defined types to internal C++ software defined types before send it further.

In this case thrift-service does not know about internal types used deep at low level but intermediate level (subsystem manager) works only with thrift-defined input parameters.

3. Internal storage manager

Manager reads all data from hard drive. Sometimes data is encrypted and it is need to decrypt just read raw-data. In memory we work with decrypted (plain, open) data, but before write something on hard drive it should be encrypted with current user-password.



Work station



Reads, writes plain data

Work copy of
decrypted data
base

Writes encoded
data

Reads, writes encrypted data

Hard drive

