Unacademy

Implementation of redis

OVERVIEW

Most of you have heard the term **redis (https://en.wikipedia.org/wiki/Redis)** which is a key-value store. The essence of a key-value store is the ability to store some data, called a value, inside a key. The value can be retrieved later only if we know the specific key it was stored in. it is persistent, i.e. when your application ends, the data doesn't go away.

GOALS

A working implementation of redis with some basic functionalities like

1. GET (https://redis.io/commands/get)
2. SET (https://redis.io/commands/set)
3. EXPIRE (https://redis.io/commands/expire)
4. ZADD (https://redis.io/commands/zadd)
5. ZRANK (https://redis.io/commands/zrank)
6. ZRANGE (https://redis.io/commands/zrange)

** Extending the range of functionalities will have an advantage in the process of evaluation.

* You can play with redis commands at https://redis.io/commands/ .

SPECIFICATIONS

Any language of your choice can be used for the implementation.

MILESTONES

1. Basic functionality implementation as described in the Goals
2. A detailed report on the project

   The report should contain a few points

   1. Why did you choose that language ?
   2. What are the further improvements that can be made to make it efficient ?
   3. What data structures have you used and why ?
   4. Does your implementation support multi threaded operations? If No why can’t it be? If yes then how ?

UPLOAD

Upload your project to a public epository on Github for our team to review