# **MongoDB Distribution**

Distribution using mongodb servers for storage and retrieval of data

# **Table of Contents**

| 1      | Synopsis   |
|--------|--|
| 2      | Description  |
| 2.1    | Modules  |
| 2.1.1  | MongoDB/Client.pm6   |
| 2.1.2  | MongoDB/DataBase.pm6   |
| 2.1.3  | MongoDB/Collection.pm6   |
| 2.1.4  | MongoDB/Cursor.pm6   |
| 2.1.5  | MongoDB/Log.pm6  |
| 2.1.6  | MongoDB/Uri.pm6  |
| 2.1.7  | MongoDB/HL/Users.pm6   |
| 2.1.8  | MongoDB/HL/Collection.pm6  |
| 2.1.9  | MongoDB/Server.pm6   |
| 2.1.10 | MongoDB/Server/Socket.pm6  |
| 2.1.11 | MongoDB/Server/Control.pm6   |
| 2.1.12 | MongoDB/Server/Monitor.pm6   |
| 2.1.13 | MongoDB/Wire.pm6   |
| 2.1.14 | MongoDB/Header.pm6   |
| 2.1.15 | MongoDB/MDBConfig.pm6  |
| 2.1.16 | MongoDB.pm6  |
| 3      | MongoDB  |
| 3.1    | Enumerations   |
| 3.1.1  | TopologyType   |
| 3.1.2  | ServerStatus   |
| 3.1.3  | WireOpcode   |
| 3.1.4  | QueryFindFlags   |
| 3.1.5  | ResponseFlags  |
| 3.2    | Constants  |
| 3.2.1  | C-MAX-SOCKET-UNUSED-OPEN   |
| 3.3    | Subsets  |
| 3.3.1  | PortType   |
| 332    | Helper subsets when module cannot be loaded creating circular dependencies |

# **Synopsis**

```
use MongoDB::Client;
use MongoDB::Database;
use BSON::Document;
my MongoDB::Client $client .= new(:uri('mongodb://'));
my MongoDB::Database $database = $client.database('myPetProject');
# Inserting data
my BSON::Document $req .= new: (
  insert => 'famous-people',
  documents => [
    BSON::Document.new((
     name => 'Larry'
     surname => 'Wall'
    )),
);
my BSON::Document $doc = $database.run-command($req);
if $doc<ok> {
  say "Pffoei, inserted";
```

# **Description**

This distribution provides a set of modules which can help you accessing mongod server or servers.

# **Modules**

Below are the modules provided with the distribution. The top few are the most imported ones. These will help to connect to a server, define the database and collection and to enter or modify documents in the collections. The core operation is run-command from MongoDB::Database.

#### MongoDB/Client.pm6

This module defines class MongoDB::Client and is used to connect to mongod and mongos servers. This module can create a MongoDB::Database object for you as well as a MongoDB::Collection object.

#### MongoDB/DataBase.pm6

Definition of class MongoDB::DataBase. Its main task is to provide the method run-command to access data, modify a server or to get information. A MongoDB::Collection object can be created using Database.

# MongoDB/Collection.pm6

Defines class MongoDB::Collection. The main purpose of this module is to help to find data in a collection. Inserting or modifying documents in a collection is mainly done using run-command which uses the collection name in the command. In those cases a collection object is not needed

#### MongoDB/Cursor.pm6

Defines class MongoDB::Cursor. The module is used to iterate through found data searched for by find() from the MongoDB::Collection module. The object is almost never generated by the user but is returned by the find method.

#### MongoDB/Log.pm6

Logging module. Will be changed later in some external module.

#### MongoDB/Uri.pm6

Class MongoDB::Uri used by MongoDB::Client to parse the uri string.

#### MongoDB/HL/Users.pm6

Defines class MongoDB::HL::Users to administer user accounts. It is placed in HL (higher level) because all operations could be done with just the run-command. This module adds facilities like checking password length etc.

## MongoDB/HL/Collection.pm6

Defines class MongoDB::HL::Collection to do more than the lower level Collection provides.

# MongoDB/Server.pm6

Class MongoDB::Server is a class to represent a mongodb server. This class can return Socket objects. It also authenticates when necessary. This is not to be used directly.

## MongoDB/Server/Socket.pm6

Class MongoDB::Server::Socket to represent a connection to a server. This is not to be used directly.

#### MongoDB/Server/Control.pm6

Class MongoDB::Server::Control is used to start and stop a mongodb server using configuration files. Mostly needed for tests and is not to be used directly.

# MongoDB/Server/Monitor.pm6

Class MongoDB::Server::Monitor is used to monitor a mongodb server for changes in the server state. Not to be used directly.

#### MongoDB/Wire.pm6

Defines class MongoDB::Wire. Module is used to send and receive data. Not to be used directly.

#### MongoDB/Header.pm6

Module MongoDB::Header helps MongoDB::Wire to encode and decode documents for transport to and from the mongodb server. This is not to be used directly.

## MongoDB/MDBConfig.pm6

Class MongoDB::MDBConfig is a config database singleton. This is not to be used directly.

#### MongoDB.pm6

Module to hold basic information reachable from other modules. Further it defines a role and an Exception class. See for more below.

# **MongoDB**

package MongoDB { ... }

Base module to hold constants, enums and subs

# **Enumerations**

# **TopologyType**

```
enum TopologyType is export <
   C-UNKNOWN-TPLGY C-STANDALONE-TPLGY C-REPLSET-WITH-PRIMARY-TPLGY
   C-REPLSET-NO-PRIMARY-TPLGY
>;
```

Used to describe the state of the Client object. See also MongoDB::Client.

#### ServerStatus

Used to describe the status of a Server object. See also MongoDB::Client.

# WireOpcode

```
enum WireOpcode is export (
   :C-OP-REPLY(1),
   :C-OP-MSG(1000), :C-OP-UPDATE(2001), :C-OP-INSERT(2002),
   :C-OP-RESERVED(2003), :C-OP-QUERY(2004), :C-OP-GET-MORE(2005),
   :C-OP-DELETE(2006), :C-OP-KILL-CURSORS(2007),
);
```

Operational codes to transport data to or from the mongodb server. The codes are used internally.

#### QueryFindFlags

```
enum QueryFindFlags is export (
   :C-NO-FLAGS(0x00), :C-QF-RESERVED(0x01),
   :C-QF-TAILABLECURSOR(0x02), :C-QF-SLAVEOK(0x04),
   :C-QF-OPLOGREPLAY(0x08), :C-QF-NOCURSORTIMOUT(0x10), :C-QF-AWAITDATA(0x20),
   :C-QF-EXHAUST(0x40), :C-QF-PORTAIL(0x80),
);
```

Flags to be used with e.g. find(). See also MongoDB::Collection.

# ResponseFlags

```
enum ResponseFlags is export (
   C-RF-CursorNotFound(0x01), C-RF-QueryFailure(0x02),
   C-RF-ShardConfigStale(0x04), C-RF-AwaitCapable(0x08),
);
```

Response flags found in result documents from the server. Used internally.

# **Constants**

#### C-MAX-SOCKET-UNUSED-OPEN

```
constant C-MAX-SOCKET-UNUSED-OPEN is export = 900;
```

Time in seconds that a socket can be left open unused.

# **Subsets**

# **PortType**

```
subset PortType of Int is export where 0 < $_ <= 65535;</pre>
```

Port type is a number denoting a specific protocol, e.g. 80 is for http and 27017 is for mongodb. Any protocol served by a server can be given a different port than its default. The range is from 0 to 65535 where 0 to 1023 can only be used by servers with privileges.

# Helper subsets when module cannot be loaded creating circular dependencies

```
subset ClientType is export where .^name eq 'MongoDB::Client';
subset DatabaseType is export where .^name eq 'MongoDB::Database';
subset CollectionType is export where .^name eq 'MongoDB::Collection';
subset ServerType is export where .^name eq 'MongoDB::Server';
subset SocketType is export where .^name eq 'MongoDB::Socket';
```

These types can be used when an object is provided in some call interface. Only to be used internally because you cannot create a new object from it.

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