

# Sqlite Visualiser

A look inside Sqlite.

By:  
Paul Batty

Supervisor:  
Andrew Scott

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# **Abstract**

The Abstract.

# 1 Introduction

Sqlite unlike many other databases is a small, single file, self-contained database engine often used in embedded systems, storage or as an application file. Sqlite is used in many applications such as Firefox, Android and Windows 10. In addition to its wide adaptation Sqlite is server less, and has zero configuration putting it in a unique place among the other alternative systems. Despite the extensive research and testing performed on Sqlite none have attempted to visualise this data in real time.

This paper will help provide a way to see the Sqlite database in action, providing a useful tool for developers and researchers alike in understanding and debugging the internal structure of their own databases. In order to accomplish this we will:

- Explore in depth the how the file format is put together ( section 2 ). And how to traverse the file ( section 2 ).
- Look at the design and development ( section 3 ) including testing ( section 6 ) of my tool. And how it takes this data and visualises it ( section 4 ). Including the user experience ( section 5 ).
- Evaluation of my tool ( section 7 ) and where this research could be taken beyond this paper ( section 8 ).

## **2 Background**

### **2.1 The Problem**

The Problem..

### **2.2 Sqlite**

#### **2.2.1 What is Sqlite**

Sqlite is..

#### **2.2.2 Where is Sqlite used**

Sqlite is used...

### **2.3 The Sqlite file format**

#### **2.3.1 The page system**

Sqlite is made up of pages..

#### **2.3.2 The Trees and Cells**

The Trees and cells...

#### **2.3.3 Encoding of the data**

The Data is...

### **2.4 Similar Programs**

#### **2.4.1 Sqlite browser**

One Similar program...

## **3 Design**

### **3.1 System architecture**

#### **3.1.1 High level Overview**

The Overall design...

#### **3.1.2 Module Overview**

The first module..

## **4 Implementation**

### **4.1 The tools**

I used..

### **4.2 The Modules**

#### **4.2.1 Database parser**

The Database parser...

#### **4.2.2 Log**

The Log...

#### **4.2.3 Live Updater**

The Live updater...

## **5 System Operation**

## **6 Testing**

### **6.1 Code Tests**

#### **6.1.1 Unit tests**

Unit testing...

#### **6.1.2 Integration tests**

Integration tests...



## **7 Evaluation**

### **7.1 System Performance**

The system was...

### **7.2 Design principles**

I followed..

## 8 Conclusion

## 9 References

## 10 Appendix

# 11 Code

## 11.1 More code

### 11.1.1 Even more code

This is some very important code. This is a very long sentence in order to see hoow latex copes with very very long lines of non stop text.

```
1 // main
2 public static void main(String args[]) {
3     System.out.println("Hello World");
4 }
```

And so on..