启动memcached服务

#memcached –u root

连接memcached服务

#telnet ip 11211（memcached默认端口）

命令行用起来有点不太方便，特别是set命令，用起来很僵硬

Java客户端

Xmemcached 这个更新比较活跃，星号很多

<https://github.com/killme2008/xmemcached>

文档很全

Memcached-java-Client项目的星号也挺多的，更新的不多，比较稳定吧。

<https://github.com/gwhalin/Memcached-Java-Client>

文档不是很多

中文参考文档，

<https://blog.csdn.net/lanshen110119/article/details/82797072>

<https://blog.csdn.net/xzknet/article/details/44066207>

<https://www.cnblogs.com/quchengfeng/p/5130169.html>

综合起来，感觉选文档多一点比较好。Xmemcached

Memcache 集群中个缓存服务是分开的不通话的，在客户端配置多个

Memcached可以缓存小片的任意数据。

Memcached is an in-memory key-value store for small arbitrary data (strings, objects) from results of database calls, API calls, or page rendering

 solves many problems facing large data caches

**What is it Made Up Of?**

* Client software, which is given a list of available memcached servers.
* A client-based hashing algorithm, which chooses a server based on the "key".
* Server software, which stores values with their keys into an internal hash table.
* LRU, which determine when to throw out old data (if out of memory), or reuse memory.

### Logic Half in Client, Half in Server

A "memcached implementation" is partially in a client, and partially in a server. Clients understand how to choose which server to read or write to for an item, what to do when it cannot contact a server.

The servers understand how store and fetch items. They also manage when to evict or reuse memory.

### Servers are Disconnected From Each Other

Memcached servers are unaware of each other. There is no crosstalk, no syncronization, no broadcasting, no replication. Adding servers increases the available memory. Cache invalidation is simplified, as clients delete or overwrite data on the server which owns it directly.

### O(1)

All commands are implemented to be as fast and lock-friendly as possible. This gives allows near-deterministic query speeds for all use cases.

Queries on slow machines should run in well under 1ms. High end servers can serve millions of keys per second in throughput.

Memcached服务器集群

<https://blog.csdn.net/mario_hao/article/details/80344799>

<https://blog.csdn.net/Richardlygo/article/details/81710859>

FAQ比较有用

<https://github.com/memcached/memcached/wiki/ProgrammingFAQ>

memcache 一句话只适合做缓存，不能做数据库，高可用啥的跟它没关系