## Algorithm 1 Insertion Process {API}

```
1: function INSERT(key, value)
 2:
 3: Input:
               key \rightarrow String format key
               value \rightarrow String format value
 4:
 5: Output: Status \rightarrow Status of operation
   procedure
        blocks \leftarrow new \ Arraylist[bCOUNTER]
 7:
        counters \leftarrow new \ int[bCOUNTER]
 8:
 9:
        //Memory blocks management part
10:
11:
        for (i \leftarrow 0; i < bCOUNTER; i + +) do
           order \leftarrow 0
12:
           while value \neq "" do
13:
               order \leftarrow order + 1
14:
               if (value.length() \le BLOCKS[i]) then
15:
                   if (value.length() > BLOCKS_{TINY}) then
16:
                       break
17:
                   chunk \leftarrow value
18:
                   value \gets ""
19:
               else
20:
                   chunk \leftarrow value.substring(0, BLOCKS[i])
21:
                   value \leftarrow value.substring(BLOCKS[i])
22:
23:
               blocks[i].add(new\ Item(order,\ key,\ chunk))
24:
           counters[i] \leftarrow order
25:
        //DB management part
26:
        meta \leftarrow new\ Item(key, counters)
27:
        metadb.insert(meta)
28:
        if (using\_one\_sub\_db) then
29:
           for (i \leftarrow 0; i < bCOUNTER; i + +) do
30:
               for (j \leftarrow 0; j < blocks[i].size(); j + +) do
31:
                   blocksdb.insert(blocks[i].get(j))
32:
        else
33:
           for (j \leftarrow 0; j < blocks[0].size(); j + +) do
34:
               mdb.insert(blocks[0].get(j))
35:
           for (j \leftarrow 0; j < blocks[1].size(); j + +) do
36:
               bdb.insert(blocks[1].get(j))
37:
38:
           for (j \leftarrow 0; j < blocks[2].size(); j + +) do
               tdb.insert(blocks[2].get(j))
39:
        retrun Status.OK
40:
```