

**NAME**

intro – introduction to the Shore Data Language

**DESCRIPTION**

The Shore Data Language (SDL) is a language for describing abstract data types for persistent data. SDL is meant to look somewhat like C++, but type definitions in any programming language (language bindings) can be generated from SDL type descriptions (that is the intent; this release supports only a C++ binding.)

Using SDL involves these steps:

Create type descriptions

for your Shore objects. These type descriptions are written in the SDL language, which is described in the **Shore Data Language Reference Manual**.

Compile the type descriptions

with the SDL compiler ( **sdl(sdl)** ). An effect of this step is that *metatypes* (type objects) are created in the Shore database. A metatype is a Shore object that contains a complete description of a type.

Create a C++ language binding

for your types, by running **sdlcxx(sdl)**.

Write implementations

for the methods in your types.

Compile

your method implementations along with the language binding, using a C++ compiler; link them and run your application.

The document **Getting Started with Shore** walks you through these steps with an example application.

**VERSION**

This manual page applies to Version 1.1 of the Shore software.

**SPONSORSHIP**

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**SEE ALSO**

For information about the SDL language processing and C++ language binding generation, see **sdl(sdl)**.

For information about using the C++ language binding to write an application program, see **intro(cxxlb)**.

Also see **Shore Data Language Reference Manual**, and **Getting Started with Shore**