

NAME

Shore – a Scalable Heterogeneous Object REpository

DESCRIPTION

Shore (or SHORE) is many things:

A library of functions for storage management

You can use the Shore Storage Manager as a library to write your own database management system, object repository, or whatever you please. See **intro(ssm)**, **The Shore Storage Manager Programming Interface** and **Writing Value-Added Servers with the Shore Storage Manager**.

A unix-like object server

A complete server that provides a Unix-file system-like namespace, with Unix access to the objects in the namespace through NFS, and a set of Unix-like class methods for access to the objects from client programs. The programming interface for the client is not documented at this level, but clients that use the Shore Data Language use this server. (See below.)

A programming environment for persistent typed objects

The Shore Data Language (SDL) is a type-compiler and language-binding generator. See **sdl(sdl)**, **Shore Data Language Reference Manual** and **Getting Started with Shore**.

The entire Shore project is described briefly in **An Overview of Shore**.

VERSION

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

SPONSORSHIP

The Shore project is sponsored by the Advanced Research Project Agency, ARPA order number 018 (formerly 8230), monitored by the U.S. Army Research Laboratory under contract DAAB07-91-C-Q518.

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SEE ALSO

intro(ssm), **intro(sthread)**, **intro(oc)**, **intro(cxxlb)**, **intro(sdl)**, **intro(common)**, and **intro(fc)**