NAME

 intro − introduction to the Shore Value-Added Server

SYNOPSIS

```
#include <shore_vas.h>
// shore_vas.h defines class shore_vas;
```

DESCRIPTION

 The Shore Value-Added Server (SVAS) consists of a server program and a client library. The server is a process composed of the **Shore Storage Manager,** library, the Shore Value-Added Server library, (which includes an NFS service), and a **main()** function.

 The client library is part of the language-independent portion of Shore, which is a library that is linked with an application program.

 The programming interface to the SVAS is encapsulated in the C++ class `shore_vas`. There are two forms of the class `shore_vas` interface; one is for the client library, the other is in the server (for other value-added servers to call). The server's interface is an extension of the client interface.

 The Shore Value-Added Server is responsible for providing Unix-like access to Shore objects. It does so in several ways:

 Name space
   The SVAS provides a Unix-like name space for Shore objects that have names. It also provides for unnamed (anonymous) objects that are reachable from named objects.

 Methods
   The methods of the class `shore_vas` mimic many of the Unix system calls. A Shore Unix-compatibility library (meant to provide link-level compatibility with Unix) replaces the Unix system calls with functions that invoke the methods of `shore_vas`.

 NFS The SVAS includes an NFS server, which is really another value-added server that calls the methods of `shore_vas` , and exposes the Shore name space as a remote Unix (NFS) file system.

 The SVAS is independent of the Shore type system. The SVAS does not maintain the integrity of objects with user-defined types; it only ensures the integrity objects that are part of a Shore **file system.**

 Each time an application process instantiates the C++ class `shore_vas`, the class instance creates a connection to a Shore Value-Added server; that connection is called a *client connection* . We refer to the application process as a *client* in these manual pages.

ERRORS

 In **errors(svas).** is a complete list of errors that can result from invoking the methods of the SVAS.

VERSION

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

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SEE ALSO

 new_svas(svas), anonymous(svas), appendObj(svas), environment(svas), errors(svas), fileOf(svas), file_system(svas), intro(svas), lockObj(svas), log(svas), object(svas), pool(svas), poolscan(svas), readObj(svas), registered(svas), shell(svas), sysprops(svas), text(svas), transaction(svas), truncObj(svas), unixfile(svas), and **writeObj(svas).**