

NAME

intro – introduction to the Shore C++ language binding

SYNOPSIS

```
#include <ShoreApp.h>
// macros found in <ShoreApp.h>
class Ref<T>;
class WRef<T>;

// templates equivalent to the above macros
template class Ref<T>;
template class WRef<T>;
```

DESCRIPTION

The Shore C++ language binding is run-time support code generated by **sdlcxx(sdl)**.

Applications use the Object Cache Manager through the language binding as well as directly through the Shore class.

SEE ALSO

For information about the Unix-compatibility classes and other functions that are available through the object cache, see **intro(oc)**.

For information about the C++ language binding, see **assign(cxxlb)**, **construct(cxxlb)**, **create(cxxlb)**, **create_xref(cxxlb)**, **destroy(cxxlb)**, **equal(cxxlb)**, **fetch(cxxlb)**, **flush(cxxlb)**, **get_lockmode(cxxlb)**, **get_lroid(cxxlb)**, **get_type(cxxlb)**, **index(cxxlb)**, **is_resident(cxxlb)**, **lookup(cxxlb)**, **method(cxxlb)**, **ostat(cxxlb)**, **param(cxxlb)**, **ref(cxxlb)**, **set(cxxlb)**, **string(cxxlb)**, **update(cxxlb)**, **valid(cxxlb)**, **sdlcxx(sdl)**, and **sdl(sdl)**.