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Programming Assignment 2 Design Document

The basic design of the project is very similar to what was proposed in the project write-up. A folder is used to represent each Database with a special **.metadata** file in that folder holding metadata about the Database. Additionally, the folder holds a **<Tablename>.table** file that specifies all of the metadata and data of each Table belonging to the Database. The metadata files are serialized to or from a binary stream which is written to or read from disk. A third-party library called [SimpleBinaryStream](#) was used to facilitate this process. Additionally, all of the file system manipulations are performed using C++'s `std::filesystem` library. As a final step in high-level management, we store a root Database folder path, which is a constant referring to the directory the program was launched in, which defines where to look for existing Databases and where to create new Databases.

A Database's metadata consists of its name, path, and a vector of Table paths. Likewise, a Table's metadata consists of its name, path, a vector of Columns, and a vector of Tuples. Columns represent one column of data in the Table and store the column's name and datatype. Tuples represent one row of data and are responsible for storing the actual data. Data is represented as a pointer to its associated column and a variant (tagged union) of 64-bit int, double, bool, string, and an additional state representing null. We determine how to serialize and deserialize the data based on the data type of the column the data belongs to with an extra boolean in front to determine if the data is null. This is an optimization so that we only need to store a single boolean value in the file for null data.

For any Table manipulation, we load a copy of the Table into memory and then save a serialized version back to disk once we are finished. This ensures that even if an operation fails part way through, none of the data on the disk will be corrupted. To insert data into the Table, we simply append a new tuple to the back of the Table's vector of tuples before saving it back to disk; we have a helper method on Tables that create a new Tuple with the Column pointers properly set and all of the data nullified. To modify data in the Table we filter out all of the Tuples that don't match the user's provided "where conditions", and then simply change the appropriate bits of data before saving it back to disk. A "where condition" is represented by a Column name, an enumeration storing all the possible comparison types, and a value to be compared. Deletion is similar to modification, except the matching Tuples are removed before saving the Table back to disk. Selection is a bit more complicated; we create a new temporary Table with only the Tuples matching the user's "where conditions" and then remove Columns (and

their associated data) from the temporary table to implement projection. Finally, that temporary Table is displayed to the user.

Behind the scenes, the user is presented with an input prompt provided by the [linenoise](#) library, a cross-platform rewrite of GNU readline. Linenoise provides history input, meaning that users can use the up arrow key to quickly re-enter SQL statements they had previously entered (This is very useful when mistakes are made). Once the input has been received from the user, we check for special command lines. If what we receive is neither of those commands we pass the input off to the SQL parser.

The SQL parser was written using the [lexy](#) library which provides a C++ syntax for defining a combined lexer and parser. It is isolated from the rest of the program in its own translation unit and interfaced with using a single parse function which returns a (possibly null) pointer to a transaction. This isolation was put in place because lexy performs much of its work at compile-time, meaning that the current very simple SQL parser takes about 10 seconds to compile.

If the SQL parser fails to parse the provided SQL, it will provide an error message to the user and return a null transaction pointer. A transaction holds information about what to target (Database or Table and its name) and what action to perform on the target. Additionally, there are extended transaction types for Table creation, alteration, data deletion, data modification, data insertion, and data query which contain additional information necessary for those operations; most notable for most of the data related operations being a vector of “where conditions.”

Build and Run Instructions

The project has been developed using cmake and git submodules. All of the files required to build the project should be in the distributed zip folder (with the notable exception of the boost libraries which can be easily installed via the package manager).

To actually build, navigate to the root directory of the project (the one containing thirdparty and src) and run:

```
mkdir build
cd build
cmake .. # If this step fails try again with CXX=g++ cmake ..
make
```

Once the project has been built it can be run using:

```
./pa2 # In the newly created build directory
```

There are currently no command line options. Simply start entering SQL in the provided

prompt.

The “.exit” command can be used to close the application.