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## Best solution for multiple queries in a limited time

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For a MORPG Hack'n'Slash game i am currently using Neo4j with a pattern like this:



I have a Neo4J connector class, creating my connection and implementing Singleton and this instance is used by every xxxMapper classes, calling Neo4jConnetor.getInstance().query(String query) which returns the iterator of the queryresult.



Atm I'm asking myself a question, the game will have a ton of queries per second (like 5 per player per second). So I don't know, in terms of perfs, which pattern to use, if I should keep using my Singleton system or using another one like a pool of Neo4jConnector or anything else i don't know

Here is the connector class:

asked 4 months ago viewed 43 times active 4 months ago

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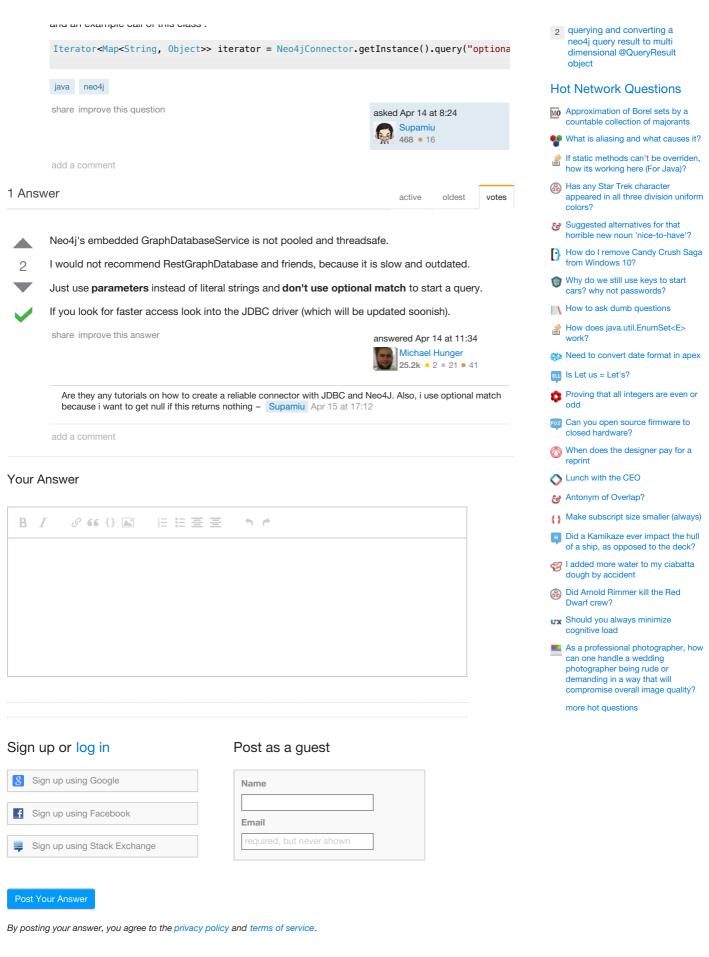
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## public class Neo4jConnector{ private String urlRest; private String url = "http://localhost:7474"; protected QueryEngine protected static Neo4jConnector INSTANCE = new Neo4jConnector(); private Neo4iConnector(){ urlRest = url+"/db/data"; final RestAPI graphDb = new RestAPIFacade(urlRest); engine = new RestCypherQueryEngine(graphDb); public static Neo4jConnector getInstance(){ if (INSTANCE == null) INSTANCE = new Neo4jConnector(); return INSTANCE; @SuppressWarnings("unchecked") public Iterator<Map<String, Object>> query(String query){ QueryResult<Map<String, Object>> row = (QueryResult<Map<String, Object>>) er return row.iterator(); }

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