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| **Database** | **Developer** | **License** | **Written in** |
| **Oracle** | Oracle Corporation | Proprietary | Assembly language, C, C++ |
| **MySQL** | Oracle Corporation | GPL (version 2) or proprietary | C, C++ |
| **Microsoft SQL Server** | Microsoft Corporation | Proprietary | C, C++ |
| **PostgreSQL** | PostgreSQL Global Development Group | PostgreSQL License (free and open-source, permissive) | C |
| **MongoDB** | MongoDB Inc. | Various | C++, C, JavaScript |
| **DB2** | IBM | Proprietary EULA | Assembly language, C, C++ |
| **Redis** | Salvatore Sanfilippo | BSD | ANSI C |
| **SQLite** | Dwayne Richard Hipp | Public Domain | C |
| **Microsoft Access** | Microsoft Corporation | Trialware |  |

A database is a collection of information that is organized so that it can be easily accessed, managed and updated.

Data is organized into rows, columns and tables, and it is indexed to make it easier to find relevant information. Data gets updated, expanded and deleted as new information is added. Databases process workloads to create and update themselves, querying the data they contain and running applications against it.