

BlinkDB - Part 1

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 2

Class Documentation

2.1 BlinkDB Class Reference

A simple implementation of a key-value store with LRU eviction and persistent storage.

Public Member Functions

- **BlinkDB** (size_t cap=3, const string &disk="blinkdb_disk_part1.txt", const string &log="blinkdb_log_part1.txt")
- void **set** (const char *key, const char *value)
- string **get** (const char *key)
- void **del** (const char *key)

2.1.1 Detailed Description

A simple implementation of a key-value store with LRU eviction and persistent storage.

This class mimics a key-value store with an in-memory cache and persistence to disk. It supports basic operations such as setting, getting, and deleting key-value pairs, as well as evicting the least recently used items when the capacity is exceeded. It logs all operations to a log file and restores from disk when necessary.

The documentation for this class was generated from the following file:

- part1.cpp

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