

面向对象的数据库设计 🙂

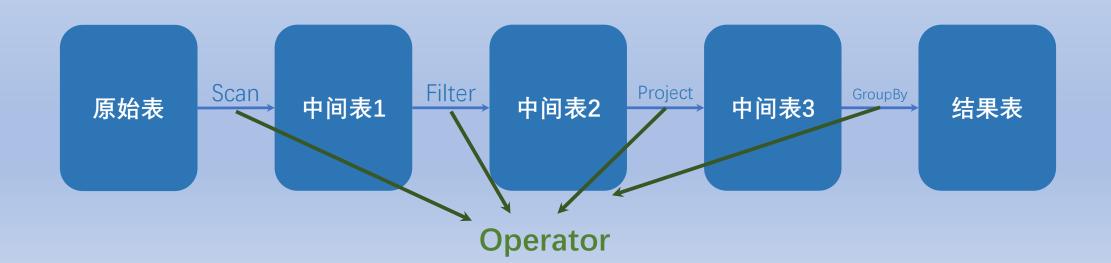
group by partkey







- 封装、继承、多态:从入门到放弃精通
- 数据库操作 select select ps_partkey, ps_availqty from partsupp where ps_availqty < 3000 and ps_suppkey < 1000</pre>





封装 Encapsulation

```
表是什么
class Operator {
protected:
    RowTable *tab_in[4] = { NULL, NULL, NULL, NULL,
   RowTable *tab out = NULL;
public:
   virtual ~Operator() = default;
   virtual bool init() = 0;
                                                   Member Function (C++)
    virtual bool getNext(char *ptr) =
                                                    Method (Java/Python)
   virtual bool isEnd() = 0;
                                                  子类 Operator 需要重写(Override)
    virtual bool close() = 0;
    RowTable *getRowTableOut();
                         public class Apple extends Fruit {
                            @Override
                             public void show name(){
                                                               Java
                                System.out.println("Apple");
```

隐藏:保护私有数据

别人并不需要知道我的输入



继承 Inheritance

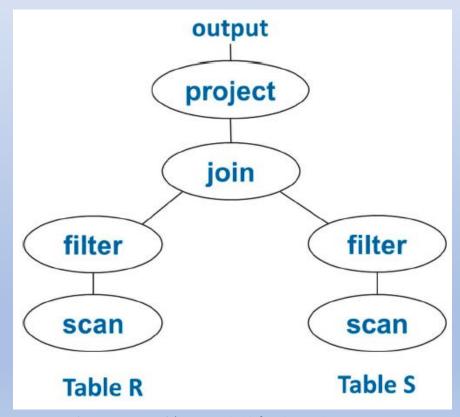
```
class Operator {
protected:
    RowTable *tab in[4] = { NULL, NULL, NULL
                                              NIII }:
    RowTable *tab out = NULL;
                                              Operator
public:
   virtual ~Operator() = default;
   virtual bool init() = 0:
   virtua.
                                Project
                                                     OrderBy
                                                                 GroupBy
                                            Join
    virtual
    virtual bool close() = 0;
    RowTable *getRowTableOut()
                                                  IndexNestedLoopJoin
                                HashJoin
```

- 对于所有 Operator
 - 实现 getRowTableOut() --> 暴露出输出格式
 - 实现其余方法 --> 输出统一、完整的数据



更进一步

Operator Tree



来源:陈世敏老师的数据库系统 PPT

- Project(Operator*, int, RequestColumn*);
 Join(int, Operator**, int, Condition**);
 Filter(Operator*, Condition*);
 Filter(Operator*, Condition*, int, RequestColumn*);
- 输入类型为 Operator*
- 该调用哪个子类的 getNext() 呢?

程序员的伟大发明:多态!

多态 Polymorphism

- 编译时多态性(静态多态)
 - 通过重载(Overload)函数实现
 - Boolean foo(int bar)
 - Boolean foo(String name)
- •运行时多态性(动态多态)
 - C++
 - 继承、重写、指针或引用
 - 通过**基类指针或引用**调用虚函数时,会调用**当前对象的实际类型**中声明的函数
 - Java
 - 继承、重写、父类引用指向子类对象
- 不管是什么 Operator 的指针,只需要 op->getNext()



如何用简单部件构造复杂系统

```
int Executor::exec(SelectQuery *query, ResultTable *result) {
   // 构建 Operator Tree
   Operator *top[4];
   for (int i = 0; i < select_num; i++)</pre>
       top[i] = new Scan(g_catalog.getObjByName(name[i]));
   top[0] = new Join(tab_number, top, count, cond);
   // .....
   result_op = top[0];
   // 从结果 Operator 中读出数据并返回结果数量
   // .....
   return num;
```



结局

• 使用小模块搭建成大系统

```
RowTable
int main(
column
                 Operator
       auto test = new TestDB(...);
                                                     TestDB
                                                    (未实现)
HashTabletest->run(...);
       return 0;
                                             void TestDB::run(...) {
                                                db.load_data();
                                                Executor executor;
                                                executor.exec(query);
                                                check_result();
```