MiniSQL Document

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October 26, 2015

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MiniSQL Structure

3.1 Buffer Manager

3.1.1 Data Struct

```
1  struct Buffer
2  {
3      u8 win[BLOCKSIZE]; // The window for client to visit
4      u32 winptr;// The block cached in win
5      u8 dirty;
6      u8 _cache[CACHESIZE][BLOCKSIZE];
7      u32 _cacheptr[CACHESIZE];
8      u8 _dirty[CACHESIZE];
9  };
10 typedef struct Buffer Buffer;
```

3.1.2 Public Functions

Func :	Description :
void buffer_init(Buffer *, const char *);	Initialize the buffer with filename.
void sync_window(Buffer *);	Synchronize the buffer window: Write back to cache if it's dirty.
void move_window(Buffer *,u32);	Move the buffer window to specified block(Synchronize First).
void extend(...)	Extend the file.

3.2 Record Manager

3.2.1 Data Struct

```
1  struct item
2  {
3      dataType type;
4      Data data;
5  };
6  typedef struct item item;
7
8  struct record
9  {
10     item i[MAXCOLUMN];
11     Bool valid;
12 };
13 typedef struct record record;
```

3.2.2 Public Functions

Func :	Description :
MiniList *Recordmanager_getRecord(table *tb);	Return all records in table.
Insert	
Select	
Delete	
...	

3.3 Catalog Manager

3.3.1 Public Functions

Func :	Description :
createTable	
connectTable	
dropTable	

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