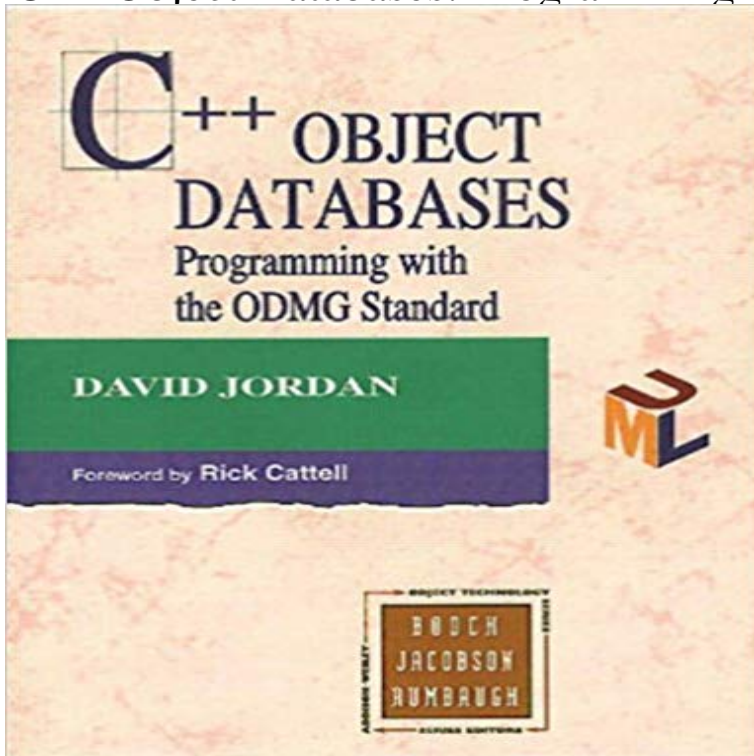


C++ Object Databases: Programming with the ODMG Standard



In 1991, the Object Database Management Group (ODMG) was formed to define standard interfaces for object databases. This standardization has since been achieved, and the popularity of object databases is on the rise. Similar to using SQL to access a relational database, the ODMG provides a corresponding standard for object databases. This book, technically reviewed by ODMG members, provides a comprehensive description of C++ object databases, including the C++ and Object Query Language (OQL) interfaces of the ODMG standard. C++ Object Databases is the indispensable guide and reference to programming with C++ object databases. With this book, you will gain a thorough knowledge of the underlying modeling concepts, interfaces, and architectures. To ease the transition to object database programming, comparisons with relational databases and SQL are provided, including contrasts with the object facilities planned for SQL3. Object databases uniquely support an object-oriented data model that is shared by the database and the application, and their tight integration with an object programming language allows developers to realize increased productivity. OQL provides excellent declarative query access to objects, supporting the same object model used by the application. C++ is currently the dominant language supported by object databases and therefore is the basis for this book. As most object database vendors now support ODMG interfaces in their products, a working knowledge of the topics herein is essential to object database programmers. The author is uniquely qualified to present this material. He serves as the ODMG C++ Editor and has been co-editor of three ODMG books, covering releases 1.1, 1.2, and 2.0. 0201634880B04062001

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