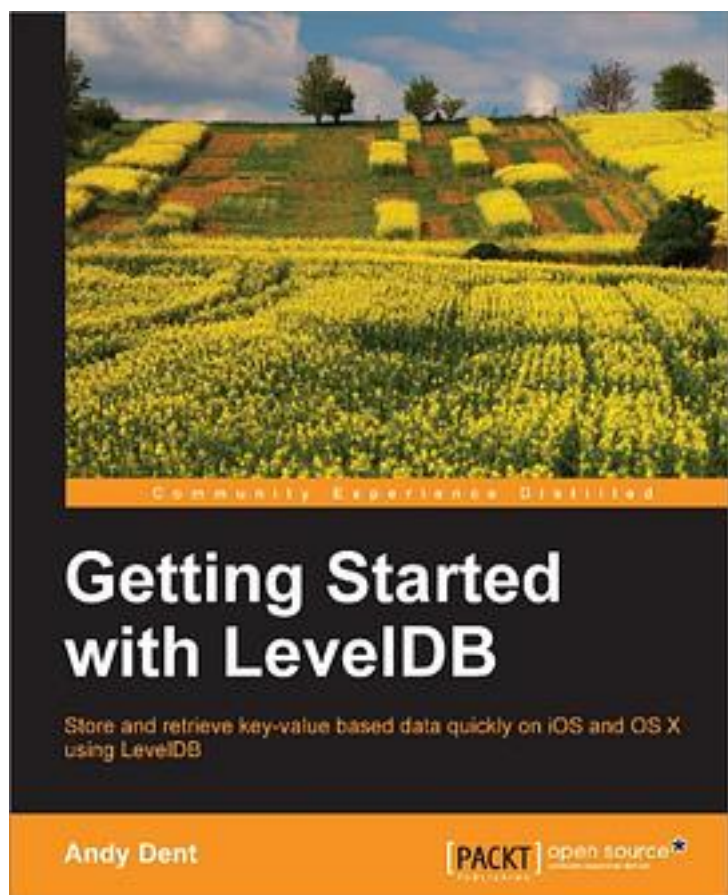


Getting Started with LevelDB



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Mobile and standalone desktop apps often need to store and rapidly retrieve data. LevelDB scales from a few simple values up to trillions of records and is flexible enough to store any kind of data.

Getting Started with LevelDB progresses through the sophisticated ways to use databases. It starts by explaining how to install and build LevelDB from the basics, and moves on to explain the different Objective-C layers for LevelDB. It can be used as an introduction to database-backed iOS apps, as well as provides clarification to key-value stores and helps you understand how they relate to SQL.

LevelDB is a flexible data solution that uses key-value stores to allow for the development of highly complex, efficient data storage systems. From the basics of data storage and retrieval to complex cases involving data storage for apps, this book covers a wide range of LevelDB topics

Even relatively simple apps may have the need to search their data using different terms. Getting Started with LevelDB shows how to design keys to retrieve and store data efficiently. You will learn how its “levelled” nature delivers speedy writes and how to tune its settings and design for performance. You will also see a few techniques for debugging and tuning.

Getting Started with LevelDB will leave you as an accomplished LevelDB programmer, confident you can build a complex database-backed app with high performance on iOS or OS/X.

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