

PART I



Introduction and Concepts

Most people who write software for a living have at least some familiarity with databases. Many of them are also familiar with object-oriented programming, and have probably needed to use a database to provide persistence for software objects. db4o is an object database, which means that unlike the more common relational databases, it looks at data the same way that programs do. In Chapter 1 we provide a brief overview of db4o and the features that set it apart from other databases, while Chapter 2 gives an overview of the concepts of object orientation. In Chapter 3 we look at how databases have evolved, and compare the way relational databases model data to the way object databases do it. The last chapter of this opening part looks in detail at the object data model, and in particular at db4o's implementation of it.