

Übersicht

MongoDB

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Datenformate

- JSON
- BSON

Komponenten

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- json-glib
- icu



mongoDB

mongod

Parameter

- `mongod --auth --db-path DB-PFAD`

mongo

nicht-interaktiver Modus

- `mongo --eval JAVASCRIPT-CODE`

mongoimport

nicht-interaktiver Modus

- `mongoimport --db DB --collection COLLECTION --file DATEI`



Datenformate JSON / BSON

JSON text

```

01 { "string" : "xxx",
02   "number" : 1
03   "array" : [ 1, 1.0, 0x1000000 ],
04   "object" : {
05     "boolean" : true
06     "null" : null
07   }
08 }

```

BSON document

```

01 string : 2      xxx
02 number : 1      1.000000
03 array  : 4
04   0 : 1      1.000000
05   1 : 1      1.000000
06   2 : 1      4294967296.000000
07 object : 3
08   boolean : 8   true
09   null : 10    BSON_NULL

```

Datentypen

JSON	BSON	ID
string	UTF-8 string	2
number	Floating point	1
	32-bit Integer	16
	64-bit Integer	17
boolean	Boolean	8
null	Null value	10
object	Embedded document	3
array	Array	4
	Binary data	5
	ObjectId	7
	UTC datetime	9
	Regular expression	11
	JavaScript code	13
	Symbol	14
	JavaScript code w/ scope	15
	Timestamp	17



libmongoc

[bson.h]

Codeschnippel

```

01 #include <mongo.h>
02
03 int status;
04 bson b;
05
06 bson_init (&b);
07
08 bson_append_... (&b, ...);
09     ...
10
11 if (bson_finish (&b) != BSON_OK)
12     ...
13
14 bson_destroy (&b);

```

Rückgabewert

- BSON_OK = 0
- BSON_ERROR
- bson -> err

BSON Dokument

JSON	libbson API		ID
string	bson_append_string	b, c, c	2
	bson_append_string_n	b, c, c, i	
number	bson_append_int	b, c, i	1
	bson_append_long	b, c, i_64	16
	bson_append_double	b, c, d	17
boolean	bson_append_bool	b, c, i	8
null	bson_append_null	b, c	10
object	bson_append_start_object	b, c	3
	bson_append_finish_object	b	
array	bson_append_start_array	b, c	4
	bson_append_finish_array	b	

bson *b const char *c int i int64_t i_64 double d



libmongoc

[bson.h]

Codeschnippel

```

01 #include <mongo.h>
02
03 bson_type type;
04
05 while ((t=bson_iterator_type (&b)
06     != BSON_EOO))
07     ...
08
09
10 while (bson_iterator_more (&i)) {
11     type = bson_iterator_next (&b)
12 }
13
14

```

"unsichere" Varianten

- mit Postfix `_raw`

Iteratoren

Typ	libbson API
c	bson_iterator_string
i	bson_iterator_string_len
i	bson_iterator_int
i_64	bson_iterator_long
d	bson_iterator_double
i	bson_iterator_bool
c	bson_iterator_key
t	bson_iterator_type
i	bson_iterator_more
t	bson_iterator_next
v	bson_iterator_subiterator , J

```

const char *c    int i    int64_t i_64    double d
bson_iterator *I, *J    bson_type t    void v

```



libmongoc

[mongo.h]

Codeschnippssel

```

01 #include <mongo.h>
02
03 #define HOST "localhost"
04 #define PORT 27017
05
06 mongo c[1];
07 mongo_init (conn);
08
09 if (mongo_connect (c, HOST, PORT) != MONGO_OK)
10     ...
11
12 mongo_cursor cursor[1];
13 mongo_cursor_init (cursor, c,
14 "DB.COLLECTION");
15
16 while (mongo_cursor_next (cursor) == MONGO_OK)
17     bson_print (&cursor->current);
18
19 mongo_cursor_destroy (cursor);
20
21 mongo_destroy (conn);
22

```

Connection

	libmongocAPI	
i	mongo_connect	m, c, i
v	mongo_destroy	m

mongo *m const char *c int i void v

Cursor

	libmongocAPI	
v	mongo_cursor_init	C, m, c
v	mongo_cursor_set_query	C, b
i	mongo_cursor_next	C
i	mongo_cursor_destroy	C

mongo_cursor *C

mongo *m const char *c int i void v

Rückgabewert

- MONGO_OK = 0
- MONGO_ERROR
- mongo -> err



libmongoc

[mongo.h]

Codeschnippssel

```

01  ...
02  bson query[1];
03  bson_init (query);
04  bson_append_start_object (query, "$query");
05  bson_append_string (query, "key", "avoir");
06  bson_append_finish_object (query);
07  bson_finish (query);
08
09  mongo_cursor cur[1];
10  mongo_cursor_init (cur, conn, "lug.frz");
11  mongo_cursor_set_query (cursor, query);
12
13  while ((mongo_cursor_next (cur)) == MONGO_OK)
14      ...
15
16
17  bson out[1];
18  mongo_simple_int_command (conn, "admin",
19                          "listDatabases", 1, out);
20  bson_print (out);

```

Command

libmongocAPI	
i	mongo_simple_int_command m, c, c, i, b
i	mongo_simple_str_command m, c, c, c, b
i	mongo_run_command m, c, c, b, b

mongo *m bson *b const char *c int i

Queries

BSON-Dokument

```

{ $query :{ ... },
  $orderby :{ ... }
  ... }

```

Kommandos

BSON-Dokument

```

{ count :... }
{ dropDatabase : 1 }
...

```

- einige auf "spezieller" Datenbank "admin"



json-glib

JsonNode

Typ	libbson API
JsonNodeType	json_node_get_node_type N
GType	json_node_get_value_type N
JsonObject*	json_node_get_object N
JsonArray*	json_node_get_array N
const gchar* gchar*	json_node_get_string N json_node_dup_string N
gboolean	json_node_get_boolean N
gint64 gdouble	json_node_get_int N json_node_get_double N

JsonNodeType

- JSON_NODE_OBJECT
- JSON_NODE_ARRAY
- JSON_NOE_VALUE
- JSON_NODE_NULL

JsonArray

Typ	libbson API
JsonNode*	json_array_get_element N, i
...	json_array_get_..._elementt N, i
guint	json_array_get_length N
GList*	json_array_get_elements N
void	json_array_foreach_element N, F

- JsonForeachElement (*F) (A, i, N, p)

JsonObject

Typ	libbson API
JsonNode*	json_object_get_member N, c
...	json_object_get_..._member N, c
guint	json_object_get_length N
GList*	json_object_get_elements N
void	json_object_foreach_member N, G

- JsonForeachMember (*G) (O, c, N, p)

JsonNode *N JsonArray *A JsonObject *O
const gchar *c guint i gpointer p



icu

Codeschnippssel

```
01 #include <unicode/utypes.h>
02 #include <unicode/ucol.h>
03 #include <unicode/ustring.h>
04 ...
05 UChar *utf2uchar (gchar *src) {
06     UErrorCode status;
07     UChar *dest;
08     int32_t size;
09
10     u_strFromUTF8 (NULL, 0, &size,
11                   src, -1, &status);
12     dest = g_new (UChar, size);
13
14     u_strFromUTF8 (dest, size, &size,
15                   src, -1, &status);
16
17     return dest;
18 }
19 ...
```

Codeschnippssel

```
01 int icu_strcmp (UCollator *collator,
02                gchar* s, gchar* t)
03 {
04     UCollationResult result;
05
06     UChar *source = utf2uchar (s);
07     UChar *target = utf2uchar (t);
08
09     result = ucol_strcoll (collator,
10 source, -1, target, -1);
11
12     g_free (source);
13     g_free (target);
14
15     switch (result) {
16         case UCOL_LESS:
17             return -1;
18         case UCOL_GREATER:
19             return 1;
20         default:
21             return 0;
22     }
23 }
```



icu

Kollatoren

Codeschnippel

```
01 UErrorCode status = U_ZERO_ERROR;
02 UCollator *col;
03 UChar rules[100];
04 const gchar *locale = "";
05
06 col = ucol_open (locale, &status);
07 /* oder ?*/
08 col = ucol_openRules (rules, -1, UCOL_OFF, UCOL_TERTIARY, NULL, &status);
09
10 ucol_setAttribute (col,UCOL_NORMALIZATION_MODE, UCOL_ON, &status);
11
12 if (U_FAILURE (status))
13     ...
14
15     ...
16
17 ucol_close (collator);
```

