

Freeze Slice API

Freeze

Overview

module Freeze

Freeze provides automatic persistence for Ice servants.

Interface Index

[BackgroundSaveEvictor](#) — A background-save evictor is an evictor that saves updates asynchronously in a background thread.

[Connection](#) — A connection to a database (database environment with Berkeley DB).

[Evictor](#) — An automatic Ice object persistence manager, based on the evictor pattern.

[EvictorIterator](#) — An iterator for the objects managed by the evictor.

[ServantInitializer](#) — A servant initializer provides the application with an opportunity to perform custom servant initialization.

[Transaction](#) — A transaction.

[TransactionalEvictor](#) — A transactional evictor is an evictor that performs every single read-write operation within its own transaction.

Exception Index

[DatabaseException](#) — A Freeze database exception.

[DeadlockException](#) — A Freeze database deadlock exception.

[EvictorDeactivatedException](#) — This exception is raised if the evictor has been deactivated.

[IndexNotFoundException](#) — Exception raised when Freeze fails to locate an index.

[InvalidPositionException](#) — This Freeze Iterator is not on a valid position, for example this position has been erased.

[NoSuchElementException](#) — This exception is raised if there are no further elements in the iteration.

[NotFoundException](#) — A Freeze database exception, indicating that a database record could not be found.

[TransactionAlreadyInProgressException](#) — An attempt was made to start a transaction while a previous transaction has not yet been committed or rolled back.

Structure Index

[CatalogData](#) — The catalog keeps information about Freeze Maps and Freeze evictors in a Berkeley Db environment.

[ObjectRecord](#) — The evictor uses a number of maps with [Ice::Identity](#) keys and [ObjectRecord](#) values as its persistent storage.

[Statistics](#) — The evictor maintains statistics about each object.

Sequence Index

[Key](#) — A database key, represented as a sequence of bytes.

[Value](#) — A database value, represented as a sequence of bytes.

Sequences

sequence<byte> Key

A database key, represented as a sequence of bytes.

sequence<byte> Value

A database value, represented as a sequence of bytes.
