

**gnu:guide/gdbm**

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# Chapter 1

## gnu:guide/gdbm

### 1.1 gnu:guide/gdbm.guide

GNU 'dbm' is a library of functions implementing a hashed database on a disk file. This manual documents GNU 'dbm' Version 1.7.1 ('gdbm'). The software was written by Philip A. Nelson. This document was originally written by Pierre Gaumond from texts written by Phil.

#### Introduction:

Copying	Your rights.
Intro	Introduction to GNU dbm.
List	List of functions.

#### Functions:

Open	Opening the database.
Close	Closing the database.
Store	Inserting and replacing records in the database.
Fetch	Searching records in the database.
Delete	Removing records from the database.
Sequential	Sequential access to records.
Reorganization	Database reorganization.
Sync	Insure all writes to disk have competed.
Errors	Convert internal error codes into English.
Options	Setting internal options.

#### Other topics:

Variables	Two useful variables.
Compatibility	Compatibility with UNIX dbm and ndbm.
Conversion	Converting dbm files to gdbm format.
Bugs	Problems and bugs.

### 1.2 gdbm.guide/Copying

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Copying Conditions.

\*\*\*\*\*

This library is "free"; this means that everyone is free to use it and free to redistribute it on a free basis. GNU 'dbm' ('gdbm') is not in the public domain; it is copyrighted and there are restrictions on its distribution, but these restrictions are designed to permit everything that a good cooperating citizen would want to do. What is not allowed is to try to prevent others from further sharing any version of 'gdbm' that they might get from you.

Specifically, we want to make sure that you have the right to give away copies 'gdbm', that you receive source code or else can get it if you want it, that you can change these functions or use pieces of them in new free programs, and that you know you can do these things.

To make sure that everyone has such rights, we have to forbid you to deprive anyone else of these rights. For example, if you distribute copies 'gdbm', you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must tell them their rights.

Also, for our own protection, we must make certain that everyone finds out that there is no warranty for anything in the 'gdbm' distribution. If these functions are modified by someone else and passed on, we want their recipients to know that what they have is not what we distributed, so that any problems introduced by others will not reflect on our reputation.

'gdbm' is currently distributed under the terms of the GNU General Public License, Version 2. (\*NOT\* under the GNU General Library Public License.) A copy the GNU General Public License is included with the distribution of 'gdbm'.

## 1.3 gdbm.guide/Intro

Introduction to GNU 'dbm'.

\*\*\*\*\*

GNU 'dbm' ('gdbm') is a library of database functions that use extendible hashing and works similar to the standard UNIX 'dbm' functions. These routines are provided to a programmer needing to create and manipulate a hashed database. ('gdbm' is \*NOT\* a complete database package for an end user.)

The basic use of 'gdbm' is to store key/data pairs in a data file. Each key must be unique and each key is paired with only one data item. The keys can not be directly accessed in sorted order. The basic unit of data in 'gdbm' is the structure:

```
typedef struct {
    char *dptr;
    int  dsize;
```

```
    } datum;
```

This structure allows for arbitrary sized keys and data items.

The key/data pairs are stored in a 'gdbm' disk file, called a 'gdbm' database. An application must open a 'gdbm' database to be able to manipulate the keys and data contained in the database. 'gdbm' allows an application to have multiple databases open at the same time. When an application opens a 'gdbm' database, it is designated as a 'reader' or a 'writer'. A 'gdbm' database opened by at most one writer at a time. However, many readers may open the database open simultaneously. Readers and writers can not open the 'gdbm' database at the same time.

## 1.4 gdbm.guide/List

List of functions.  
\*\*\*\*\*

The following is a quick list of the functions contained in the 'gdbm' library. The include file 'gdbm.h', that can be included by the user, contains a definition of these functions.

```
#include <gdbm.h>

GDBM_FILE gdbm_open(name, block_size, flags, mode, fatal_func);
void gdbm_close(dbf);
int gdbm_store(dbf, key, content, flag);
datum gdbm_fetch(dbf, key);
int gdbm_delete(dbf, key);
datum gdbm_firstkey(dbf);
datum gdbm_nextkey(dbf, key);
int gdbm_reorganize(dbf);
void gdbm_sync(dbf);
int gdbm_exists(dbf, key);
char *gdbm_strerror(errno);
int gdbm_setopt(dbf, option, value, size)
```

The 'gdbm.h' include file is often in the '/usr/local/gnu/include' directory. (The actual location of 'gdbm.h' depends on your local installation of 'gdbm'.)

## 1.5 gdbm.guide/Open

Opening the database.  
\*\*\*\*\*

Initialize 'gdbm' system. If the file has a size of zero bytes, a file initialization procedure is performed, setting up the initial structure in the file.

---

The procedure for opening a 'gdbm' file is:

```
GDBM_FILE dbf;

dbf = gdbm_open(name, block_size, flags, mode, fatal_func);
```

The parameters are:

char \*name

The name of the file (the complete name, 'gdbm' does not append any characters to this name).

int block\_size

It is used during initialization to determine the size of various constructs. It is the size of a single transfer from disk to memory. This parameter is ignored if the file has been previously initialized. The minimum size is 512. If the value is less than 512, the file system blocksize is used, otherwise the value of 'block\_size' is used.

int flags

If 'flags' is set to GDBM\_READER, the user wants to just read the database and any call to 'gdbm\_store' or 'gdbm\_delete' will fail. Many readers can access the database at the same time. If 'flags' is set to GDBM\_WRITER, the user wants both read and write access to the database and requires exclusive access. If 'flags' is set to GDBM\_WRCREAT, the user wants both read and write access to the database and if the database does not exist, create a new one. If 'flags' is set to GDBM\_NEWDB, the user want a new database created, regardless of whether one existed, and wants read and write access to the new database. For all writers (GDBM\_WRITER, GDBM\_WRCREAT and GDBM\_NEWDB) the value GDBM\_FAST can be added to the 'flags' field using logical or. This option causes 'gdbm' to write the database without any disk file synchronization. This allows faster writes, but may produce an inconsistent database in the event of abnormal termination of the writer. Any error detected will cause a return value of NULL and an appropriate value will be in 'gdbm\_errno' (see Variables). If no errors occur, a pointer to the 'gdbm' file descriptor will be returned.

int mode

File mode (see chmod(2) and open(2) if the file is created).

void (\*fatal\_func) ()

A function for 'gdbm' to call if it detects a fatal error. The only parameter of this function is a string. If the value of NULL is provided, 'gdbm' will use a default function.

The return value, 'dbf', is the pointer needed by all other functions to access that 'gdbm' file. If the return is the NULL pointer, 'gdbm\_open' was not successful. The errors can be found in 'gdbm\_errno' for 'gdbm' errors and in 'errno' for file system errors (for error codes, see 'gdbm.h').

In all of the following calls, the parameter 'dbf' refers to the pointer returned from 'gdbm\_open'.

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## 1.6 gdbm.guide/Close

Closing the database.

\*\*\*\*\*

It is important that every file opened is also closed. This is needed to update the reader/writer count on the file. This is done by:

```
gdbm_close(dbf);
```

The parameter is:

GDBM\_FILE dbf

The pointer returned by 'gdbm\_open'.

Closes the 'gdbm' file and frees all memory associated with the file 'dbf'.

## 1.7 gdbm.guide/Store

Inserting and replacing records in the database.

\*\*\*\*\*

The function 'gdbm\_store' inserts or replaces records in the database.

```
ret = gdbm_store(dbf, key, content, flag);
```

The parameters are:

GDBM\_FILE dbf

The pointer returned by 'gdbm\_open'.

datum key

The 'key' data.

datum content

The data to be associated with the key.

int flag

Defines the action to take when the key is already in the database. The value GDBM\_REPLACE (defined in 'gdbm.h') asks that the old data be replaced by the new 'content'. The value GDBM\_INSERT asks that an error be returned and no action taken if the 'key' already exists.

The values returned in 'ret' are:

-1

The item was not stored in the database because the caller was not an official writer or either 'key' or 'content' have a NULL dptr field. Both 'key' and 'content' must have the dptr field be a non-NULL value. Since a NULL dptr field is used by other functions to indicate an error, a NULL field cannot be valid data.

+1

The item was not stored because the argument 'flag' was GDBM\_INSERT and the 'key' was already in the database.

0

No error. 'content' is keyed by 'key'. The file on disk is updated to reflect the structure of the new database before returning from this function.

If you store data for a 'key' that is already in the data base, 'gdbm' replaces the old data with the new data if called with GDBM\_REPLACE. You do not get two data items for the same 'key' and you do not get an error from 'gdbm\_store'.

The size in 'gdbm' is not restricted like 'dbm' or 'ndbm'. Your data can be as large as you want.

## 1.8 gdbm.guide/Fetch

Searching for records in the database.

\*\*\*\*\*

Looks up a given 'key' and returns the information associated with that key. The pointer in the structure that is returned is a pointer to dynamically allocated memory block. To search for some data:

```
content = gdbm_fetch(dbf, key);
```

The parameters are:

GDBM\_FILE dbf

The pointer returned by 'gdbm\_open'.

datum key

The 'key' data.

The datum returned in 'content' is a pointer to the data found. If the dptr is NULL, no data was found. If dptr is not NULL, then it points to data allocated by malloc. 'gdbm' does not automatically free this data. The user must free this storage when done using it. This eliminates the need to copy the result to save it for later use (you just save the pointer).

You may also search for a particular key without retrieving it, using:

```
ret = gdbm_exists(dbf, key);
```

The parameters are:

GDBM\_FILE dbf

The pointer returned by `'gdbm_open'`.

datum key

The `'key'` data.

Unlike `'gdbm_fetch'`, this routine does not allocate any memory, and simply returns true or false, depending on whether the `'key'` exists, or not.

## 1.9 gdbm.guide/Delete

Removing records from the database.

\*\*\*\*\*

To remove some data from the database:

```
ret = gdbm_delete(dbf, key);
```

The parameters are:

GDBM\_FILE dbf

The pointer returned by `'gdbm_open'`.

datum key

The `'key'` data.

The `ret` value is `-1` if the item is not present or the requester is a reader. The `ret` value is `0` if there was a successful delete.

`'gdbm_delete'` removes the keyed item and the `'key'` from the database `'dbf'`. The file on disk is updated to reflect the structure of the new database before returning from this function.

## 1.10 gdbm.guide/Sequential

Sequential access to records.

\*\*\*\*\*

The next two functions allow for accessing all items in the database. This access is not `'key'` sequential, but it is guaranteed to visit every `'key'` in the database once. The order has to do with the hash values. `'gdbm_firstkey'` starts the visit of all keys in the database. `'gdbm_nextkey'` finds and reads the next entry in the hash structure for `'dbf'`.

```
key = gdbm_firstkey(dbf);
```

```
nextkey = gdbm_nextkey(dbf, key);
```

The parameters are:

GDBM\_FILE dbf

The pointer returned by 'gdbm\_open'.

datum 'key'

datum nextkey

The 'key' data.

The return values are both datum. If 'key'.dptr or nextkey.dptr is NULL, there is no first 'key' or next 'key'. Again notice that dptr points to data allocated by malloc and 'gdbm' will not free it for you.

These functions were intended to visit the database in read-only algorithms, for instance, to validate the database or similar operations.

File 'visiting' is based on a 'hash table'. 'gdbm\_delete' re-arranges the hash table to make sure that any collisions in the table do not leave some item 'un-findable'. The original key order is NOT guaranteed to remain unchanged in ALL instances. It is possible that some key will not be visited if a loop like the following is executed:

```
key = gdbm_firstkey ( dbf );
while ( key.dptr ) {
    nextkey = gdbm_nextkey ( dbf, key );
    if ( some condition ) {
        gdbm_delete ( dbf, key );
        free ( key.dptr );
    }
    key = nextkey;
}
```

## 1.11 gdbm.guide/Reorganization

Database reorganization.

\*\*\*\*\*

The following function should be used very seldom.

```
ret = gdbm_reorganize(dbf);
```

The parameter is:

GDBM\_FILE dbf

The pointer returned by 'gdbm\_open'.

If you have had a lot of deletions and would like to shrink the space used by the 'gdbm' file, this function will reorganize the database. 'gdbm' will not shorten the length of a 'gdbm' file (deleted file space will be reused) except by using this reorganization.

This reorganization requires creating a new file and inserting all the elements in the old file 'dbf' into the new file. The new file is then renamed to the same name as the old file and 'dbf' is updated to contain all the correct information about the new file. If an error is detected, the return value is negative. The value zero is returned after a successful reorganization.

## 1.12 gdbm.guide/Sync

Database Synchronization

\*\*\*\*\*

If your database was opened with the GDBM\_FAST flag, 'gdbm' does not wait for writes to the disk to complete before continuing. This allows faster writing of databases at the risk of having a corrupted database if the application terminates in an abnormal fashion. The following function allows the programmer to make sure the disk version of the database has been completely updated with all changes to the current time.

```
gdbm_sync(dbf);
```

The parameter is:

GDBM\_FILE dbf

The pointer returned by 'gdbm\_open'.

This would usually be called after a complete set of changes have been made to the database and before some long waiting time. 'gdbm\_close' automatically calls the equivalent of 'gdbm\_sync' so no call is needed if the database is to be closed immediately after the set of changes have been made.

## 1.13 gdbm.guide/Errors

Error strings.

\*\*\*\*\*

To convert a 'gdbm' error code into English text, use this routine:

```
ret = gdbm_strerror(errno)
```

The parameter is:

gdbm\_error errno

The 'gdbm' error code, usually 'gdbm\_errno'.

The appropriate phrase for reading by humans is returned.

---

## 1.14 gdbm.guide/Options

Setting options.

\*\*\*\*\*

'Gdbm' now supports the ability to set certain options on an already open database.

```
ret = gdbm_setopt(dbf, option, value, size)
```

The parameters are:

GDBM\_FILE dbf

The pointer returned by 'gdbm\_open'.

int option

The option to be set.

int \*value

A pointer to the value to which 'option' will be set.

int size

The length of the data pointed to by 'value'.

The valid options are currently:

GDBM\_CACHESIZE - Set the size of the internal bucket cache. This option may only be set once on each GDBM\_FILE descriptor, and is set automatically to 100 upon the first access to the database.

GDBM\_FASTMODE - Set fast mode to either on or off. This allows fast mode to be toggled on an already open and active database. value (see below) should be set to either TRUE or FALSE.

The return value will be -1 upon failure, or 0 upon success. The global variable 'gdbm\_errno' will be set upon failure.

For instance, to set a database to use a cache of 10, after opening it with 'gdbm\_open', but prior to accessing it in any way, the following code could be used:

```
int value = 10;
ret = gdbm_setopt(dbf, GDBM_CACHESIZE, &value, sizeof(int));
```

## 1.15 gdbm.guide/Variables

Two useful variables.

\*\*\*\*\*

The following two variables are variables that may need to be used:

gdbm\_error gdbm\_errno

The variable that contains more information about 'gdbm' errors

(`gdbm.h' has the definitions of the error values).

```
const char * gdbm_version
```

The string containing the version information.

## 1.16 gdbm.guide/Compatibility

Compatibility with standard `dbm' and `ndbm'.

\*\*\*\*\*

GNU `dbm' files are not `sparse'. You can copy them with the UNIX `cp' command and they will not expand in the copying process.

There is a compatibility mode for use with programs that already use UNIX `dbm' and UNIX `ndbm'.

GNU `dbm' has compatibility functions for `dbm'. For `dbm' compatibility functions, you need the include file `dbm.h'.

In this compatibility mode, no `gdbm' file pointer is required by the user, and Only one file may be opened at a time. All users in compatibility mode are assumed to be writers. If the `gdbm' file is a read only, it will fail as a writer, but will also try to open it as a reader. All returned pointers in datum structures point to data that `gdbm' WILL free. They should be treated as static pointers (as standard UNIX `dbm' does). The compatibility function names are the same as the UNIX `dbm' function names. Their definitions follow:

```
int dbm_init(name);
int store(key, content);
datum fetch(key);
int delete(key);
datum firstkey();
datum nextkey(key);
int dbm_close();
```

Standard UNIX `dbm' and GNU `dbm' do not have the same data format in the file. You cannot access a standard UNIX `dbm' file with GNU `dbm'! If you want to use an old database with GNU `dbm', you must use the `conv2gdbm' program.

Also, GNU `dbm' has compatibility functions for `ndbm'. For `ndbm' compatibility functions, you need the include file `ndbm.h'.

Again, just like `ndbm', any returned datum can be assumed to be static storage. You do not have to free that memory, the `ndbm' compatibility functions will do it for you.

The functions are:

```
DBM *dbm_open(name, flags, mode);
void dbm_close(file);
datum dbm_fetch(file, key);
int dbm_store(file, key, `content', flags);
```

```

int dbm_delete(file, key);
datum dbm_firstkey(file);
datum dbm_nextkey(file);
int dbm_error(file);
int dbm_clearerr(file);
int dbm_dirfno(file);
int dbm_pagfno(file);
int dbm_rdonly(file);

```

If you want to compile an old C program that used UNIX `'dbm'` or `'ndbm'` and want to use `'gdbm'` files, execute the following `'cc'` command:

```
cc ... -L /usr/local/lib -lgdbm
```

## 1.17 gdbm.guide/Conversion

Converting `'dbm'` files to `'gdbm'` format.

\*\*\*\*\*

The program `'conv2gdbm'` has been provided to help you convert from `'dbm'` databases to `'gdbm'`. The usage is:

```
conv2gdbm [-q] [-b block_size] dbm_file [gdbm_file]
```

The options are:

`-q`

Causes `'conv2gdbm'` to work quietly.

`block_size`

Is the same as in `'gdbm_open'`.

`dbm_file`

Is the name of the `'dbm'` file without the `' .pag'` or `' .dir'` extensions.

`gdbm_file`

Is the complete file name. If not included, the `'gdbm'` file name is the same as the `'dbm'` file name without any extensions. That is `'conv2gdbm'` `'dbmfile'` converts the files `'dbmfile.pag'` and `'dbmfile.dir'` into a `'gdbm'` file called `'dbmfile'`.

## 1.18 gdbm.guide/Bugs

Problems and bugs.

\*\*\*\*\*

If you have problems with GNU `'dbm'` or think you've found a bug, please report it. Before reporting a bug, make sure you've actually found a real bug. Carefully reread the documentation and see if it

really says you can do what you're trying to do. If it's not clear whether you should be able to do something or not, report that too; it's a bug in the documentation!

Before reporting a bug or trying to fix it yourself, try to isolate it to the smallest possible input file that reproduces the problem. Then send us the input file and the exact results 'gdbm' gave you. Also say what you expected to occur; this will help us decide whether the problem was really in the documentation.

Once you've got a precise problem, send e-mail to:

Internet: 'bug-gnu-utils@prep.ai.mit.edu'.  
UUCP: 'mit-eddie!prep.ai.mit.edu!bug-gnu-utils'.

Please include the version number of GNU 'dbm' you are using. You can get this information by printing the variable 'gdbm\_version' (see Variables).

Non-bug suggestions are always welcome as well. If you have questions about things that are unclear in the documentation or are just obscure features, please report them too.

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