

## Re: Database options

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2004-02/2108.htm>

---

**From:** Carl Rosenberger (*carl\_at\_db4o.com*)

**Date:** 02/25/04

Date: Wed, 25 Feb 2004 13:53:46 +0100

Ebbe Kristensen wrote:

- > *In order to learn a bit of C#, I am looking at developing a PC/Pocket*
- > *PC application combo that will need a database of some sort. I want to*
- > *be able synchronize the Pocket PC database with its PC counterpart. So*
- > *far, I have found these options:*
- >
- > *- CE SQL server. I am not really keen on this as I would like the PC*
- > *app to be a stand-alone app not needing an MS SQL server.*
- >
- > *- MS Access/Pocket Access using ADOCE from [www.inthehand.com](http://www.inthehand.com). I'll*
- > *probably go with this one.*
- >
- > *XML is out as I need to do some queries that will be easy in SQL and*
- > *fairly difficult without.*
- >
- > *What have I overlooked?*

Hi Ebbe,

we supply an object database engine that allows you to store C#  
(and VB) objects directly: db4o.

db4o is written in C#. It's available for the CompactFramework,  
for Mono and of course for regular .NET.

Features include:

- ACID transactions
- S.O.D.A. object query interface
- Client/Server mode over TCP.
- Automatic class schema recognition and adoption

Our engine is very simple to use:

- Add db4o.dll to your project references.
- One method call stores any object.

A trial version of our current 2.8 release is available for  
download from our website:

Re: Database options

microsoft.public.dotnet.framework.compactframework: Re: Database options

<http://www.db4o.com>

Enjoy!

Kind regards,  
Carl

--

Carl Rosenberger  
db4o - database for objects - <http://www.db4o.com>