Data Model, Persistence & Real Time Sync

Bring VSS to life





Document Model or Object Oriented Database

- Flexible
- Scalable
- Always On
- Freedom to run anywhere

- ...



Documents Are Objects

Related data contained in a single, rich document

```
"_id" : ObjectId("5ad88534e3632e1a35a58d00"),
 "name" : {
   "first" : "John",
   "last" : "Doe" },
 "address" : [
   { "location" : "work",
     "address" : {
       "street": "16 Hatfields",
       "city": "London",
       "postal_code" : "SE1 8DJ"},
     "geo" : { "type" : "Point", "coord" : [
        -0.109081, 51.5065752]}},
+ {...}
 "dob" : ISODate("1977-04-01T05:00:00Z"),
 "retirement_fund" : NumberDecimal("1292815.75")
```



"Realm" - Embedded OSS Database

Offline first paradigm

- Usage: 100k+ developers; 65% of Fortune 1000; 2B+ app installs
- 47k+ Github stars
- Apache 2.0 license
- Active community involvement

Easy for developers

- Designed and built for resource constrained environments
- Just objects, with native code paradigms
- Live objects update automatically
- The class definitions are the database schema



Development started by two former Nokia engineers

Official announcement of Realm mobile platform



Acquisition by MongoDB

Device Sync integration into Atlas





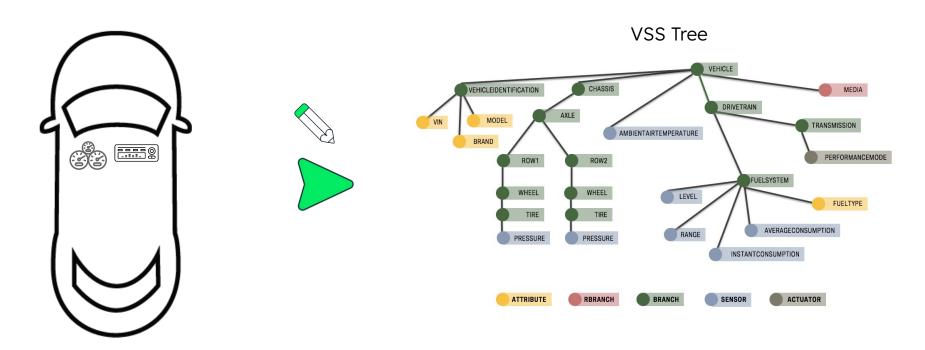






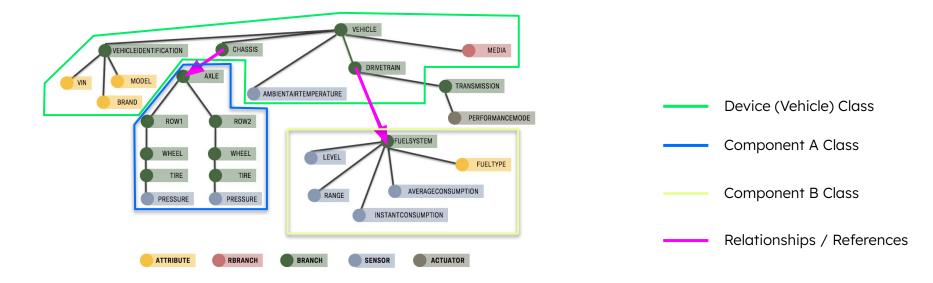


Vehicle Signal Specification





Is a Tree of Objects

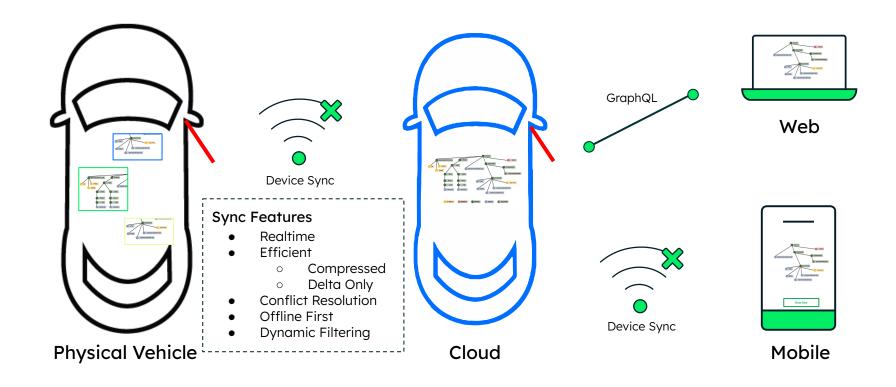


Objects are Instances of Classes

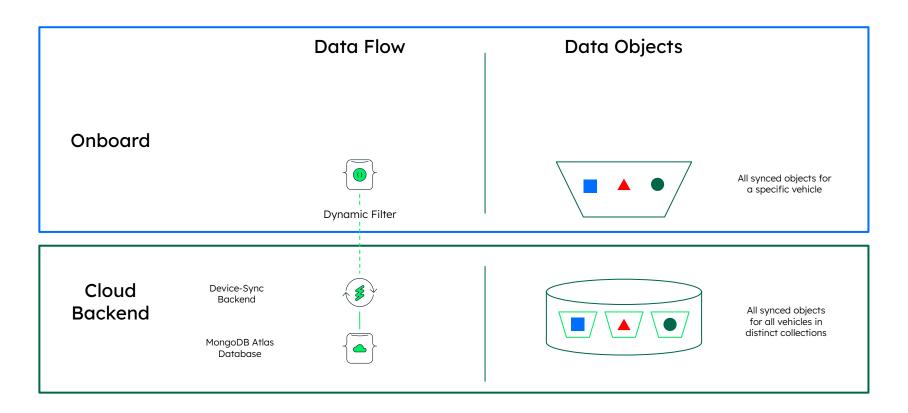
```
export class Device {
   public id = new ObjectId;
   public name = "";
   public owner id = "";
   public isOn = false;
   public flexibleData?: Realm.Dictionary<string>;
  public components: Array<Component> = [];
   public static schema = {
       name: 'Device',
       primaryKey: ' id',
       properties: {
           id: 'objectId',
           name: 'string',
           owner id: 'string',
           isOn: 'bool',
           components: 'Component[]',
           flexibleData: 'string{}'
```

```
export class Component {
  public id = new ObjectId;
   public name = "";
   public owner id = "";
   public static schema = {
      name: 'Component',
       primaryKey: ' id',
       properties: {
           id: 'objectId',
           name: 'string?',
           owner id: 'string'
```

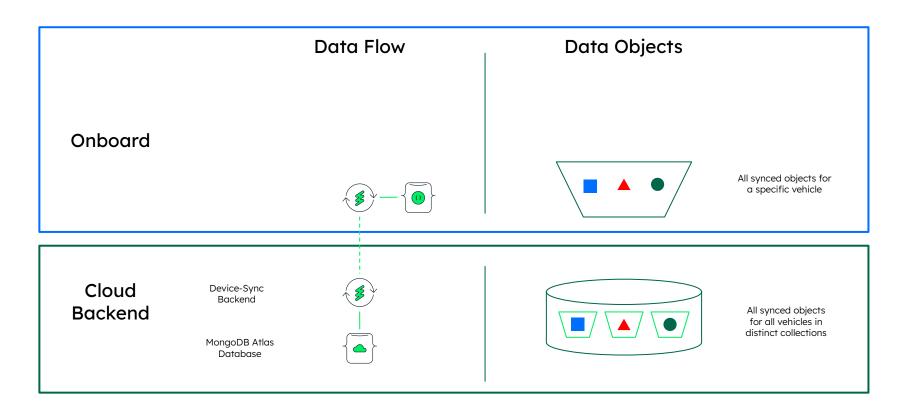
Keep the Object Tree in Sync



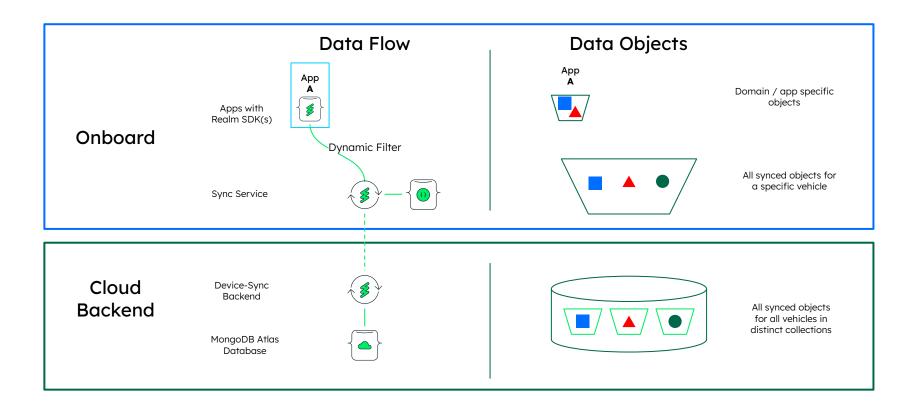




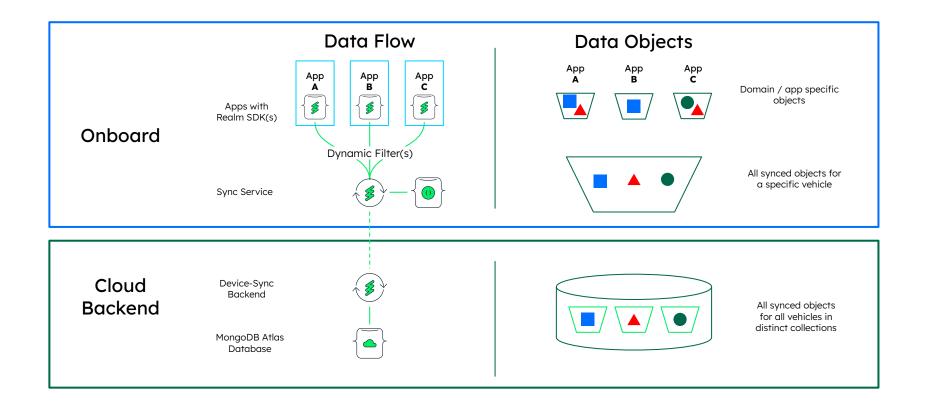












That was just a glimpse

Curious? -> Reach out

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