# BookKeeper Getting Started Guide

by

## Table of contents

1 Programming with BookKeeper ................................................................. 2
  1.1 Instantiating BookKeeper ................................................................. 2
  1.2 Creating a ledger ............................................................................... 2
  1.3 Adding entries to a ledger ................................................................. 3
  1.4 Closing a ledger ............................................................................... 4
  1.5 Opening a ledger ............................................................................. 5
  1.6 Reading from ledger ......................................................................... 6
  1.7 Deleting a ledger ............................................................................. 6
1 Programming with BookKeeper

- Instantiating BookKeeper.
- Creating a ledger.
- Adding entries to a ledger.
- Closing a ledger.
- Opening a ledger.
- Reading from ledger
- Deleting a ledger

1.1 Instantiating BookKeeper.

The first step to use BookKeeper is to instantiate a BookKeeper object:

```java
org.apache.bookkeeper.BookKeeper
```

There are three BookKeeper constructors:

```java
public BookKeeper(String servers) throws KeeperException, IOException
```

where:

- `servers` is a comma-separated list of ZooKeeper servers.

```java
public BookKeeper(ZooKeeper zk) throws InterruptedException, KeeperException
```

where:

- `zk` is a ZooKeeper object. This constructor is useful when the application also using ZooKeeper and wants to have a single instance of ZooKeeper.

```java
public BookKeeper(ZooKeeper zk, ClientSocketChannelFactory channelFactory) throws InterruptedException, KeeperException
```

where:

- `zk` is a ZooKeeper object. This constructor is useful when the application also using ZooKeeper and wants to have a single instance of ZooKeeper.
- `channelFactory` is a netty channel object (`org.jboss.netty.channel.socket`).

1.2 Creating a ledger.

Before writing entries to BookKeeper, it is necessary to create a ledger. With the current BookKeeper API, it is possible to create a ledger both synchronously or asynchronously. The following methods belong to `org.apache.bookkeeper.client.BookKeeper`.

**Synchronous call:**
public LedgerHandle createLedger(int ensSize, int qSize, DigestType type, byte passwd[]) throws KeeperException, InterruptedException, IOException, BKException

where:

• ensSize is the number of bookies (ensemble size);
• qSize is the write quorum size;
• type is the type of digest used with entries: either MAC or CRC32.
• passwd is a password that authorizes the client to write to the ledger being created.

All further operations on a ledger are invoked through the LedgerHandle object returned.

As a convenience, we provide a createLedger with default parameters (3,2,VERIFIABLE), and the only two input parameters it requires are a digest type and a password.

**Asynchronous call:**

public void asyncCreateLedger(int ensSize, int qSize, DigestType type, byte passwd[], CreateCallback cb, Object ctx)

The parameters are the same of the synchronous version, with the exception of cb and ctx. CreateCallback is an interface in org.apache.bookkeeper.client.AsyncCallback, and a class implementing it has to implement a method called createComplete that has the following signature:

void createComplete(int rc, LedgerHandle lh, Object ctx);

where:

• rc is a return code (please refer to org.apache.bookkeeper.client.BKException for a list);
• lh is a LedgerHandle object to manipulate a ledger;
• ctx is a control object for accountability purposes. It can be essentially any object the application is happy with.

The ctx object passed as a parameter to the call to create a ledger is the one same returned in the callback.

**1.3 Adding entries to a ledger.**

Once we have a ledger handle lh obtained through a call to create a ledger, we can start writing entries. As with creating ledgers, we can write both synchronously and asynchronously. The following methods belong to org.apache.bookkeeper.client.LedgerHandle.

**Synchronous call:**
public long addEntry(byte[] data) throws InterruptedException
where:
  • data is a byte array;

A call to addEntry returns the status of the operation (please refer to
org.apache.bookkeeper.client.BKDefs for a list);

Asynchronous call:
public void asyncAddEntry(byte[] data, AddCallback cb, Object ctx)

It also takes a byte array as the sequence of bytes to be stored as an entry. Additionally, it
takes a callback object cb and a control object ctx. The callback object must implement the
AddCallback interface in org.apache.bookkeeper.client.AsyncCallback,
and a class implementing it has to implement a method called addComplete that has the
following signature:
void addComplete(int rc, LedgerHandle lh, long entryId, Object ctx);
where:
  • rc is a return code (please refer to org.apache.bookkeeper.client.BKDefs for
    a list);
  • lh is a LedgerHandle object to manipulate a ledger;
  • entryId is the identifier of entry associated with this request;
  • ctx is control object used for accountability purposes. It can be any object the
    application is happy with.

1.4 Closing a ledger.

Once a client is done writing, it closes the ledger. The following methods belong to
org.apache.bookkeeper.client.LedgerHandle.

Synchronous close:
public void close() throws InterruptedException
It takes no input parameters.

Asynchronous close:
public void asyncClose(CloseCallback cb, Object ctx) throws
InterruptedException
It takes a callback object cb and a control object ctx. The
callback object must implement the CloseCallback interface in
org.apache.bookkeeper.client.AsyncCallback, and a class implementing it has to implement a method called closeComplete that has the following signature:

```java
void closeComplete(int rc, LedgerHandle lh, Object ctx)
```

where:

- `rc` is a return code (please refer to `org.apache.bookkeeper.client.BKDefs` for a list);
- `lh` is a `LedgerHandle` object to manipulate a ledger;
- `ctx` is control object used for accountability purposes.

### 1.5 Opening a ledger.

To read from a ledger, a client must open it first. The following methods belong to `org.apache.bookkeeper.client.BookKeeper`.

**Synchronous open:**

```java
public LedgerHandle openLedger(long lId, DigestType type, byte passwd[]) throws InterruptedException, BKException
```

- `ledgerId` is the ledger identifier;
- `type` is the type of digest used with entries: either MAC or CRC32.
- `passwd` is a password to access the ledger (used only in the case of VERIFIABLE ledgers);

**Asynchronous open:**

```java
public void asyncOpenLedger(long lId, DigestType type, byte passwd[], OpenCallback cb, Object ctx)
```

It also takes a ledger identifier and a password. Additionally, it takes a callback object `cb` and a control object `ctx`. The callback object must implement the `OpenCallback` interface in `org.apache.bookkeeper.client.AsyncCallback`, and a class implementing it has to implement a method called `openComplete` that has the following signature:

```java
public void openComplete(int rc, LedgerHandle lh, Object ctx)
```

where:

- `rc` is a return code (please refer to `org.apache.bookkeeper.client.BKDefs` for a list);
- `lh` is a `LedgerHandle` object to manipulate a ledger;
- `ctx` is control object used for accountability purposes.
1.6 Reading from ledger

Read calls may request one or more consecutive entries. The following methods belong to org.apache.bookkeeper.client.LedgerHandle.

**Synchronous read:**

```java
public Enumeration<LedgerEntry> readEntries(long firstEntry, long lastEntry) throws InterruptedException, BKException
```

- `firstEntry` is the identifier of the first entry in the sequence of entries to read;
- `lastEntry` is the identifier of the last entry in the sequence of entries to read.

**Asynchronous read:**

```java
public void asyncReadEntries(long firstEntry, long lastEntry, ReadCallback cb, Object ctx) throws BKException, InterruptedException
```

It also takes a first and a last entry identifiers. Additionally, it takes a callback object `cb` and a control object `ctx`. The callback object must implement the `ReadCallback` interface in `org.apache.bookkeeper.client.AsyncCallback`, and a class implementing it has to implement a method called `readComplete` that has the following signature:

```java
void readComplete(int rc, LedgerHandle lh, Enumeration<LedgerEntry> seq, Object ctx)
```

where:

- `rc` is a return code (please refer to `org.apache.bookkeeper.client.BKDefs` for a list);
- `lh` is a `LedgerHandle` object to manipulate a ledger;
- `seq` is an `Enumeration<LedgerEntry>` object to containing the list of entries requested;
- `ctx` is control object used for accountability purposes.

1.7 Deleting a ledger

Once a client is done with a ledger and is sure that nobody will ever need to read from it again, they can delete the ledger. The following methods belong to org.apache.bookkeeper.client.BookKeeper.

**Synchronous delete:**

```java
public void deleteLedger(long lId) throws InterruptedException, BKException
```

- `lId` is the ledger identifier;

**Asynchronous delete:**

```java
public void deleteLedger(long lId) throws InterruptedException, BKException
```
public void asyncDeleteLedger(long lId, DeleteCallback cb, Object ctx)

It takes a ledger identifier. Additionally, it takes a callback object cb and a control object ctx. The callback object must implement the DeleteCallback interface in org.apache.bookkeeper.client.AsyncCallback, and a class implementing it has to implement a method called deleteComplete that has the following signature:

void deleteComplete(int rc, Object ctx)

where:

- rc is a return code (please refer to org.apache.bookkeeper.client.BKDefs for a list);
- ctx is control object used for accountability purposes.