SQLite

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- “embedded” SQL database system
- „serverless“ – does not need to run as a standalone server
- „single file“ – The database is in one file
- „cross platform“ – runs everywhere
- „small footprint“ – SQLite library has up to 500 KB
- „manifest typing“ – Columns in tables don't have a fixed type

Why use SQLite?

- without the need for any configuration
- just "include" the SQLite library and you can start working
- used in many applications
  - Google – Android API, chrome
  - Mozilla Firefox – bookmarks, downloads, history
  - Adobe – Air API, Lightroom
  - Apple – Safari, iPhone, Mail, ...
  - embedded devices (RTU apod.)
- speed – with a small amount of data, faster than most large database systems

When to use SQLite?

- Replacing a custom file format
- when you don't need to have centralized data
- A data source for the web on hardware-weak, low-load devices
- local cache for data coming from a centralized database
- internal or temporary database of your application
- in application prototypes

- Do not use this for large client/server applications that process many requests at once or huge amounts of data

Rowid

- each table in SQLit (except for tables marked WITHOUT ROWID) has a special rowid column
- The ROWID value is a 64-bit integer, unique for each row
- can be used as a PRIMARY KEY https://www.sqlitetutorial.net/sqlite-primary-key/