

# Relational VS Object Database

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## 1 INTRODUCTION

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VelocityDB is a NoSQL object database. Microsoft SQL Server is a relational database.

## 2 FEATURE COMPARISON

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In table below, support for a feature is one of: 😊 (great) 😐 (ok) ☹️ (bad).

Feature	VelocityDB	SQL Server
Acid Transactional	😊	😊
Android	😊	☹️
Any CPU (32bit/64bit)	😊	☹️
<a href="#">Array</a> support	😊	☹️
Auto Increment on a field	😊	😊
Backup & Restore	😐	😊
Change event subscription & notification	😊	😊
Choice of data structure to use	😊	☹️
Compression of data	😊	😐
Data Fragmentation	😊	☹️
Data Integrity options	😐	😊
Database level locking	😊	😊
Distribution ability	😊	☹️
Embed ability	😊	☹️

Feature	VelocityDB	SQL Server
Encryption of data		
<a href="#">Enum</a> support		
High levels of concurrent updates		
High Performance		
Indexes		
In-Memory Only Option		
iOS		
<a href="#">LINQpad</a>		
Linux		
No object relational mapping required		
Object/Row level locking		
Optimistic Concurrency Support		
OS X (Mac)		
Page level locking		
Page level versioning		
Pure C#, no other language required		
Required Database Administration		
Scalability		
Small footprint		
Store graphs of connected objects		
Universal Windows		

Feature	VelocityDB	SQL Server
Variable page size		



### 3 PROS AND CONS

In table below, pros are highlighted yellow and cons are highlighted turquoise

VelocityDB Pros/Cons	SQL Server Pros/Cons
Capable of unbeatable performance and scalability	Simple applications perform well but as data model gets more complex and data size grows performance suffer
Use class inheritance, polymorphism and composition	Hard to mimic all object oriented features
Limited testing	Very well tested
Not very many have used	Many know how to use
Use any data structure	Limited to table data structure
Standardized Object identifier	Each table defines a primary key
No mapping required	An object relational mapping tool such as <a href="#">EntityFramework</a> or <a href="#">Dapper</a> is required
Field can store multiple values	Limited to single value in each cell
Integrated Client Caching Facility	Client caching has to be done with separate tool(s)
No Database Administration Required	Database Maintenance/Administration Required
No empty space on pages and fragmentation avoided by using variable page size	Database tables and indexes are usually fragmented with empty/unused space on pages.
Good for supporting storage of binary data such as video & audio	Although BLOB storage is supported, data is more difficult to work with and not easy to segment
Low <a href="#">Licensing</a> Costs	High <a href="#">Licensing</a> Costs
22,409 lines of C# code	More than <a href="#">1 million</a> lines of C++/C code