

CAPH.DAL.BASECACHE

BaseCache is a class that is a parent class of LocalStorageCache. Furthermore, it will be the base class when a user extend data cache functionality and create a new cache class. Also, BaseCache provides a utility function. Its name is encodeUInt8ArrayToBase64, which encodes a UInt8 TypedArray to a base64 string.

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BaseCache

Constructor

BaseCache	
Description	
construct a BaseCache	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var BaseCache = caph.dal.BaseCache; var basecache = new BaseCache(); // Use Constructor</pre>	

Methods

encodeUInt8ArrayToBase64	
Description	
Encode a UInt8 TypedArray to a base64 string	
Parameters	<div>■input</div> <ul style="list-style-type: none">- UInt8 TypedArray- A UInt8 TypedArray as an input.- [default : null]
Return	<div>■String</div> <ul style="list-style-type: none">- A base64-encoded string
Emulator Support	Y
SDK Constraint	none
Example	

```
var BaseCache = caph.dal.BaseCache;
var basecache = new BaseCache();

// Let's say data - - binary is given
var uint8Array = new Uint8Array(binary);
var binaryData = basecache.encodeUint8ArrayToBase64(uint8Array);
```

BaseCache

Description

(Constructor) construct a BaseCache

Parameters	■Void
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Return	■BaseCache - An instance of BaseCache
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Emulator Support	Y
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SDK Constraint	none
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Example

```
var BaseCache = caph.dal.BaseCache;
var basecache = new BaseCache(); // Use Constructor
```