## A Pocket Spatial Database Prototype and its Query Language\*

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## **ABSTRACT**

This paper describes software architecture of a spatial database for pocket computers, its spatial query language named GSQL and some techniques to improve its performance. Some GSQL query examples are also included.. Based on this architecture and its query language, a spatial database prototype has been built to verify its implementation feasibility in lightweight Pocket PC. In the last section of this paper, conclusions and further research outlook for a distributed pocket spatial database are discussed.

**Keywords**: Geographic Information Systems, Mobile Spatial Database, Spatial Query Language.

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