

Try Cloud Spanner using C#.

(/spanner/docs/getting-started/csharp/)

Try Cloud Spanner using Go.

(/spanner/docs/getting-started/go/)

Try Cloud Spanner using Java.

(/spanner/docs/getting-started/java/)

Try Cloud Spanner using Node.js.

(/spanner/docs/getting-started/nodejs/)

Try Cloud Spanner using PHP.

(/spanner/docs/getting-started/php/)

Try Cloud Spanner using Python.

(/spanner/docs/getting-started/python/)

Try Cloud Spanner using Ruby.

(/spanner/docs/getting-started/ruby/)

Try Cloud Spanner using the REST API.

(/spanner/docs/getting-started/rest/)

Try Cloud Spanner using the gcloud command-line tool.

(/spanner/docs/getting-started/gcloud/)

Migrate your data from Amazon DynamoDB to Cloud Spanner.

(/solutions/migrating-dynamodb-to-cloud-spanner)

Migrate your data from MySQL to Cloud Spanner.

(/solutions/migrating-mysql-to-spanner)

Migrate your data from Oracle to Cloud Spanner.

(/solutions/migrating-oracle-to-cloud-spanner)

Migrate your data from PostgreSQL to Cloud Spanner.
(</spanner/docs/migrating-postgres-spanner>)

Use Cloud Spanner to ingest events, combined with Pub/Sub as an event ledger.
(</solutions/deploying-event-sourced-systems-with-cloud-spanner>)

Use Cloud Spanner as the primary backend database for game state storage.
(</solutions/best-practices-cloud-spanner-gaming-database>)