Section 2 – High Level Entities – Database, Parser, DML, Application

**Database:** Underlying data storage for our pet store, implemented in C++. Modifications will be made to this static class by the Parser (more detail is given in Section 3 – Model)

**Parser:** The commands mentioned above will be read by a parser which will interpret their meaning according to the provided phrase-grammar structure. The parser can call Table and Database functions to make appropriate modifications and accesses.

**Data Manipulation Language (DML):** Language to respond to database queries. Ultimately, users will not have access to these commands. They consist of:

* Queries
* Commands (open, close, write, exit, show, create table, insert into, update, delete, select, project)
* 2-Set Manipulations (union, difference, product, and natural-join)

**Application:** A C++ program that allows a user to use the data stored inside of the Database in an interactive way. Users do not have direct access to the data itself, nor the Data Manipulation Language. Commands will be simplified and user friendly, but converted to DML which is read by the Parser to communicate with the database. A command line interface is provided for this functionality.