



Simple DBMS

OBJECT-ORIENTED PROJECT

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Description

- This Program provides you with a service to keep data in tables by creating databases you can keep any amount of data.
- You can use the SQL commands to perform operations on your data.

Features

- In this program, you can create or delete databases and tables.
- You can select any column with any condition.
- You can also update your existent data or remove them.
- You can insert any additional data under any condition.

Design overview

JAVA SWING IS USED TO IMPLEMENT THE CONSOLE.

- **JFrame:** is used to create a window.
- **TextArea:** is used to show the inputs and outputs.
- **ScrollPane:** is used to make the window scroll down and up.

Data structures

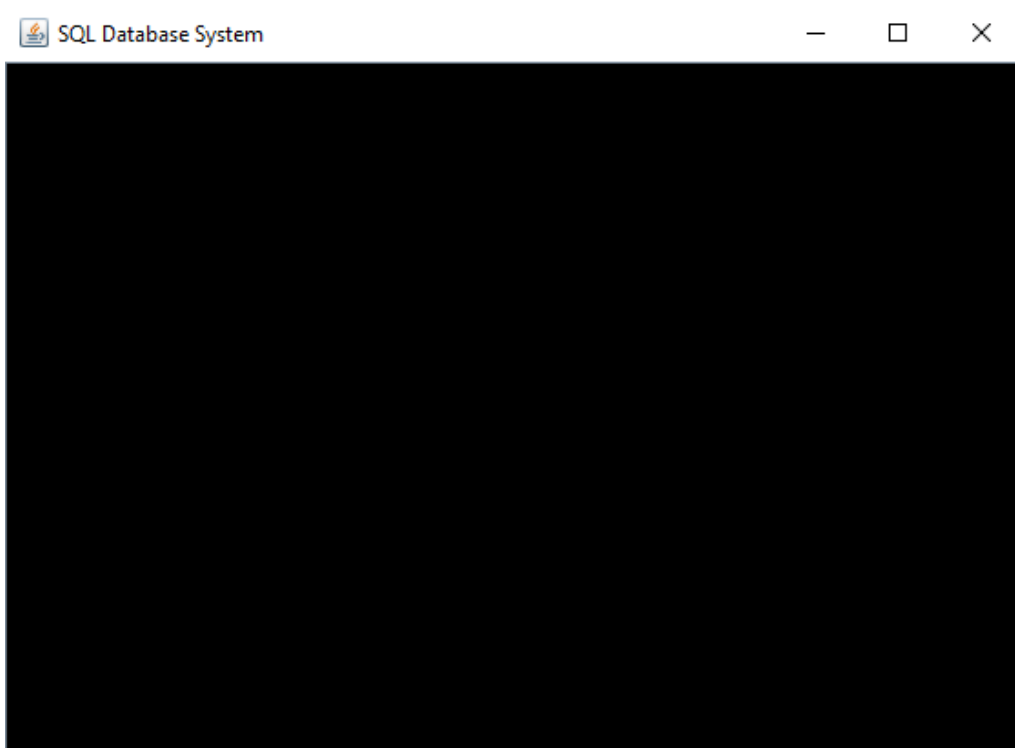
- **Object[][]:** Array of selected data.
- **String:** To keep the path and data of type varchar.
- **int:** Used in iterations and to keep data of type int.
- **File:** To create a new file or directory.
- **Enum:** To keep the type of possible commands.

Description of important function

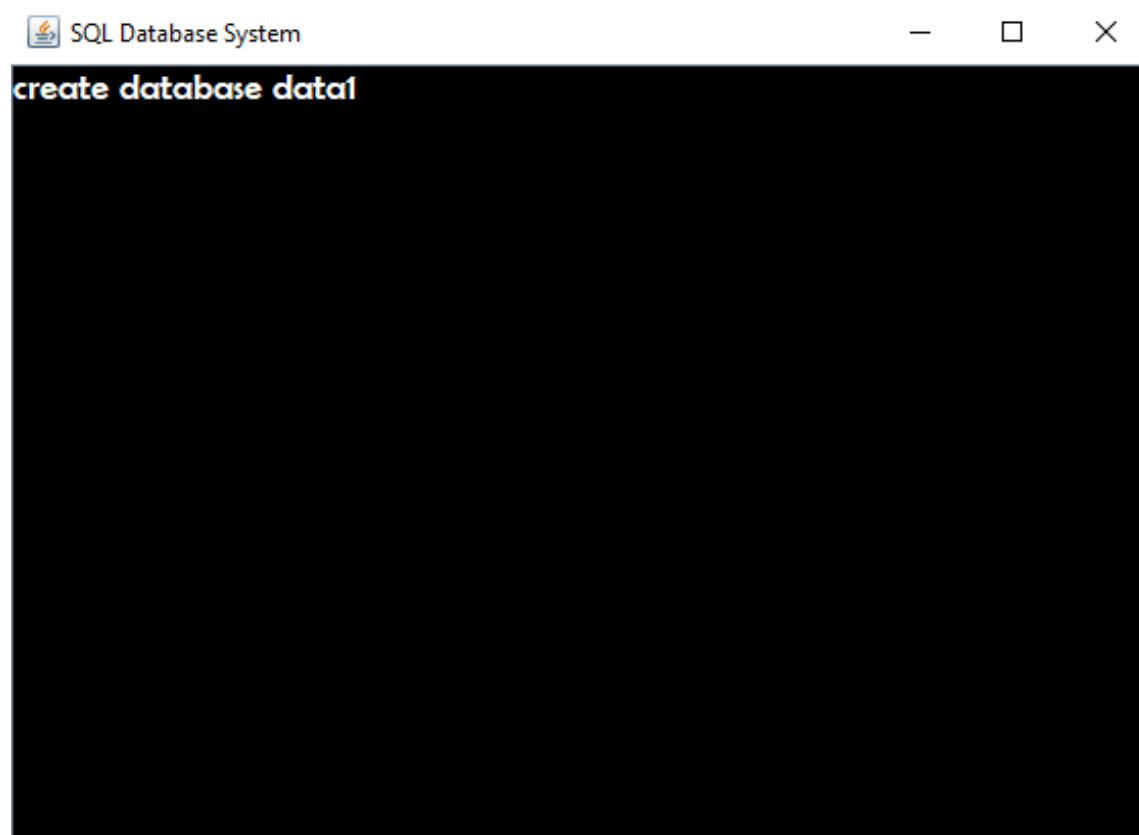
- **createDatabase:** create a new database.
- **executeQuery:** used to perform selection queries and return array 2-D of the selected data.
- **executeUpdatequery:** used to update, insert or remove data.

User manual

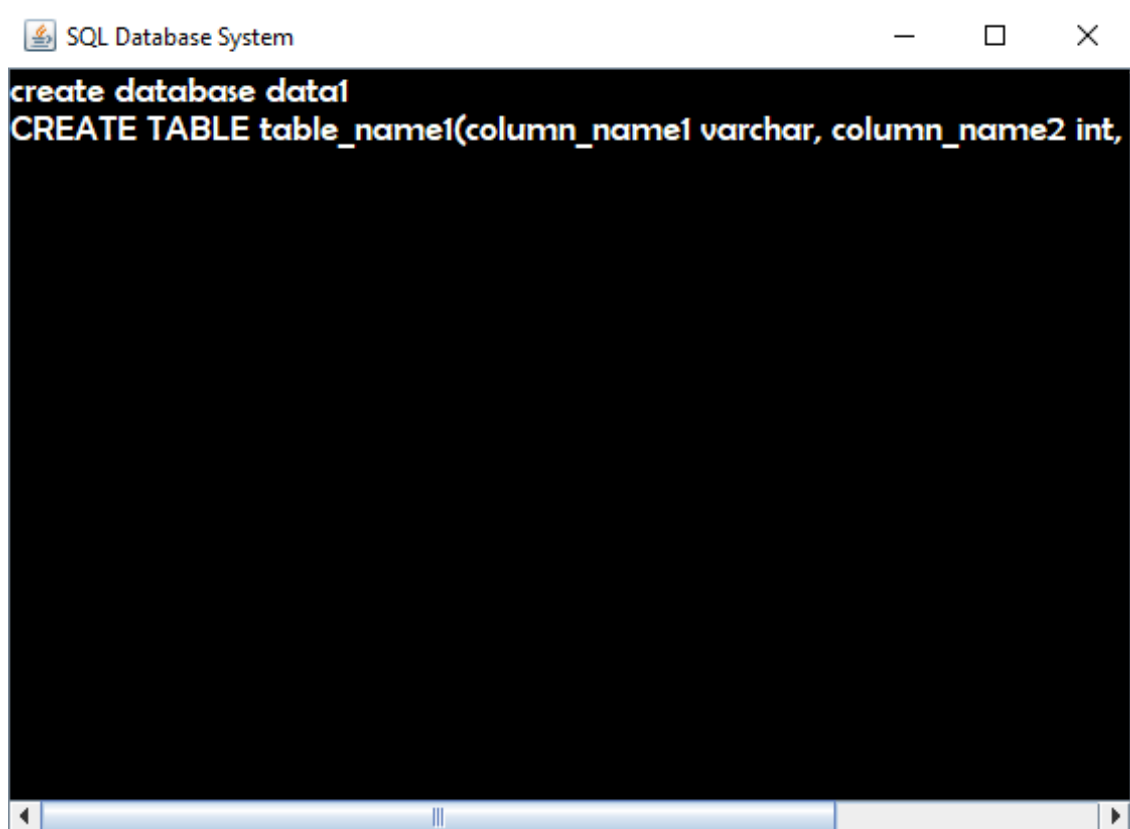
Once the user open the program he will see the shown:



You can start by creating a database with writing the correct query to create.



Then you can create tables in your database.

A screenshot of a window titled "SQL Database System". The window has a black background with white text. The text shows two SQL commands: "create database data1" and "CREATE TABLE table_name1(column_name1 varchar, column_name2 int,". The window has standard Windows window controls (minimize, maximize, close) in the top right corner and a scrollbar at the bottom.

```
create database data1
CREATE TABLE table_name1(column_name1 varchar, column_name2 int,
```

Then you insert the data in your table.

UML

