

## I can see it like a tree:

## **Q1.Database Design implementation:**



My idea is that whenever we find an element from components to be a dir, we will set the is\_dir boolean field to True, and then we will create a new table(NewTable1) for that table that contains the dir element with the relation one-to-many. But, since every element from

contents can be a dir and for each dir we would have many children available, there is a many-by-many relation, that will be broken down to 2 one-by-many relationships using an intermediary database:

