CSC309 *Programming on the Web*

week 5: database

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review

- **so far:**
  - **front-end**
    - **structure & semantic, appearance, behavior**
    - many design tips
- **next:**
  - **back-end**
    - we start with **databases**
      - structured & semi-structured data

what is a database?

- it is a **collection of data**, typically describing the activities of one (or more related) application(s)
- the goal is to organize data in a way that facilitates **efficient *retrieval* and *modification***
- **note:** the data maintained by a system are much more important/valuable than the system itself
- A **database management system** (DBMS) is a software program to assist in maintaining and utilizing large databases

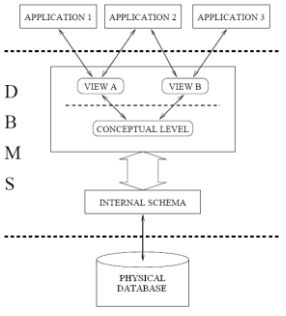
advantages of using a dbms

- data independence
- efficient data access
- data integrity and security
- data administration
- concurrent access and crash recovery
- reduced application development time

history

- 1962 IDS, first general purpose dbms by Charles Bachmann @ GE; Late 1960s IMS DBMS @ IBM
- 1971 Relational Data Model by Edgar Codd @ IBM
- 1973 Bachmann wins Turing award
- 1976 E-R Model by Peter Chen
- Late 1970s IBM's System R
- 1980s DB2 (SQL), Oracle, Informix, Sybase
- 1981 Codd wins Turing award
- Late 1980s O-O DBMSs
- 1990s SQL expansion, Internet development, XML
- Late 1990s, Relational DBMSs incorporate objects
- 1998 Jim Gray wins Turing award

3-level schema architecture



more on data independence

- **Idea:** application programs are isolated from changes in the way the data is structured & stored.
  - Indirect access supports:
    - advanced data structures
    - data restructuring
    - distribution and load balancing,
    - …
    - all without changes to applications
  - **Note:** A very important advantage of using a DBMS!

more on data independence

- **Logical**: applications immune from changes in the logical structure of the data.
  - Example:
    - Student (*name:* string, *major:* string, *DOB:* integer)
    - …
    - …
- **Physical**: applications immune from physical storage details.
  - Such as
    the file structure and the choice of indexes

more on relational model

Idea. All information is organized in flat relations.

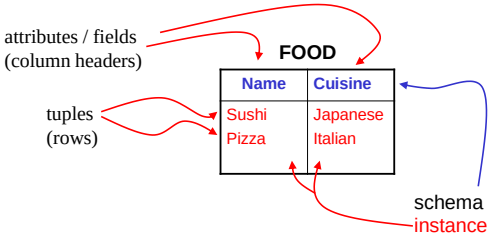
- Features:
  - very simple and clean data model
  - *often* matches how we think about data
  - abstract model that underlies SQL, the most popular database language
  - powerful and *declarative* query/update languages
  - semantic integrity constraints

transaction

A **transaction** is any ***one execution*** of a process in a DBMS, which is seen as a series of **actions—**such as *reads* and *writes*, followed by a *commit* or an *abort*.

- Properties of transactions: **(ACID)**
  - **Atomic:** either all actions or nothing are carried out.
  - **Consistency:** must preserve the DB constraints.
  - **Isolation:** understandable without considering other transactions.
  - **Durability:** once committed, the changes made are permanent.

a relation is a table



more tabular form

FOOD

Name	Cuisine
Pizza	Italian
Stroganoff	Russian
Poutine	Canadian

STUDENT

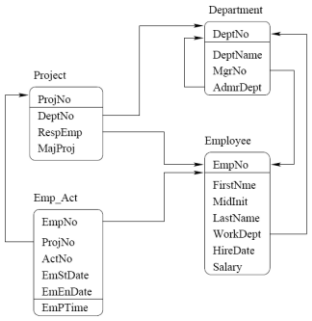
ID	Name	Major
1022083920	Adam	Math
901183280	Saniya	CS

LIKES

Student	Food
1022083920	Pizza
1022083920	Poutine
901183280	Pizza

that's why relations are often called "tables".

another example



SQL examples

- `INSERT INTO food VALUES ( "Pizza", "Canadian" );`
- `UPDATE food SET cuisine = "Italian"`
  `WHERE name = "Pizza";`
- `SELECT name FROM food`
  `WHERE cuisine = "Russian";`
- `SELECT cuisine, COUNT(*) AS "count"`
  `FROM food`
  `GROUP BY cuisine;`
- `SELECT DISTINCT cuisine`
  `FROM food,`
  `(SELECT food as name FROM likes,student`
  `WHERE major="CS") csLikes`
  `WHERE food.name=csLikes.name;`

summary

- Using a database to manage data helps:
  - to remove common code from applications
  - to provide uniform access to data
  - to guarantee data integrity
  - to manage concurrent access
  - to protect against system failure
  - to set access policies to data
  - . . .