

# **DATABASE MANAGEMENT SYSTEM**

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# What is Database Management System?

- ❑ A Database Management System (DBMS), or simply a Database System (DBS) consist of :
- ❑ A collection of interrelated and persistent data (usually referred to as the database (DB)).
- ❑ A set of application programs used to access, update and manage that data (which forms the data management System (MS)).

# Brief History

- ❑ **Early 1960s** : first general purpose database by Charles Bachman from GE. Used the network data model.
- ❑ **Late 1960s** : IBM developed Information Management System (IBM). Used the Hierarchical data model. Led to SABRE, the airline reservation system developed by the AA and IBM. Still use in today.
- ❑ **1970** : Edgar Code of IBM developed the relational data model. Led to several DBMS based on relational data model, as well as important theoretical results. Code wins Turing award.
- ❑ **1980s** : relational model dominant. SQL standard.
- ❑ **Late 1980s, 1990s**: DBMS vendors extend systems, allowing more complex data types (images, text).

# Why Use a DBMS?

- ❑ Data independence and efficient access.
- ❑ Reduced application development time.
- ❑ Data integrity and security.
- ❑ Uniform data administration.
- ❑ Concurrent access, recovery from crashes.

# Purpose of DBMS

## 1. Data redundancy and inconsistency

- ❑ Same information may be duplicated in several places..
- ❑ All copies may not be updated properly..

## 2. Difficulty in new program to carry out each new task

## 3. Data isolation -

- ❑ Data in different formats.
- ❑ Difficult to write new application programs.
  - Files and formats

## Security problems

Every user of the system should be able to access only the data they are permitted to see.

- ❑ E.g. payroll people only handle employee records, and cannot see customer accounts; tellers only access data and cannot see payroll data.
- ❑ Difficult to enforce this with application programs.

## Integrity problems

- ❑ Data may be required to satisfy constraints.
- ❑ E.g. no account balance below \$25.00.
- ❑ Again, difficult to enforce or to change constraints with the file-processing approach.

# Data Models

## Hierarchical Model

- ❑ The hierarchical data model organizes data in a tree structure.
- ❑ There is a hierarchy of parent and child data segments.
- ❑ This structure implies that a record can have repeating information, generally in the child data segments.
- ❑ Hierarchical DBMSs were popular from the late 1960s, with the introduction of IBM's Information Management System (IMS) DBMS, through the 1970s.



# NETWORK MODEL

- ❑ The popularity of the network data model coincided with the popularity of the hierarchical data model. Some data were more naturally modelled with more than one parent per child.
- ❑ So, the network model permitted the modelling of many-to-many relationships in data. In 1971, the Conference On Data System Languages (CODASYL) formally defined the network model.

# RELATIONAL MODEL

- ❑ (RDBMS) – relational database management system) A database based on the relational model developed by E.F. code.
- ❑ A relational database allows the definition of data structures, storage and retrieval operations and Integrity constraints.
- ❑ In such a database the data and relations between them are organized in tables. A table is a collection Of records and each record in a table constraints the same fields.

## ➤ PROPERTIES OF RELATIONAL TABLES

- ☐ Values are atomic
- ☐ Each row is unique
- ☐ Column values are of the same kind
- ☐ The sequence of columns is insignificant
- ☐ The sequence of rows is insignificant
- ☐ Each column has a unique name

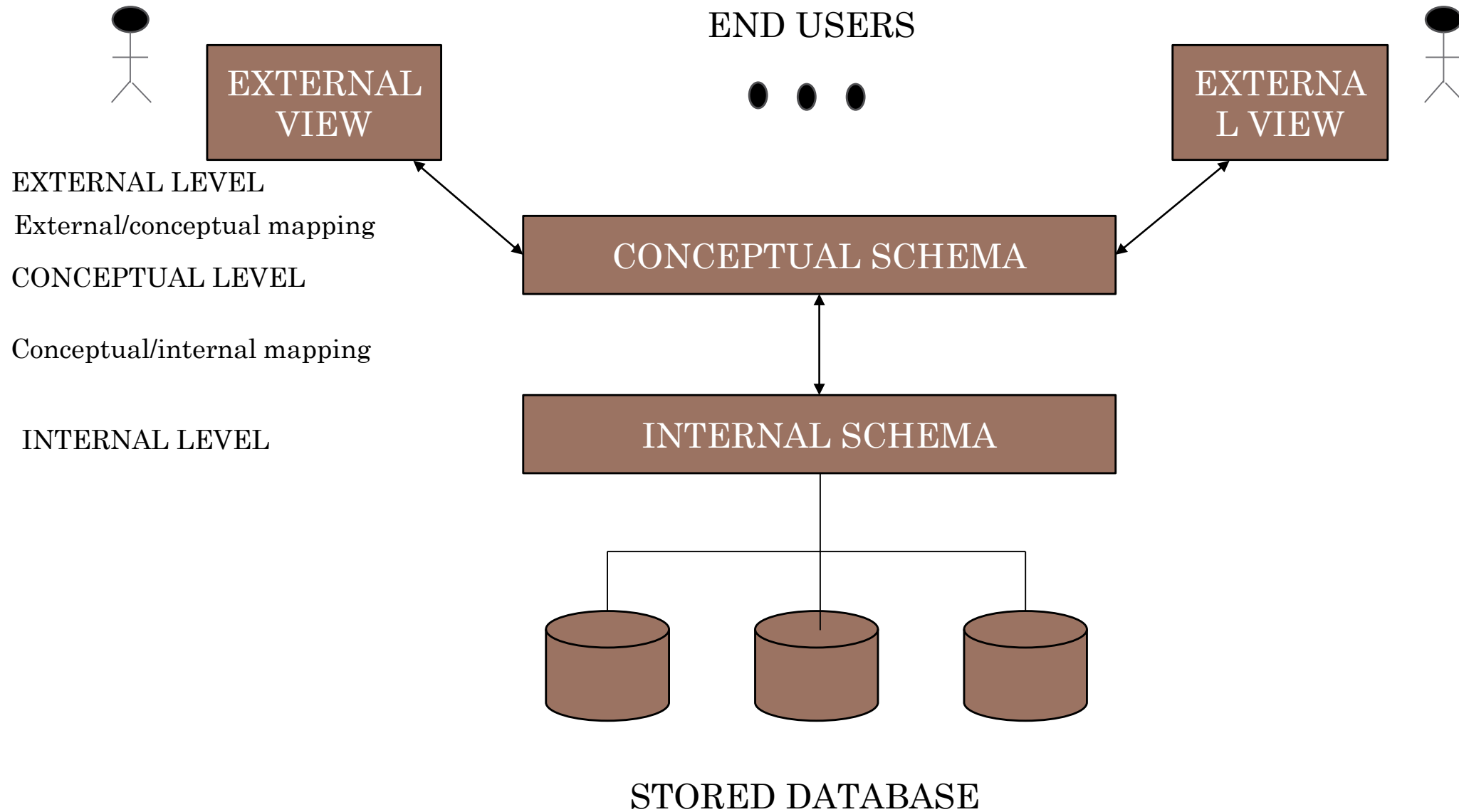
# OBJECT ORIENTED MODEL

- ❑ Object DBMSs add database functionality to object programming languages. They bring Much more than persistent storage of programming language objects.
- ❑ A major benefit of this approach is the unification of the application and database development into a Seamless data model and language environment.

# SEMI STRUCTURAL MODEL

- ❑ In semi structured data model, the information that is normally associated with a schema is Contained within the data, which is sometimes called “self describing”.
- ❑ In such database there is no clear separation between the data and schema, and the degree to which it is structured depends on the application.

# ARCHITECTURE OF DBMS



# COMPONENTS OF DBMS

**Hardware:** Can range from a PC to a network of computers.

**Software :** DBMS, operating system, network software (if necessary ) and also the application Programs.

**Data :** used by the organization and a description of this data called the schema.

**People :** includes database designers, DBAs, application programmers, and end-users.

**Procedure:** instruction and rules that should be applied to the design and use of the database and DBMS.

# ADVANTAGES OF DBMS

- ❑ Controlling redundancy
- ❑ Sharing of data
- ❑ Data consistency
- ❑ Integration of data
- ❑ Integration constraints
- ❑ Data security
- ❑ Backup and recovery procedures



# DISADVANTAGES OF DBMS

- ☐ Cost of hardware and software
- ☐ Cost of data conversion
- ☐ Cost of staff training
- ☐ Appointing technical staff
- ☐ Database damage

# DBMS LANGUAGES

## Data Definition Language-DDL

- ❑ Data Definition Language (DDL) statements are used to define the database structure or schema.

### Some examples:

- ❑ **CREATE** – to create objects in the database
- ❑ **ALTER** – alters the structure of the database
- ❑ **DROP** – delete objects from the database
- ❑ **TRUNCATE** - remove all records from a table, including all spaces allocated for the records are removed
- ❑ **COMMENT** – add comments to the data dictionary
- ❑ **RENAME** – rename an object

# DATA MANIPULATION LANGUAGE (DML)

Data manipulation language (DML) statements are used for managing data without schema objects.

## Some examples:

- ❑ **SELECT** – retrieve data from the database
- ❑ **INSERT** – insert data into a table
- ❑ **UPDATE** – updates exiting data within a table
- ❑ **DELETE** – delete all records from a table, the space for the records remain
- ❑ **MERGE** – UPSERT operation (insert or update)
- ❑ **CALL** – call a PL/SOL or java subprogram
- ❑ **LOCK TABLE** – control concurrency

THANK YOU