

CPE-344 DATABASE MANAGEMENT SYSTEMS AND PROGRAMMING II Term Project

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1. TABLES CREATION

The DDL regarding the tables creation was available on the Moodle's course page. To access them, the exported database is available within the project submission.

2. CONSTRAINTS ON TABLES

2.1 PRIMARY KEYS & FOREIGN KEYS

All the primary keys and the foreign keys were implemented on the tables. They can be checked within the exported database.

2.2 NULL CONSTRATINTS

All the required NOT NULL constraints were implemented on the tables. They can be checked within the exported database.

3. FUNCTIONS

3.1 IS_BOOK_AVAILABLE

The required function was implemented and it is checking whether a book is available to be borrowed or not.

Books should be checked if they are borrowed by another members, or available.

```
DECLARE
   x number;

BEGIN
   x := is_book_available(3);

if x=1 THEN
   dbms_output.put_line('the book is available');

else
   dbms_output.put_line('the book is not available');

END IF;

END;
```

Snip 1 | is book available function in action

The function's body is available within the exported database.

3.2 MEMBER_HAS_OVERDUE_BOOK

The required function was implemented and it is checking whether the member is having a due or not.

Dues should be checked before borrowing a new book.

```
DECLARE
   x number;
BEGIN
   x := member_has_overdue_book(3);
   if x=1 THEN
   dbms_output.put_line('the user has overdue');
else
   dbms_output.put_line('the user has no overdue');
END IF;
END;
```

Snip 2 | member_has_overdue function in action

The function body is available within the exported database.

3.3 MAXIMUM_BOOK_LIMIT

The required function was implemented and it is getting the maximum number of books a member can borrow.

```
DECLARE
  max_number number;
BEGIN
  max_number:= maximum_book_limit(3);
  dbms_output.put_line(max_number);
END;
```

Snip 3 | maximum_book_limit function in action

The function's body is available within the exported database.

3.4 GET_TOTAL_BORROW_COUNT

The required function was implemented and it is getting the total number of books a user is currently borrowing.

```
DECLARE
   x number;
BEGIN
   x:= get_total_borrow_count(3);
dbms_output.put_line(x);
END;
```

Snip 4 | get_total_borrow_count function in action

The function's body is available within the exported database.

4.TRIGGERS

A trigger is a special kind of stored procedure that automatically executes when an event occurs in the database server. In this example, a trigger was implemented to fulfill the following requirements:

- 1. Check if a **book is available** on selected date (Use the stored function is_book_available). If it is not available, raise an error and prevent borrowing the book.
- 2. Check if the member has an **overdue book** (Use the stored function member_has_overdue). In case of a overdue or non-availability raise an error and prevent borrowing the book.
- 3. Check if the member reached the **maximum number of books** that he/she can borrow. If so, raise an error and prevent borrowing the book.

This trigger will be triggered before inserting a new row to the table transactions.

The Trigger's body is available within the exported database.

5. PROCEDURES

5.1 BORROW_A_BOOK

The required procedure was implemented and it is inserting a new row to the transactions' table. By adding a new row, the implemented trigger will be triggered as well.

```
BEGIN
borrow_a_book(1,2,'01-JUN-16','01-JUN-17');
END;
```

Snip 5 | borrow_a_book function in action

The procedure's body is available within the exported database.

5.2 RETURN_A_BOOK

The required procedure was implemented and it is performing an update on the transactions table. It is updating the return_date column when a member is returning the book he withdrawed.

```
BEGIN
return_a_book(3,1);
END;
```

Snip 6 | return_a_book in action

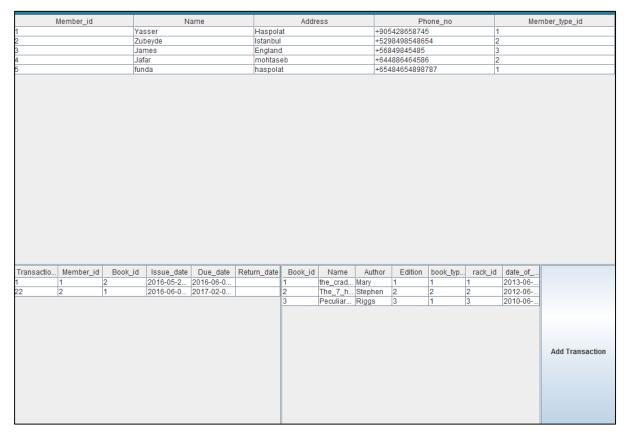
The procedure's body is available within the exported database.

6. JAVA APPLICATION

A simple application was implemented by using the JAVA programming language. The NetBeans IDE was used as the development environment.

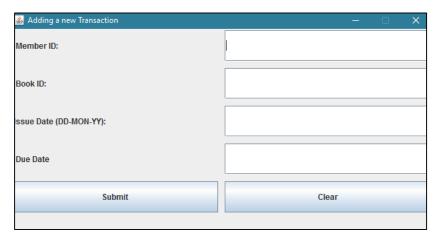
The graphical user interface was implemented by using JFrames.

The main interface is as follows:



Snip 7 | Main user Interface

By clicking on the Add Transaction button, the following interface will be available:



Snip 8 | Adding a transaction

For this program, three classes where used and they are as follow:

- 1. mainProgram Class used as the main user interface.
- 2. *javaConnectDb* Class used to establish connections with the oracle database.
- 3. addTransaction Class used to add a new transaction.

To connect to the database, the JDBC driver was used.

The full source code of this application is attached as well.