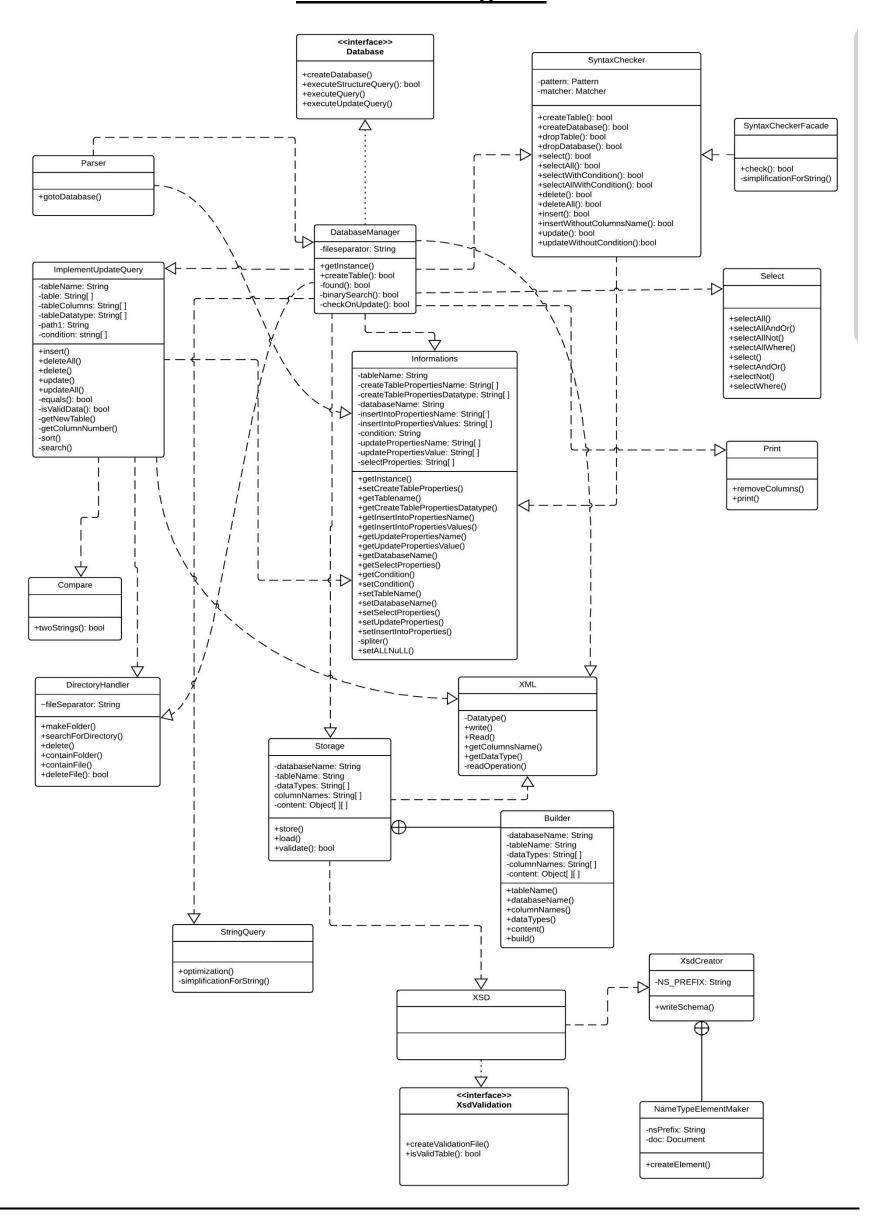
UML Class Diagram



Design Description

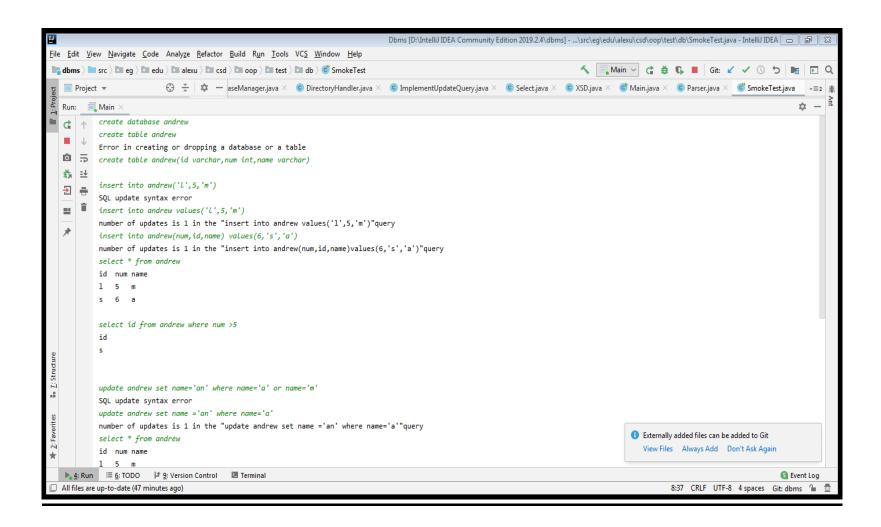
- Parser class receives the SQL query and selects the appropriate operation from the
 DatabaseManager class .
- StringQuery class is used to optimize the queries and after that we send them to
 SyntaxChecker class to check for their syntax.
- We use Information class to store all the information of the database and its tables.
- DirectoryHandler Class helps in managing the folders and files of the databases.
- For updating the tables after implementing the queries we use
 ImplementUpdateQuery class .
- if the query is to select from a table we goes to the Select class which helps to implement the select query either it has a condition or not.
- Finally we print the required part of the table using the print class.

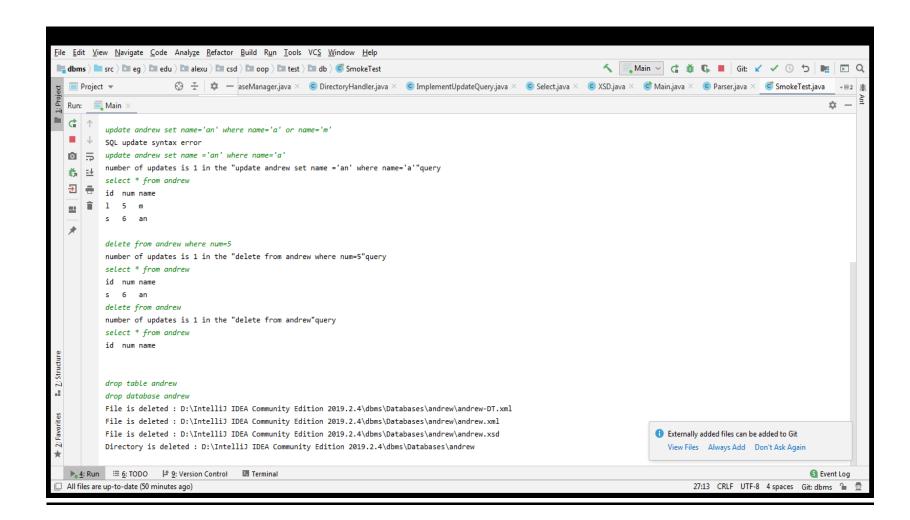
<u>User Guide</u>

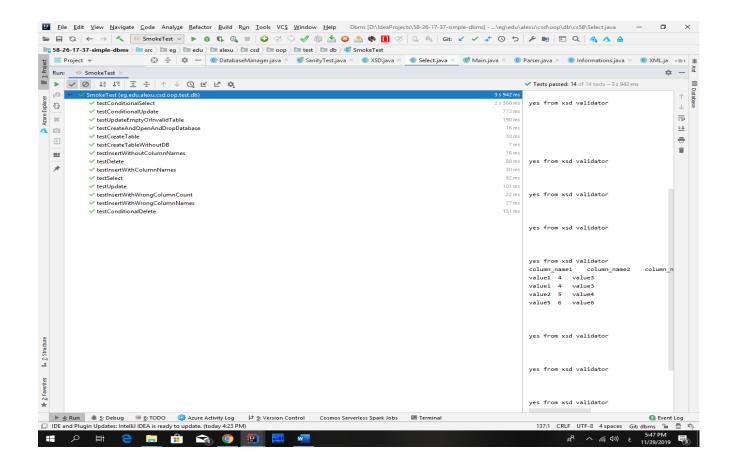
•	First you create the database by statement "create database <database name=""></database>
•	Then you create a table by statement "create table ".
•	You can insert data to the table using the keyword "insert".
•	After that you can print the data by "select" keyword and you can use "where"
	keyword if there is one or more conditions.
•	you can also delete from the table by "delete" keyword .
•	you may change anything in the table using "update" keyword so that you can
	update your table.
•	Whenever you want to drop a table or a database you will use "drop" keyword

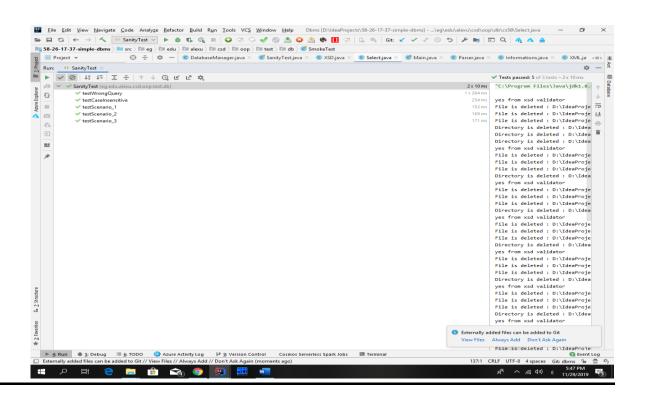
• Your entries must obey the syntax of SQL, otherwise you will be given an error.

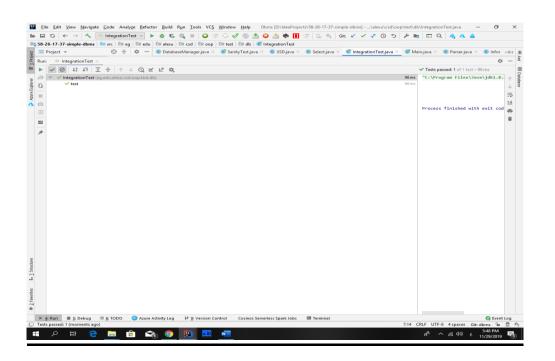
Sample Runs











Notes:

- We used the following design patterns:
 - Singleton design pattern in Information and DatabaseManager classes.
 - Façade design pattern in SyntaxCheckerFacade class.
 - Factory design pattern in Parser class.
 - Builder design pattern in Storage class.