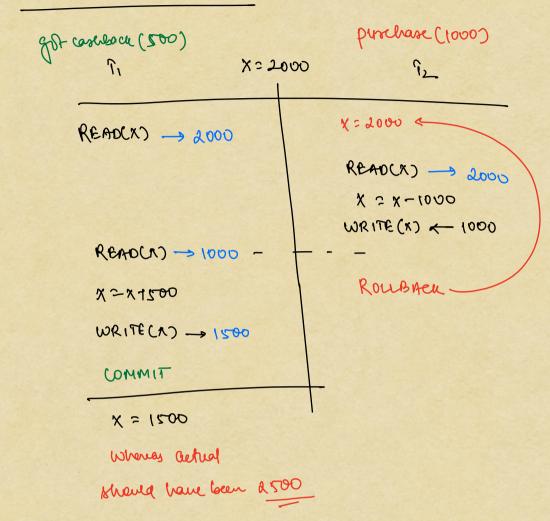
- 3) Handling failures and maintaining dunability is done by a keywords => Commit and Rollotter
- 1) Commit: If the cutive transmetter goes on properly them to save the changes, we do commit.
- a) ROLLBACK! If anything goes wrong, or we are not olde to move forward win the transaction.

 Then to go back to the quikal stake and undo all changes, we do Roubiker

Now transactions handle consumency -

$$C \rightarrow Create \rightarrow Write$$
 $R \rightarrow Read \rightarrow Read$
 $U \rightarrow Update \rightarrow Write$
 $D \rightarrow Delete \rightarrow Write$



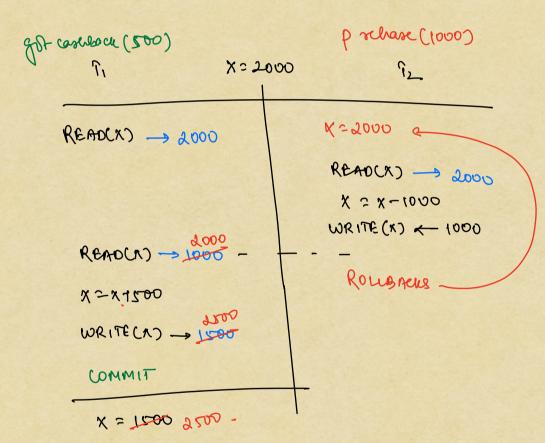
In Read Uncommitted, as the name suggests another transaction can read uncommitted change of another former change.

RUC allows dray reads.

4 reading uncommitted data that
wiget | wiget not get committed,

RUC, 840 it doesn't take any well, it's highly sphinised. We can use it for place where dirty reads use not be an issue.

=> READ COMMITTED: As the name suggests we only read committed data.



P.

92

0) Students => 100

(D) Skad and collect all email ids)

(1) send them updates on mail

(11) Smark all rous as update)

COMMIT

updak + read all rows -> 101

7

We want to seed the same dota that we seed in step 00, also in step (1)

no read the some data within a transaction, we will use REPEATOTBUE READ

default is betten level in myself

READ(X) = 1000

READ(X) = 1000

X = X + 500

X = 1500

WRITE (X)

X = 1500

X = 1300

4) SERIALIZABLE:

of uses lock behind the scores
of if one transaction has a lock over the data,
no other transactions will be allowed to even
seed that now.

- ouvoir pars. gets over.
 - of As wells are involved, eyekun will be Slower-

- of lock the rows and meant allow any reads if I am updating the rows.
 - + It usu sead (just sead) the data before the transaction.
 - of it use never read for update