1. WhatsApp, Telegram, Instagram, MS Teams
2. DBMS uses unique data types for all data, files in FP systems can be whatever you want; DBMS supports relations in the system, so changing data in one table will change this data in other linked, in FPS data is not linked, so you should change data everywhere; DBMS manages access to data, when with FPS you should manage accesses by yourself; in DBMS data can only be one value whereas in FPS errors can destroy uniqueness of data.
3. Different data is stored in separate blocks of memory, and the errors with one value cannot spread into others
4. Authorization –bad managing can cause data leak or lose. Transactions – transactions can be applied to the one value at the same time and cause conflicts. Storage managing – different types of data should not be stored in one place of disk. Commands order – different commands must be done one by one, otherwise there will be incorrect manipulations. Stability – data must not be deleted directly at the physical level, it can cause lose of data in case of mistakes.
5. This problem can be managed by physical level because you cannot physically enter two data into one storage space.
6. Tables of Facebook: Users (userId, username, password, personal data), Posts (postId, userId, picture’s path, text), Comment (CommentId, postId, userId, text, isReply)