Lab 1

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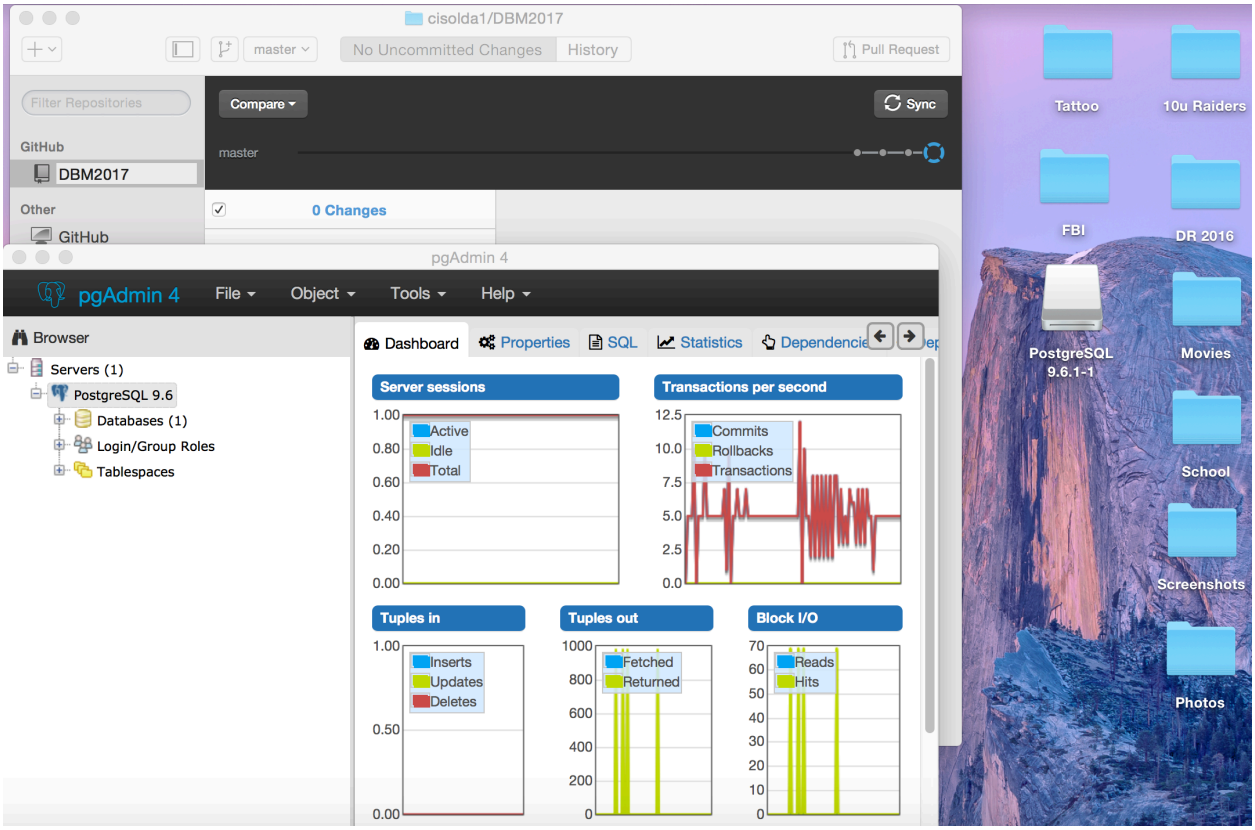

Essay 1:
One of the most important databases to most people is a database known as their bank account. For many, this is most important piece of information to keep updated and accurate. Banks store customers' data into information by tagging and naming each piece of information necessary for each transaction completed. An example is the currency type, if the transaction is a withdrawal or deposit, and also date of the transaction. These are only a few tags that make your banking data into banking information but without these tags it would be useless.

Without these tags banking would be impossible and the accuracy of your money and where it is going or coming from would be obsolete. If you have a transaction that was done wrong and you have no idea which transaction it is because the name of the company is not labeled in your database. The data was useless because it has no component to identify what is is. This makes identifying data and what is is a top priority in database management. Once a component is given to the data it because useful information. The value of this information can

be seen in banking. It shows that once data is organized and identified it becomes the most useful way to organize information.

Essay 2:
Hierarchical and network models are very similar in design and look. Hierarchical has a problem that network solves, but network models are still very behind in terms of the relational model. Hierarchical models have a problem with having duplicate pieces of data. There can be two different players in a game that buy the same item, in the hierarchical model, the item has to be written twice while in the network model the item can have a relationship with both players rather than writing the item individually under each player. Both models also have trouble with not displaying unused pieces of data. In a game there can be an item that isn't unlocked by either player but still exists but by looking at the model the person viewing would not know it exists even though it does. The relational model fixes both problems listed above. In the relational model players can have a relationship with the same item and all the data is shown even if it is not being used. In regard to XML, it is not even close to as powerful as relation modeling. XML can be unorganized and very sloppy for large loads of data. On the other hand, XML can be useful and straightforward for relaying small pieces of information quickly.