**CHAPTER 3**

**DESIGN**

System design is essential to develop a model of system before writing any software that is used to control the system or to interact with it during the design process we try to develop system Models at different levels of abstraction. Design process involves data structures. The project is developed using the below objects: -

**3.1 Project description:**

Planned approach toward working: The working in the organization will be well planned and organized. The data will be stored efficiency with optimal disk space consumption in data stores which will help in retrieval of information as well as its storage under resource constraints.

**Accuracy:** The level of accuracy in the proposed system will be higher. All operations would conform to integrity constraints and correctness and it will be ensured that whatever information is received at or sent from the center is accurate.

**Reliability:** The reliability of the proposed system will be high due to the above-mentioned reasons. This comes from the fact that only the data which conforms accuracy clause would be allowed to commit back to the disk. Other properties like transaction management and rollback during system or power failure etc. get automatically taken care of by the SQL systems, which is undoubtedly an excellent choice of the DBMS system. Properties of atomicity, consistency, isolation and data security are intrinsically maintained.

**No redundancy:** In the proposed system it will be ensured that no repetition of information occurs; neither on a physical storage nor on a logical implementation level. This economizes on resource utilization in terms of storage space. Also, even in case of concurrent access no anomalies occur and consistency is maintained. In addition to all this, principles of normalization have been endeavored to be followed.