# Write the difference between Cassandra and typical data bases?

## Accessibility It is freely accessed. It may or may not be freely accessed. Location of stored data In Cassandra, data can be stored in multiple locations. In RDBMS, it can be stored one or a few locations. Type of data It manages unstructured and non-related data. It manages structured and related data. Type of schema In Cassandra, the flexible schema works. While in RDBMS, fixed schema works. SQL or NoSQL database It has NoSQL database management It has SQL database management. Representation of row The unit of replication in Cassandra is row. While in RDBMS, it represents a single record. Representation of column A column represents a unit of storage. In RDBMS, a column represents the attributes of the relation.

# What exactly is CQLSH?

## Cassandra Query Language Shell (CQLSH) is basically a communication medium between Cassandra and the user. CQLSH is a platform that allows the user to launch the Cassandra query language (CQL).

## The user can perform many operations using cqlsh. Some of them include: defining a schema, inserting and altering data, executing a query etc..

# Explain the Cassandra cluster idea?

## A Cassandra cluster does not have a single point of failure as a result of the peer-to-peer distributed architecture. Nodes in a cluster communicate with each other for various purposes. There are various components used in this process: Seeds: Each node configures a list of seeds which is simply a list of other nodes.

# Give an demonstration to the class notion?

## A Class in object oriented programming is a blueprint or prototype that defines the variables and the methods (functions) common to all Java Objects of a certain kind.

## An object in OOPS is a specimen of a class. Software objects are often used to model real-world objects you find in everyday life.

# Use an example to explain an object?

## In Java, an object is created from a class. We have already created the class named Main, so now we can use this to create objects.

## To create an object of Main, specify the class name, followed by the object name, and use the keyword new:

## Example

## Create an object called "myObj" and print the value of x:

## public class

## Main {

## int x = 5;

## public static

## void main(String[] args)

## {

## Main myObj = new Main(); System.out.println(myObj.x);

## }

## }