



Essay1- Data vs. Information

Collegiate and professional sports provide a perfect example of the difference between data and information. Professional sports teams scout college prospects based on the statistics they accumulate throughout the season. Without the database at a place like ESPN, scouts could not leverage these stats. This would make it impossible for these managers to acquire the talent they are looking for. Another example of this would be the NFL draft. Through analysis of all factors such as player height and weight as well as how many touchdowns or yards they had, they are able to turn this data into information. This is the only way to compare players that play different positions, and decide which one could potentially make the largest impact on a team.

Essay2- Data Models

The hierarchical model lays out nodes of information in a top down format. Branching off from parent nodes are children nodes. Using the example of a video game, the game type would be at the top, branching off of that would be the players and in the game players can possess items, therefore below the players there would be the items they possess branching off. The problem with this is that there is an item that exists in the game but it not yet owned by a player, then there needs to be an extra node branching off the game type node. This makes things a little confusing because it seems as though those unused items are on the same level as a player node. Also, if 2 players acquire the same item, there are 2 nodes for that one item. This is where the difference between this hierarchical model and the network pre-relational data model lies. In the network model, it is no longer hierarchical model because it becomes a circuit when 2 branches connect to the same node, therefore if

2 players have the same item, both of their branches connect to the same item node, it is similar because the same method is used to deal with unfound items. The XML model for data storage is similar to hierarchical model but is not a very effective way to store data due to the redundancy that is inherent in XML.