We might find a database useful for applications that we have created that use the iTunes API, or any API. It may be helpful to cache these API results in a database. Or, if we wanted to log the results of users inputting their album ratings or favorite ice creams (both ideas which we have created applications for). It is helpful to use a database for these purposes to reduce the calls to APIs, to be able to run data analysis on user input, or to be able to track actions better, like if we wanted to know what the most popular ice cream flavor is out of all users.

Since the applications (like favorite ice cream flavor or logging album ratings) are simple in design with few things to be logged, I would initially use NoSQL. This is mainly because I am thinking of doing basic data analysis on user data without much complexity. I would also use NoSQL for caching, at least during the early stages of the application, because the cache would only be serving one purpose without the necessity to manage many tables. More tables and the use of SQL would probably be necessary as the application increases its functionality needs (mainly due to the need for structure).