

## \* Introduction.

### - Data Base.

Data Base Management System is a Software That is use To Manage The Database.

### \* Hospital -

#### Data Base

- The Database is a Collection of Inter related Data which is used To retrieve, Insert & delete The Data.

- DBMS is 1<sup>st</sup> Created by Charles Bachman, a DBMS is a Collection of Programmes That enables Users To Create & Maintain Database.

- The DBMS is a General Purpose Software System That facilitated, The Process of Manipulating & Sharing databases among Several Users & Application.

- For Ex. The Company database Organizes The Data about The Admin, employee, Manager & Clients cleaner.

- Data is a group of Measurements, observation & Description That Can Be Used To Convey Info.

## \* DBMS Stands for Database Management System.

- The Data Base Defi or Descriptive Info. is also Stored By The DBMS In The form of Database Catalog or Dictionary It is Called as Metadata.



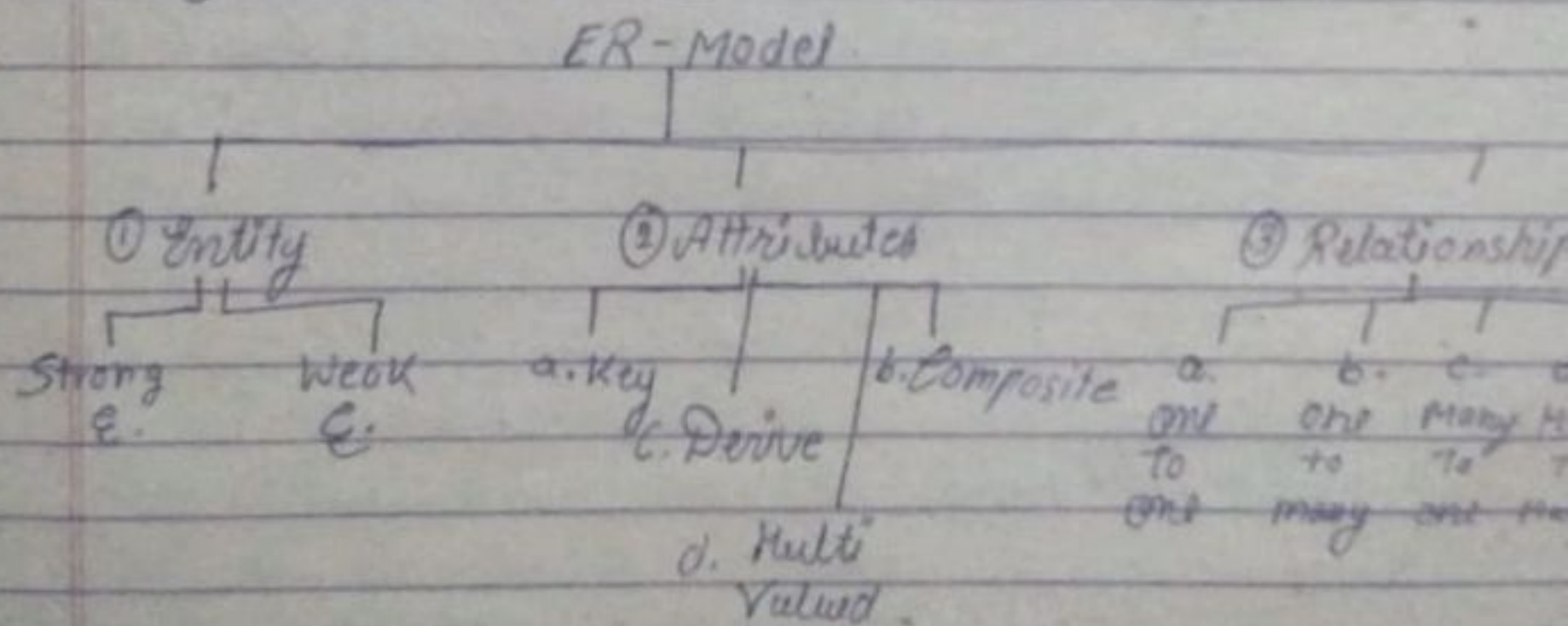
## \* Application.

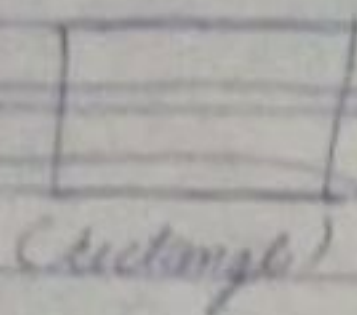
1. Enterprise Information
2. Airlines
3. Telecommunication
4. University
5. Banking & Finance Sector
6. Social Media Sites
7. Manufacturing

Application  
of  
DBMS

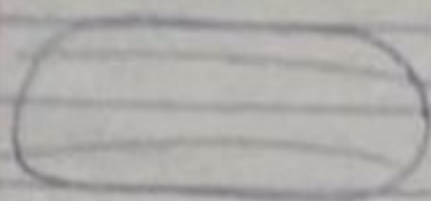
The Entity May be an Object with a physical existence a Particular Person, Car, House or Employee or It may an object conceptual existence - a Company, a Job or University Course.

## ER Model

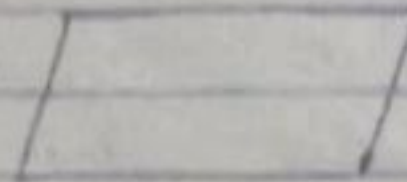




- ER Model is Used To Model The Logical View of The System from a data perspective which consist of as follows Symbols:



1.

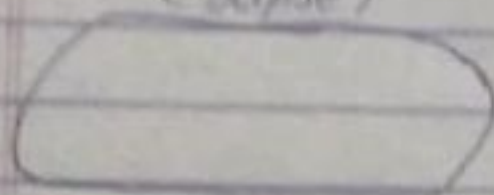


(rectangle).

- It represents Entity in The ER Model.

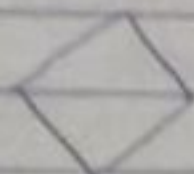
(Eclipse)

2.



- It represent attribute in ER Model

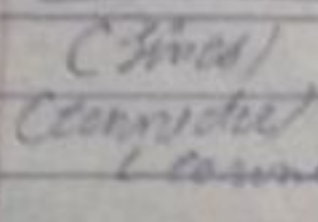
3.



(diamond)

- It represents Relationships among Entities

4.



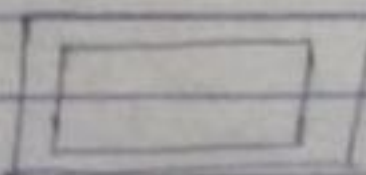
(Arrows)

(connective)

(connect Entity)

- Attribute's To Entities & Entity sets with other Relationships Types.

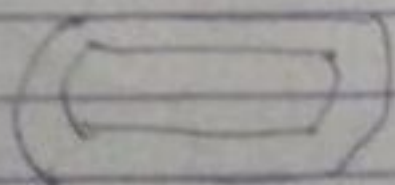
5.



Double rectangle

- It represents weak entity in ER Model.

6.



- It represent Mult Value attributes -

Write Table Student ADD(Pincode int);



# \* Advantages & Disadvantages of DBMS.

## Advantages

## Disadvantages.

1. Simplicity
2. Structural Independence

1. Maintenance Problem
2. The maintenance of relational DB.

Becomes Difficult over Time Due to The Increase in the Data.

3. Ease of use

3. Cost

4. Query Capability

4. Physical Storage

5. Few relational database have limits of on fields, length which cannot be Exited.

5. Complexity in Structure decrease in Performance over Time.



To maintain Data Integrity.

4. Indexes: Specific Indexing Strategies to optimize retrieval.

5. Normalization - Describe The level of normalization to avoid Data redundancy & Improve data Integrity.

6. Views - outlines Virtual Tables (views) That are derived from one or More Tables for specific Purpose

Defi -

"Blueprint refers To Schema or Data model That defines how database will be structured, including the Tables, relationships, Constraints & other elements that make up The database."

\* Entity is an object or Thing in The real World that is distinguishable & Can be represented in a database. Entities Typically represents objects, Concepts, Event or places That have a distinct Existence & are relevant to database's purpose.



- Ex. For database for University - Entity could include Student, Course, Professor.

## 2. Attribute

Attributes are characteristics or properties that describe an Entity. They provide more detail about the Entity by defining its specific qualities.

Ex. 'Student' is an Entity

- Student ID, Name, DOB, Address are attributes.

"An Entity is something about which data is stored, & its attributes define specific details about that Entity."

## Application of DBMS (Explanation)

1. Enterprise Information - Sales, Accounting, HR and resources, Manufacturing, online Details.
2. Airlines - Client related Data, reservation & Schedule.
3. Telecommunication - Phone, Telephone - Post Paid, Prepaid Bill maintenance.
4. University - It maintains the Information about Student, Course, Loans, Banking Transactions, Email, Student Grades, Staff Roles.
- Banking & Finance Sector - Banks maintain the Customers Details, Accounts, Banking Transactions, Credit Card Transactions.
- Finance - Storing the Information about Sales & Holdings, Purchasing of Financial Products.



## (Types of DBMS)

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1. Relational Database Management System (RDBMS)
  - Data is organised into Tables (relation) with rows & columns & relationship between data is managed through primary & foreign keys.
  - SQL (Structured Query Language) is used to query & manipulate data.
2. No-SQL DBMS
  - Designed for high Performance Scenarios & large scale data.
  - No-SQL database store data in various non-relational format such as Key Value pairs, documents, graphs or columns.
3. Object-Oriented DBMS
  - Stores data as object, similar to those used in object-oriented programming, allowing for complex data representation & relationships.

## Database Languages

<u>DDL</u>	<u>DML</u>	<u>DCL</u>	<u>TCL</u>
(Data Definition L.)	(Data Manipulation L.)	(Data Control L.)	(Transaction Control L.)
<ul style="list-style-type: none"><li>- Create</li><li>- Alter</li><li>- Drop</li><li>- Truncate</li><li>- Comment</li><li>- Rename</li></ul>	<ul style="list-style-type: none"><li>- Select</li><li>- Insert</li><li>- Update</li><li>- Delete</li><li>- Merge</li><li>- Roll</li><li>- Explain Plan</li><li>- Lock Table</li></ul>	<ul style="list-style-type: none"><li>- Grant</li><li>- Revoke</li></ul>	<ul style="list-style-type: none"><li>- Roll Back</li><li>- Commit</li><li>- Save Point</li></ul>



## \* Database Languages

### 1) Data Definition Language.

- It deals with database Schema & descriptions. how data should reside in database.

- (Create) - To create a Database & its objects like (Table, Index, Views, Store Procedures, Functions & Triggers.)

Syntax :- (Create Database Database-Name);

(Create Schema Schema-Name);

(Create Table Table-Name (Column1, Datatype,

- (Alter) - & By using alter we can include or drop one or more columns from the existing table, also we can include new columns in existing tables.

Syntax :- (alter Table Table-name ADD (Column-name datatype

- (Drop) - It is used to delete the structure & record stored in the table to drop a table permanently from the memory.

Syntax :- (Drop Table Table-name);

- (Truncate) - Remove all spaces from a table (rows) including all spaces allocated for records are removed.

Syntax :- (Truncate Table Table-name);

- (Rename): It is used to rename the table.

Syntax :- (Rename old Table-name To New-Table-name);

- (Comment): Include comments to Data Dictionary.



## 2) Data Manipulation Language (DML)

- It Deals with data Manipulation & includes most Common SQL Statements Such as SELECT, INSERT, UPDATE, DELETE etc.
- It is use To store, modify, retrieve, delete & update data in a database.
- Data Query Language (DQL) is Subset of DML.
- The Most Common Command in SQL of DQL is SELECT.
- SELECT Statement help on retrieving Table data from Table without changing Anything in Table.

- (SELECT) - To Access Data from Database.

Syntax - SELECT \* from Table-name;

- (Insert) - Insert Data Into Table.

Syntax - ~~For~~ INSERT INTO Table-name (Values);

Ex. INSERT INTO Student Values (102, 'ABC');

- (DELETE) - Delete all records from Database Table

Temporarily. It is used To remove rows from Table

Syntax - DELETE FROM Table-name WHERE Condition;

Name of Table u want  
To Delete

- The Condition That  
Identifies which  
row To Delete.

- If no Cond<sup>n</sup> Specified all  
rows would delete.

- (UPDATE) - updates Existing Data within a Table.

Syntax :- UPDATE table-name

SET COLUMN1 = Value 1, Column 2 = Value 2, ...

WHERE Condition;



- Merge - UPSERT operation (Insert or Update)
- Call - Call a PL/SQL or Java Subprogram
- Explain PLAN - Interpretation of the data Access Path.
- LOCK Table - Concurrency Control.

All are in Capital Letters.

### 3) Data Control Language (DCL)

- It Acts as an access specifier to Database.  
(Basically to grant & revoke Permission to users in DB.)
- GRANT - Grant Permission to user for running DML  
(SELECT, INSERT, DELETE...) Commands on the Table.
- REVOKE (cancel) - revoke permissions to user for running  
DML (SELECT, INSERT, DELETE...) Command on  
specified Table.

### 4) Transactional Control Language (TCL)

- It Acts as an Manager for all types of Transactional Data and all Transactions. Some of Commands of TCL are:
- Roll Back - Used To Cancel or Undo Changes Made in DB.
- Commit - It is Use To apply or Save Changes in DB.
- Save Point - It is use To Save data on The Temporary Basis in DB.

- DQL is Subset of DML, Its Common Command SELECT use To retrieve data from Table without making any changes Modification in Table. DQL is very essential for retrieval of essential data from a DB.



## \* (Advantages of DBMS)

- 1) Data Organisation - A DBMS allows for the Organisation & Storage of data in a structured manner, making it Easy To retrieve & Query The data as Needed.
- 2) Data Integrity - A DBMS Provide Mechanism for enforcing data Integrity Constraints, Such as Constraints on Values of data & access Controls That Restrict who Can Access The data.
- 3) Concurrent Access - A DBMS Provide Mechanism for Controlling Concurrent Access To DB. To ensure That Multiple User Can Access Data without Conflicting with Each other.
- 4) Data Security - A DBMS Provides Tools for Managing Security of data, Such as Controlling Access To The data & Encrypting Sensitive Data.
- 5) Backup & Recovery - DBMS Provides Mechanisms for Backing up & recovering data in Event of a System Failure.
- 6) Data Sharing - A DBMS allows Multiple Users to access & Share The Same data, which Can be useful in a Collaborative work Environment.

## \* Disadvantages

- 1) Complexity - DBMS Can be Complex To Setup & Maintain, requiring Specialized Knowledge & Skill.
- 2) Performance Overhead - The use of DBMS Can add overhead to performance of an application, especially in Cases where high level of Concurrency is required.



- 3) Scalability - The use of DBMS can limit the Scalability of an application, since it requires the use of locking & other Synchronization mechanism to ensure data Consistency.
- 4) Cost - The Cost of Purchasing maintaining & Upgrading a DBMS can be high, especially for a large & complex System.
- 5) Limited Use Cases - Not all use cases are suitable for a DBMS, Some Solutions don't need reliability, Consistency or Security & may be better served by another Type of data storage.

#### \* Applications of DBMS.

- 1) Enterprise Information - Sales, Accounting, human resource, Manufacturing, Online retailer.
- 2) Banking & Finance Sector - Banks Maintaining The Customer details, accounts, Loans, Banking, Transaction, Credit Card Transaction.  
Finance: Storing Information about Sales & holding, purchasing of financial Stocks & Bonds.
- 3) University - Maintaining Information about Student Course, enrolled Info., Students Grades & Staffs Role.
- 4) Airlines Reservations & Schedules.
- 5) Telecommunication - Prepaid & Post paid Bill Maintenance.



- Schema is a logical representation of data in a database. It tells how data is organized & relation between tables & fields.
- It tells about the organization of data in a database.
- Relation between tables & fields. Table, view, field, relation.

## \* Schema

"Tells the logical representation of the Database."

- Organised - How data is organised in the Database.
- Relations - It tells about relation of the data. Weather is Dependent or Independent etc.
- Constraints - All constraints are defined.
- Entities - Schema defines relation among different entities.
- Database designer designs the Schema so others can understand it.
- To implement Schema we have to use SQL.

Ex. Student

ID	Roll No	Name
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 ← Its Diagrammatical Structure.

## \* Database Schema

1. A Database Schema is a logical representation of data, that shows how the data in a database should be stored logically. It shows how the data is organized & relation between tables.
2. Database Schema contains Table, View, Fields & relation between different keys. (Primary & foreign).
3. Data is stored in the form of files which is unstructured. Unstructured in nature which make accessing data difficult. Thus to resolve this issue data is organized in a structured way with the help of database Schema.
4. Database Schema defines sets of guidelines that control database, along with that it provides information about way of accessing & modifying data.



### \* Instances In a Database.

- The Instance of database is The Values of These Variables at any given Time. Instances are also called Current State or Database State. The Database Schema is a Design that define the Variables in The Tables that belong to a Particular Database. There May be many Instances that correspond to certain Database Schema. The new Data Item can be Inserted, Modified or Deleted at any Time. So, According to This we can say Data can change from one Stage to another.  
Ex.

Order id	Item	Amount	Customer id
1	Keyboard	400	1
2	Mouse	300	4
3	Monitor	12000	3
4	Keyboard	400	1
5	MousePad	850	2

- The 5 rows in above-provided Table are called Instances because they provides Information of Database stored at the Current Point in a Time. So, on this Basis, we can say that Instances give Information of database at any Point in Time.

### \* States in Database.

1. Empty states stage: This State occurs when New Database is created.
2. Initial Stage: This State is occurs when The data is insert into Database for Very first Time.
3. Current Stage: The Present Image of Database at a current Time.



# DATABASE ARCHITECTURE

## \* Database Architecture

### 1. 1 Tier Architecture / Client Tier Architecture

- All The Application & Data are present on one computer. Even presentation will be also done on The Same Computer.

Ex. Microsoft Excel, Word, Even Games

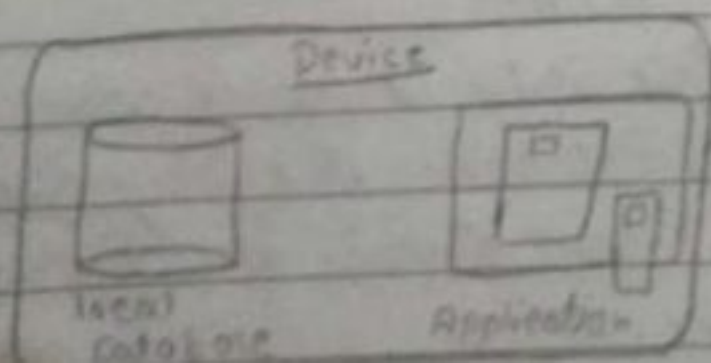
- This whole Application (consider one of them) are present on one device & all The Presentation & View is also on Same device. The application is installed & All Data related To It will be stored on The Same Computer.
- There is No other layer In This Tier of Architecture. Everything is present on a Single Machine.

## \* Geeks Gurus Info

- 1m - 1 Tier Architecture The Database is Directly available To User, The user can directly sit on The DBMS & use it. That is, The client, Server & Database all are present on Same Machine.

Ex. Microsoft Access - A user open Microsoft Access on Their Computer.

- The application (Access) directly Access The Local Database file & Performs operation like Querying, Inserting, Updating or Deleting Records.
- There is No Separation Between The Application & The Database Since Both resides on a Same Machine.





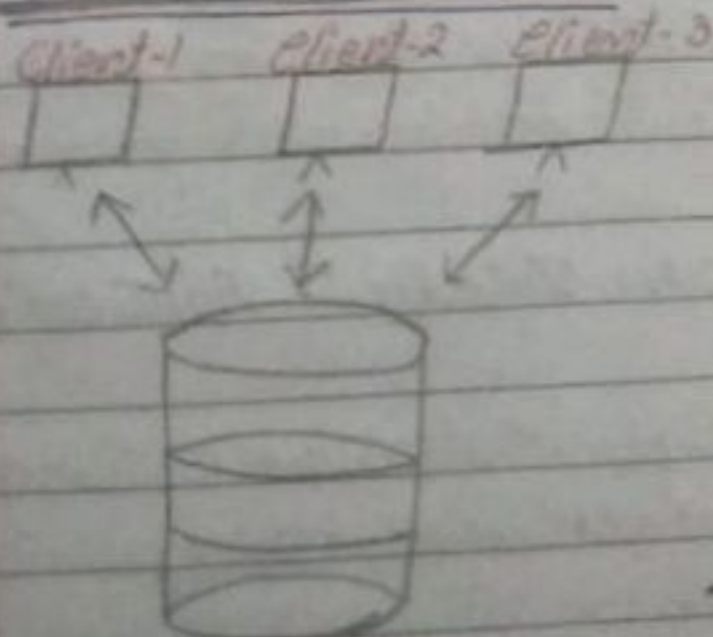
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 \* Advantages of 1-Tier Architecture.

- 1) Simple Architecture - 1-Tier Architecture is the most simple architecture to set up, as only a single machine is required to maintain it.
- 2) Cost-Effective - No extra hardware is required for implementing 1-Tier Architecture, which makes it cost effective.
- 3) Easy To Implement - 1-Tier Architecture can be easily deployed (moved) & hence it is mostly used in small projects.

\* Disadvantage

- 1) Scalable - Only one user can access system at a time.
- 2) Cannot share Info. - Info. cannot be shared in client machine.
- 3) Application May Not Work - It may not work if changes are made in machine.

\* 2-Tier Architecture.



Database Server

- Two Tier Mean 2 Layer  
Here are Two Layers one Client layer & Second database layer.
- Here, client is a p machine in which a Interface is running & This interf is helping us to fetch the data from this database server.
- It form connection with database using JDBC - ODBC.



Here, 1<sup>st</sup> client & Database Server will form connection. Then a query will be written on the interface & then this query will come to Database Server & here it will get processed (Because our written programme can be in the high level language so to convert it into low level language processing is done) & after this whatever would be the demand of the client will be given back to it.

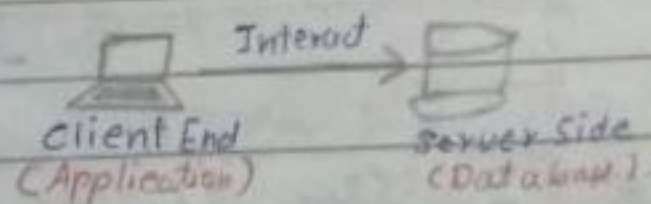
- This is how 2-Tier Architecture works.
- Limited clients & Database hence Maintenance is Easy.

### Problems

- Scalability -
- Security - client is directly interacting with Database

### (Yaks for Greeks)

- The 2-Tier Architecture is similar to a Basic Client-Server Model.
- The Application at the client end directly communicates with Database on server side.
- API's like JDBC & ODBC are used for this interaction.



- The Server side is responsible for providing Query Processing (Solving given Program or Question) & Transaction Management functionalities.
- On the Client side, the user interface & application programs are run.
- The Application on client side establishes a connection with Server side to communicate with DBMS.



- An Advantage of this type is that maintenance & understanding are easier & compatible with existing systems.
- However, this model gives poor performance when there are large numbers of users.

Application Client

Application Server

### \* Advantages of 2-Tier Architecture.

1. Easy To Access - 2 Tier Architecture makes easy access to data base, which makes fast retrieval.
2. Scalable - We can scale the database easily, by including clients or upgrading hardware.
3. Low Cost - 2-Tier Architecture is cheaper than 3-Tier Arch & Multi-Tier Arch.
4. Easy Deployment - 2 Tier Arch. is easier to deploy than 3-Tier Architecture.
5. Simple - 2-Tier Architecture is easily understandable & well as simple because of only 2 components.

### \* Disadvantages.

1. Security - Client directly interacts with the database, which can expose the sensitive data.
2. Scalability - It's harder to protect system from security threats.
2. Scalability - As more users connect, the system or database gets overloaded, slowing things down.
- It's harder to expand system to handle more users.



## \* 2<sup>nd</sup> Tier Architecture.

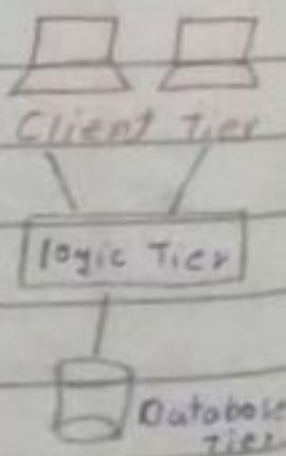
- 3) Single Point of Failure: If server or Database goes Down, The whole system stops working, because there is No Back-up layer to keep things running.
- 4) Limited flexibility: The client & servers are closely connected.
- If one changes the other usually needs to change too.
  - Which can make updates more difficult.

## \* 3<sup>rd</sup> Tier Architecture.

- In a Three-Tier Architecture for DBMS, The system is divided in 3 distinct layers. - Each with specific role.
- These structure improve Scalability, maintainability & Security by separating the different responsibilities.

### 1. Presentation Tier (Client Tier):

- Role: - This is the topmost layer that interacts with the user. It consists of user interface, where users can input data, view results & interact with system.



- Ex: - A web browser, Mobile App, Desktop Application.

- Function: - It sends user requests to middle layer & receives the processed data from middle layer & presents the result to user in a readable form (like a web page or a application).



## 2. Logic Layer (Application / Business Logic Layer):

- Role :- This Layer Acts as an Intermediary between The Client Tier & The Database Tier.
  - This Layer handles The Business Logic, Processing of Data & Performs any Necessary Calculations or Transactions on Before Sending It To Database or Back To The User.
- Ex :- Web Servers, Application Servers or Business Logic Engines.

- Functions :- It Receives The Users Input, Interacts with The Database To retrieve or Modify data, applies Business rules & Sends results Back To The (Presentation Tier / Client Tier).

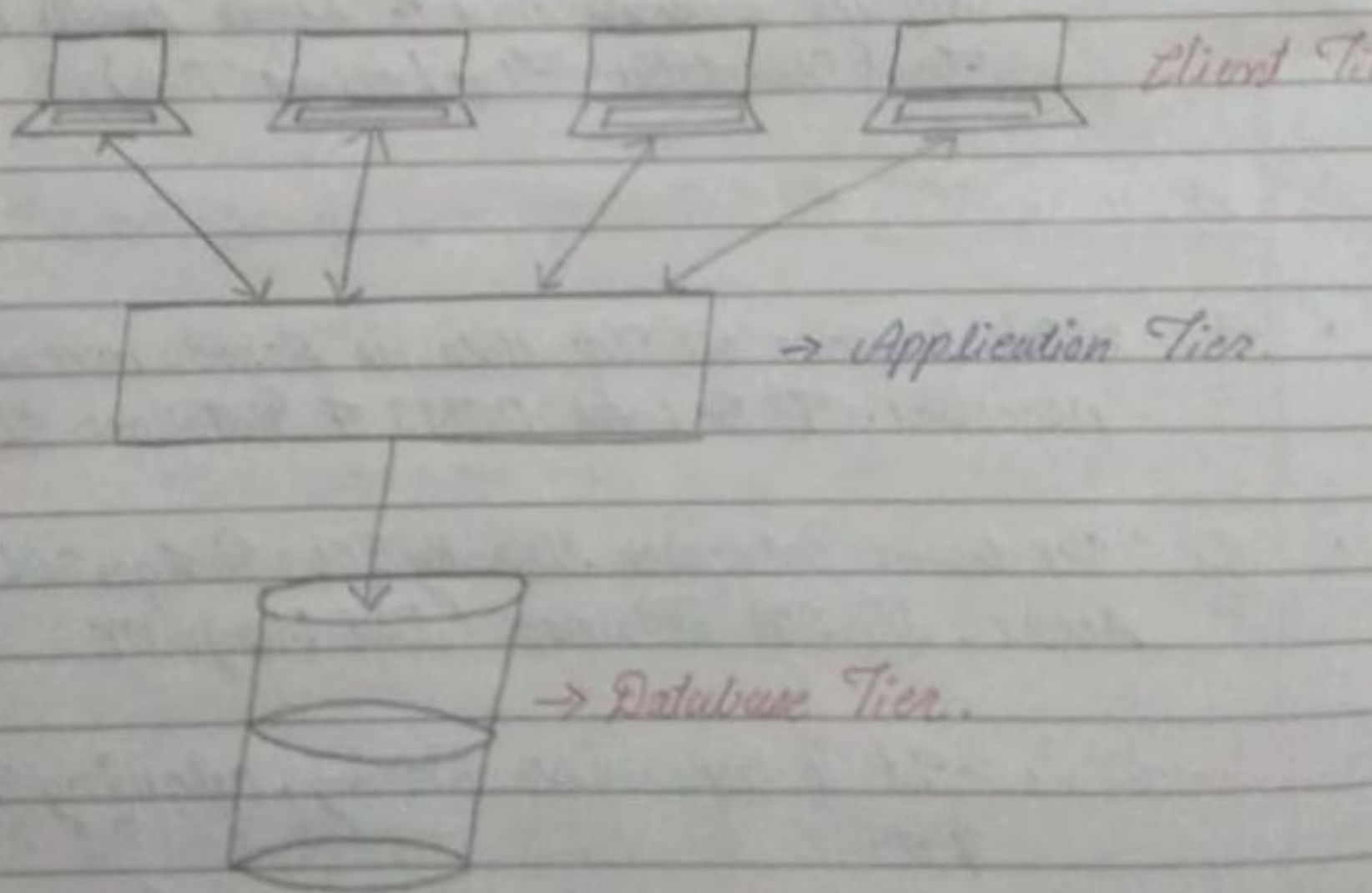
## 3. Database Tier:

- Role :- This is where all The data is stored, managed & processed. It Emulates DBMS & Database Itself.
- Ex :- Relational Databases like MySQL, PostgreSQL or SQL Server, No SQL Database like MongoDB
- Functions :- It is responsible Storing, retrieving & updating Data.
  - The Data Tier handles Queries from Logic Tier
  - Perform operation on Database & returns The results.



### \* Workflow in a 3-Tier Architecture.

1. The user interacts with the Presentation (Web Interface).
2. The request is sent to the Application Tier, which performs the logic (request) & communicate with the Database Tier.
3. The Database Tier executes queries, returns data, & sends back to Application Tier.
4. The Application Tier then returns the processed data to the Presentation Tier, which displays it to users.



3-Tier Architecture.



## Advantages

1. Each Layer is Separate, which make it easier to manage & update each part without affecting other.
2. You can Scale Each Tier Independently. Ex you can include more servers to Database Tier without affecting Presentation Layer.
3. By Separating The Data & Business Logic Layers from Presentation Layer, Sensitive Data can be better Protected & Managed.

## Dis-Advantages

1. Complexity - Managing & Maintaining 3 different layers can be more complicated than a simple Architecture.
2. Performance Overhead: Communication Between Tiers can introduce Latency & reduce overall system Performance.
3. Cost: More resources (servers, Infrastructure) may be needed to manage each separate layer, Increasing The Overall Cost.



## \* Data Models.

- Data Models are Mainly Useful in order To Design The Database.
- Data Model <sup>is</sup> ~~gives~~ Complete Idea about how final system would look like after Its Implementation.
- A Data model in DBMS is Conceptual framework That defines Structure, relationships, Constraints of data stored in Data Base.
- It serves as Blueprint for designing database, describing how Data is Organised How It can be accessed & Manipulated.
- Data Model provides a way To Describe The Logical Structure of data, Independent of Actual Implementation In DBMS.

Ex.

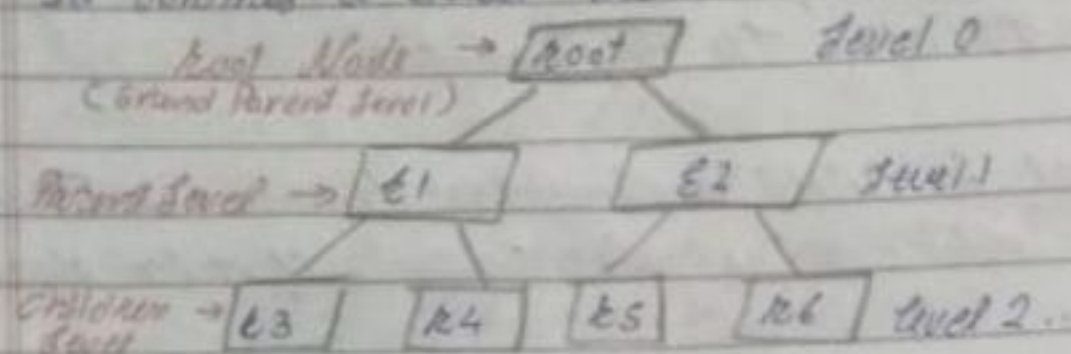
- My SQL - A widely-used open-source relational DBMS. It stores Data in Tables & is used by Many web Publications Applications.

Example Use - A website storing Users Information, Names, Email, Passwords in Database.

1. Hierarchical DM
2. Network DM
3. Entity-relationship DM.
4. relational Model.
5. Object Based Data Model.



1. Hierarchical Data Model (Developed By IBM 1950's).
  - It is Mainly Used To Store The Information in a Hierarchical or Level by Level Manner.
  - Grand Parent Level, Parent Level, Children Level.
  - It forms a Star Tree Structure.



- It Mainly forms One To Many relationship. (Each Node will have only one Parent Node & Many children)
- In This Data is Organised in a Tree like Structure where Each record Consist of one Parent record & Many children.
- In Hierarchical Model, Segments Pointed To by The logical association are called The child segment & other segment is called Parent Segment.
- If There is a segment without Parent It will be called as Root Segment which has No children are called Leaves.

### Advantages

1. It has Very Simple hierarchical DB structure.
2. It has Data sharing, as all Data are held in Common DB.
3. It offer Data Security.

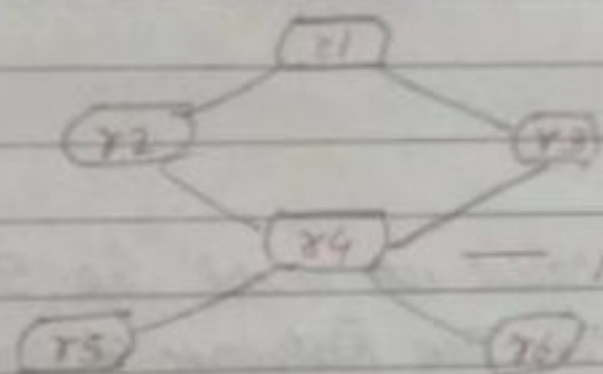
### Disadvantages

1. lacks flexibility. Deletion of one Segment Can lead To Deletion of all Seg. under it.
2. It has no standard.
3. It is also limited as many of Common relationships do not Conform to 1 to N format as required by Hierarchical Model.



## 2. Network Data Model

- It follows The Graph Structure.
- It follows Many-To-Many relationship.
- Here Each Node Can have many children & Parents.
- It is an Extension of Hierarchical Data Model.
- The Network Data Model is one of The Most oldest Data Model That was designed To handle Complex Data relationships more effectively Than The Hierarchical Model.
- In Network model Data is organised in a Graph Structure, which allows for more flexible & Complex relationships between different Types of Data. This model is particularly useful for representing Many To Many Relationship, where a single record can be associated with multiple other records in Both Directions.



Here R4 is associated with Multiple Record in Both Direction.

### Advantages

1. The Network Model is Flexible.
  - It allows to represent Complex real world relations.
2. The Network model allow many-to-many. This is useful in cases where an entity might have Multiple relation with other.
3. Data Integrity.
4. Supports for Multiple Parent records.



### 3. Entity Relation Model (ER-Model).

- Contain 3 Things.

1. Entity    2. Attributes    3. Relationship.

- Entity: Anything That has an Physical Existence is called an Entity & also It is distinguishable.

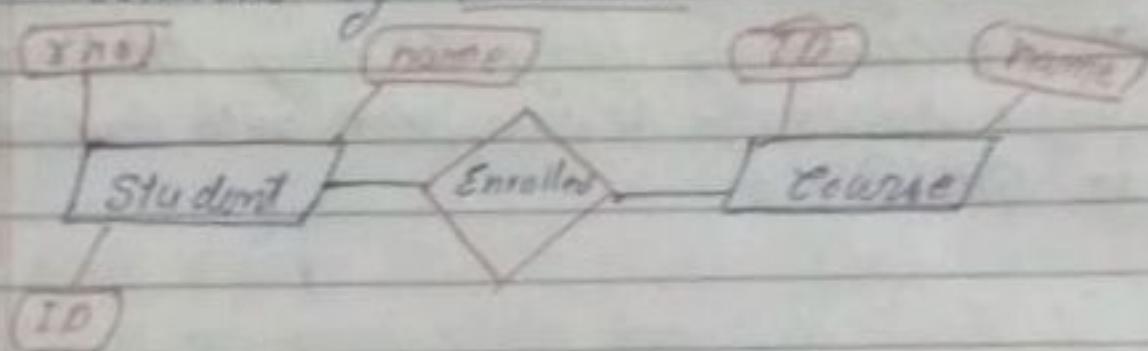
- Attributes: Properties of Entities. It Tell more about Entity.

- Relation: It is use To connect 2 Entities.

- Entities are represented by rectangle.

- Attributes by Elipse

- relations By Diamond.



- The Entity relationship Model is model for Identifying entities To be represented In The Database & representation of the These Entities are related.

- The ER Data Model Specifies (clearly) Enterprise (Project) Schema That represent overall logical structure of a DB Graphically.

- Peter Chen Developed ER Model in 1976.

- The ER Model was created To Provide a Simple & Understandable model for representing The structure & logic of Data Base.

- The ER Diagram Explain Relationship among different Entities present in DB. ER Model are used To model real-world objects like a person, car, Company & Relation Between This real world objects.



#### 4. Relational Model.

- A relational Database is defined as a group of Interdependent + Tables, which are linked to each other using some common fields of each related table.
- This Model can be represented as Model with rows & Columns.
- Each row is known as Tuple.
- Each Table of a ~~Column~~ has a name or attribute.  

Column
Table
- It is well known as DB Technology because it is usually used to represent real world objects & relation between them.
- Ex. Oracle, Sybase, MySQL server etc. ← relational Models.

#### 5. Object Oriented Data Model.