 UNIVERSIDAD DE LAS FUERZAS ARMADAS

PROGRAMACION ORENTIENTADA A OBJETOS

**Integrantes:**

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**Topic:** Student Database

**Firm:** Future’s Programmers

**Problem**

Within many entities, the search for a student's information is not always satisfactory or with the necessary security, so we decided to implement a program that helps to store the necessary and ordered data of student life such as, their ID, the subjects what he is studying, what course and university he belongs to. This system will allow data to be entered from the keyboard, stored, and displayed efficiently and quickly.

**Overview**

We will need to create a program that is efficient and easy to use, where it is capable of running on operating systems such as windows and mac, as well as being compatible with 32 and 64-bit models, since its main objective is to store data, to organize them. in a precise and orderly manner.

**Background**.

A database is a "warehouse" that allows us to store large amounts of information in an organized way so that we can easily find and use it later. They are stored on disks that allow direct access to them and a set of programs that manipulate that set of data.

Each database is made up of one or more tables that hold a set of data. Each table has one or more columns and rows. The columns store a part of the information about each element that we want to save in the table, each row of the table forms a record.

The main features are:

•Logical and physical data independence.

• Minimal redundancy.

•Concurrent access by multiple users.

• Data integrity.

• Optimized complex queries.

•Security of access and audit.

• Backup and recovery.

Bibliografía

[1] Valdés, D. (2007). ¿Qué son las bases de datos? Recuperado Maestrosdelweb.com website: <http://www.maestrosdelweb.com/que-son-las-bases-de-datos/>