

Database Management System

Create database
(ruanko.db file)

Content

- **Function**
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For the core function of DBMS, we need to implement “Create database” function first.

Database management system will create a default database, named “Ruanko”.

Input:

In the `OnNewDocument()` of document class, the **hard coded** database name is “Ruanko” which will be transferred to `CreateDatabase()` function of database logic class `CDBLogic` for handling.

Process:

Read the system file “**ruanko.db**” to judge if database is existed or not.

If not exists, then create file and folder according to database name, and save database information to “ruanko.db” file.

Output:

Create database directory structure and save database file. The database name is displayed in the interface **tree view CDBView**.

Iterative development based on the “exception handling”

Combined with **MFC SDI frame**, develop the “**create database**” function by **three layer structure**.

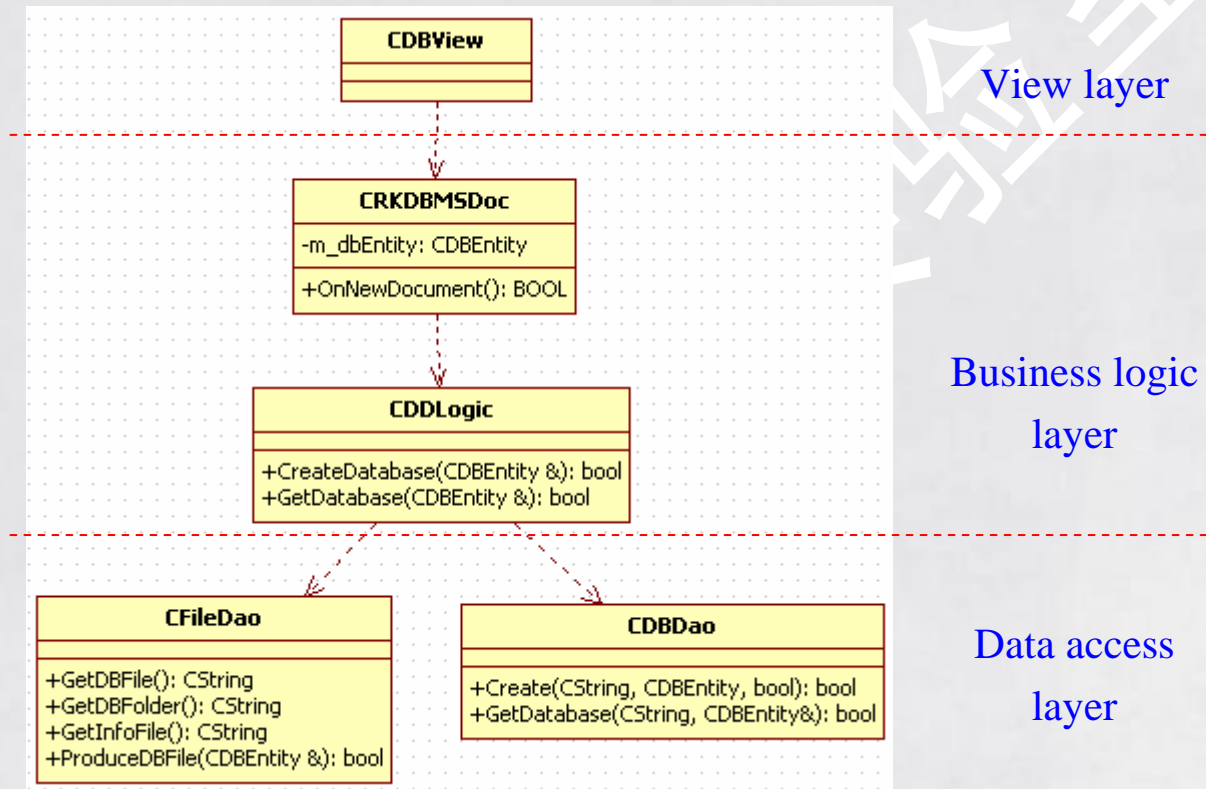
When program starts, it will call **OnNewDocument()** of **document class RKDBMSDoc** to create a document object, then create **tree view CDBView**, and call **CDBView::OnInitialUpdate()** to initialize the tree.

In the **CRKDBMSDoc::OnNewDocument()** of **document class**, the **hard coded** database name is “**Ruanko**” which will be transferred to **CreateaDatabase()** function of **logic class CDBLogic** to create database.

After success of creating database, create entity object of **database class CDBEntity** in the **CRKDBMSDoc** class, and **save database information**. The **tree view class CDBView** get database information from **document class CRKDBMSDoc** by **OnInitialUpdate()** function, and display in the interface.

1. Three layer structure

The relationship among each layer in the program is as follows:



2. Data structure design

When create database, need to save **database name, type, folder path, creation date and other basic information** into a **system file**. The basic information of database are:

Field	Data type	Description
name	VARCHAR	database name
type	BOOL	database type: false is system database, true is user database
filename	VARCHAR	full path of database data folder
crtime	DATETIME	creation date

Define the **structure DatabaseBlock** to represent database basic information for storing data to binary file **ruanko.db**. By reading this document, we can judge the existence of the database and be able to find the database folder.



Iterative development based on the “exception handling”. In the document class of **CRKDBMSDoc::OnNewDocument()** function, the hard coded database name is transferred to business logic class of **CDBLogic::CreateDatabase() function**. CDBLogic calls data access class of CFileDao and CDBDao to implement the function of creation database. At last get database information in the tree view **CDBView::OnInitialUpdate()**, and display to the interface.

The implementation steps are as follows:

Step 1: define data structure

Step 2: implement database creation in data access layer

Step 3: implement database creation in business logic layer

Step 4: display results of database creation in tree view class CDBView

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Thanks

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