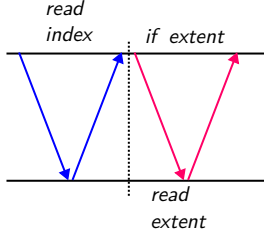


client

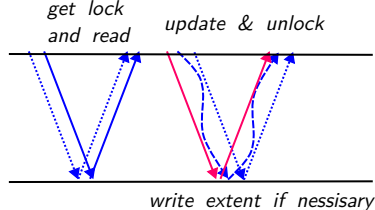
memory



(a) Read

client

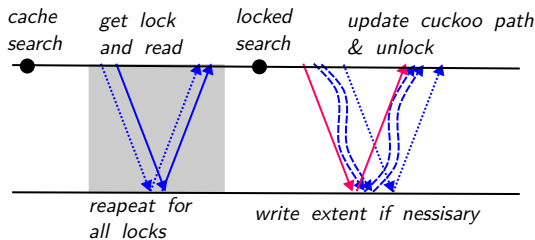
memory



(b) Update & Delete

client

memory



(c) Insert