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1- The general Characteristics of advanced database application are :-

(a) design may be large with multiple independent design of Cmsystem.

(b) design is dynamic and change with time updates are for reaching.

(c) design data is large number of type but less number of instance.

2- Because of the weakness of RDBms, you can't understand the Recursive queries, Poor Representation of "read word" entities, Semantic overloading, the constraints is less, limit operations, Difficulty handling Recursive queries.

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3 - (a) Map each class or subclass to relation:-

This strategy is to take Primary key from the Parent class and put it in all subclasses.

(b) Map each subclass to a relation:-

Take all attributes from the parent class then put them in all inherited subclasses.

(c) Map the hierarchy to a single relation:-

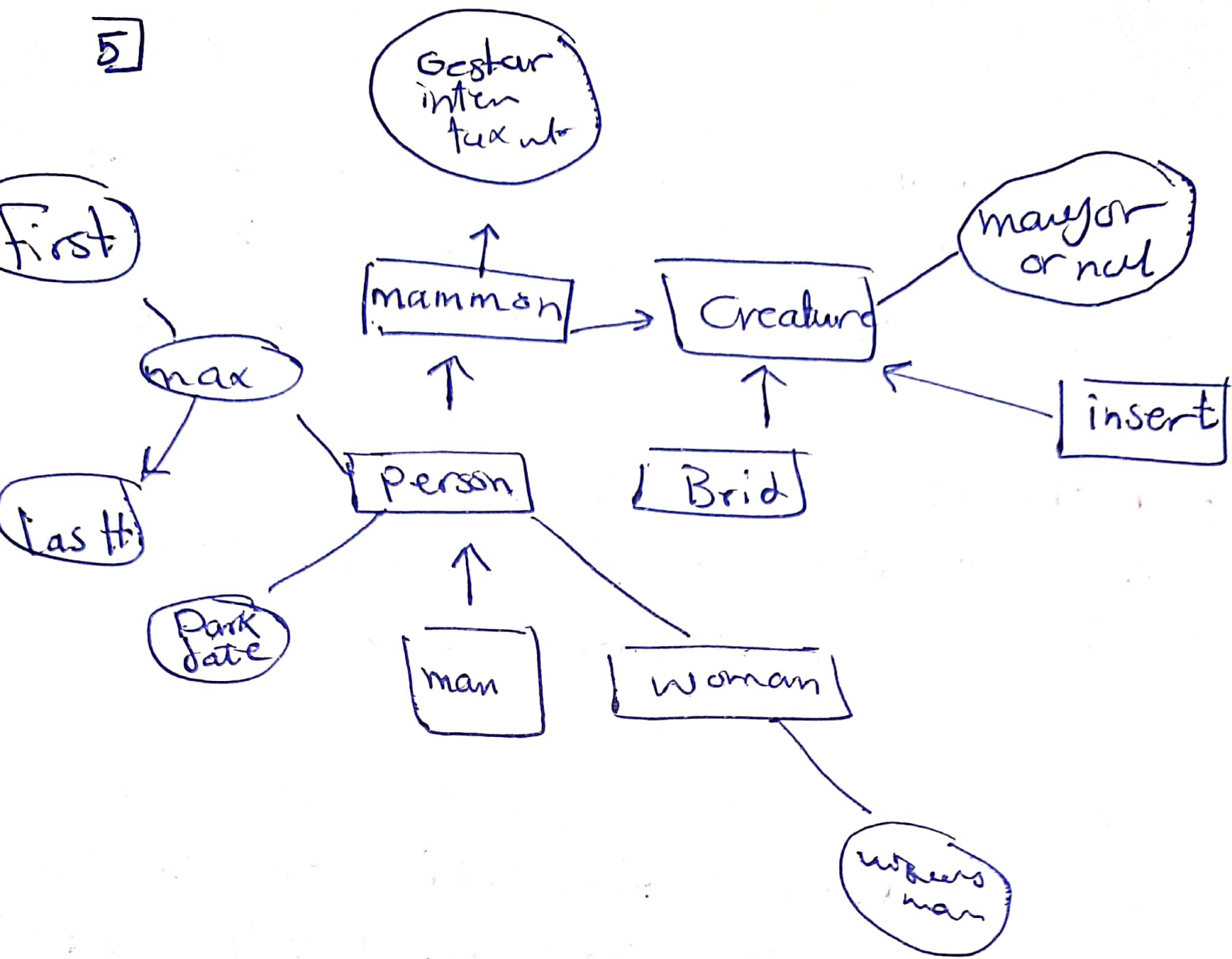
Take all attributes from child classes then put them in the parent class and put them type for

4 - Typed tables are tables are defined with a user defined structure type. With typed tables, you can establish a hierarchical structure with a defined relationship between these tables called a table hierarchy. The table hierarchy is made up of a single root table, super tables and sub tables.

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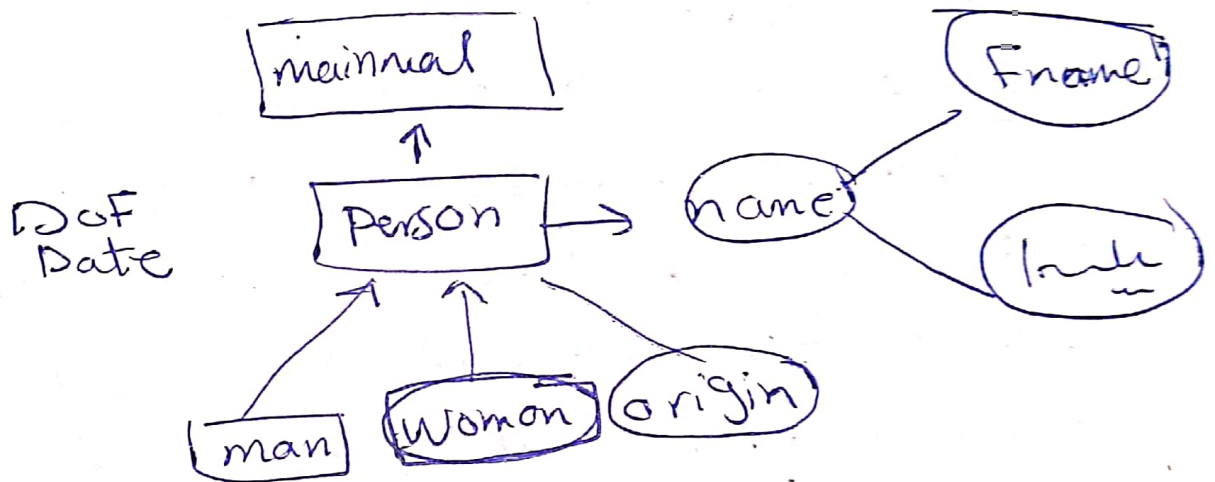
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insert into Person (Name, Date of Birth, Gender)  
 Value (Aman, 0.5.2002, 'Woman')  
 insert into man (name, Age, wife name)  
 values (Ahmed, (0.5.2002))

man	women
wife	husband
Woman	man



6- (a) Data Fusion

multiset [ "14-may-13", "14-may-18",  
 (14-may-14), (24-may-13), 126  
 may, (28-Apr-12) ]

Data intersection Multiset [ "4-may-19" ]

(b) Data card

~~data~~ Data element

2

Exception

3

Exception

2

exception

~~7~~ - Atomicity → either all operation of the transaction are properly reflected in the database or none.

Consistency → execution of the transaction is isolation. Person the consistency of the database.

Isolation → intermediate transaction result must be visible for other concurrently executed transaction.

Durability → after transaction complete successful the changes if there are system failure.

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8 - Active  $\rightarrow$  the initial start, the transaction stay in the state while it executing.

- Pending Committed  $\Rightarrow$  after the final statement has been executed.

- Failed  $\rightarrow$  after the discovery that normal execution can no longer proceed.

- Committed  $\rightarrow$  after successful completion.

9 - Serial Schedule  $\rightarrow$  execution all operation of one then <sup>after</sup> commit move to the another instruction.

- Serializable Schedule  $\rightarrow$  schedule is serializable if it is equivalent to serial schedule

3





$t_1$	$t_2$	$t_1$	$t_2$
Read(A)		Read(A)	
$A = A - 50$		$A = A - 50$	
write(A)		write(A)	
	read(A)	read(B)	
	$temp = A * 1$		Read(A)
	$A = A - temp$		$temp = A * 1$
	write(A)		$A = A - temp$
			write(A)
read(B)		$B = B + 50$	
$B = B + 50$		write(B)	
write(B)		commit	
Commit			Read(B)
	read(B)		$B = B - temp$
	$B = B - temp$		write(B)
	write(B)		commit
	Commit		

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8

- 10 - Recoverable Schedule  $\rightarrow$  if transaction  $t_2$  reads item previously written by transaction  $t_1$ , then the commit operation of  $t_1$  must appear before the commit operation of  $t_2$ .
- desirable because recoverable schedule help in solve if  $t_1$  failure & have instruction for change  $n$  &  $t_2$  also the commit of  $t_2$  after  $t_2$  finish.
  - No, Because database must ensure that schedules are recoverable.

11 - Because Concurrent Execution provide improved throughput and resource utilization and reduce average response time for transaction. Concurrency control schemes machines to achieve isolation.

12 - Yes, when set of transaction is such that each transaction is waiting for another transaction in cyclic manner then the system is said to be in a state called a cycle when transaction keep waiting.



13 - (a)  $T_1 \leftrightarrow T_2$  not conflict

(b)  $T_1$   $T_2$  conflict  
 $T_3$  not recoverable

14 - advantages :-

\* can't do waiting time for other transaction

\* get more concurrency

disadvantages :-

doesn't ensure freedom from deadlock

15 - Deadlock avoidance is preferable if the consequences of abort are minor and if there is high connection and resulting high probability of deadlock

16 - (a)  $IS(T_1) > R - TS(A)$  and  $ts(T_2) > R - TS(A)$

Then the write operation  $w - ts(A)$  is executed

$w - ts(A, 218) \quad R - TS(A) = 8$

(16)

(b)  $T_s(T_2) < R-ts(R) < T_s(T_2) < W-ts(B)$

then write operation  $W-ts(B)$  is executed

$W-ts(B) = 19, R-ts(B) = 22.$

(d)  $T_s(T_1) < R-ts(C) < T_s(T_1) > R-ts(C)$

then the write is rejected and it is rolled back

$R-ts(A) = 2 < W-ts(D) = 29.$

(c)  $T_s(T_3) < R-ts(C) < T_s(T_3) > W-ts(C)$

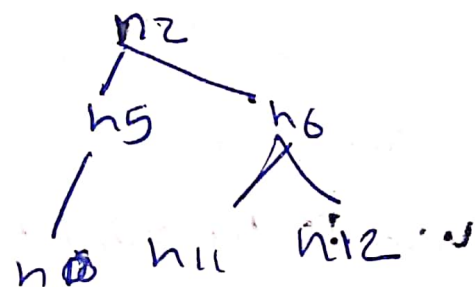
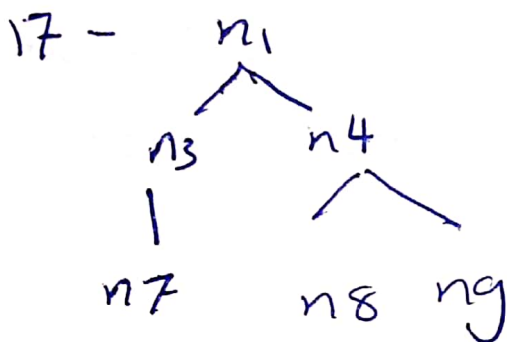
then the read operation is executed and

$R-ts(C) = 17 < W-ts(C) = 13$

(e)  $T_s(T_5) < R-ts(E) < T_s(T_5) > W-ts(E)$

the write rejected

$R-ts(E) = 12, W-ts(E) = 16$



We should have transaction  $T_1$  and  $T_2$  considers  
The following logic scheduler

$T_1$	$T_2$
lock( $n_1$ )	
lock( $n_3$ )	
write( $n_3$ )	
unlock( $n_3$ )	
	lock( $n_2$ )
	lock( $n_5$ )
	write( $n_5$ )
	unlock( $n_5$ )

$T_1$	$T_2$
lock( $n_6$ )	
read( $n_5$ )	
unlock( $n_5$ )	
unlock( $n_3$ )	
	lock( $n_3$ )
	Read( $n_2$ )
	unlock( $n_3$ )
	unlock( $n_3$ )

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