

Logical design

Design



In order to create a database, organizations must determine what data to collect, who will access the data, and how the data will be use (Stair and Reynolds, 2012). After this Information is determine, the database is designed. Database design has two parts. The first part is the logical design and the second part Is the physical design. The logical design is an abstract model which focus on what the system must do In order to meet the requirements of the organization's needs. The logical design

Involves gathering the information about the business process, business entitles, and organizational units (Unknown, 2001). The logical design Is basically a blueprint that Identifies the functions requirement of a system and a relationship among the data collected. During the logical design phase developer are Informed In details about what the application must have In order to support the organization. The logical design consists of both input and output for Information system and should be created with input from all user in order to meet the need of all functional areas Stair and Reynolds, 2012).

Physical Design The physical design is the actual creation of the database based on the requirements of the system logical design. Physical design determines how a software system is pack into deployable units and identifies the physical entities of the system (Northfields, 2012). In the physical design phase schemas are produced. The physical design models uses entities and attributes to create relationships that produce the schema. During the physical design phase constraints are defined with primary keys, foreign keys, and other unique keys.

In the hysterical design phase all pieces comes together to complete the database process for an organization (Unknown, 2001). Rainforest's Logical/Physical Design Recommendations Object-oriented design (OO design) is recommended for Rainforest's overall logical and physical design. " Many company today are turning to OO development because of its increased flexibility (Stair and Reynolds, 2012). Using the OO design Rainforest's will reduce maintenance, Improve reliability and flexibility, and will also be provided real world modeling. Sing the OO design assures Rainforest's that the system will last a long time and eave a small cost in maintenance. OO design will allow Rainforest's to design key objects and classes of objects in a new or updated system. OO design will allowing new objects to be created at any time which will providing reliability and flexibility of Rainforest's system functions. OO will also provide Rainforest's with Real Word Modeling. " Object-oriented system tend to model the real world In a more complete fashion than do traditional methods" (Unknown, n. D.).

Using the OO design Rainforest's will be able to organize objects Into classes and associate them by behaviors. BY Sweeney his information is determine, the database is designed. Database design has two parts. The first part is the logical design and the second part is the physical design. In order to meet the requirements of the organization's needs. The logical design involves gathering the information about the business process, business entities, and organizational units (Unknown, 2001). The logical design is basically a blueprint that identifies the functions requirement of a system and a relationship among the data collected.

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