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GCSE INFORMATION & COMMUNICATION TECHNOLOGY
1185/3185

Creation and Manipulation of Databases

Exemplar 3

Identify section

I decided to create a database for me and my friends and family. I designed this because my friends and family do a lot of borrowing of DVD's, VHS and computer games. This database will consist of all the DVD's, VHS and computer games that we all own. I will add all of the names of the components into a table. In this table it will show:

All of this information is entered into a database table. From this I can expand my database by presenting the information in an ordered fashion. I did this by putting in records for each membership account and the records of what that person has borrowed.

I presented this information on a database. I entered all the information a table and from there the information was presented on a form. These forms have a quick access view for the user, which I created and customised to suit myself.
The information and accounts can easily be accessed and viewed this way.

Analysis section of database

In this section I will analyse how an ordinary games rental database works, then I will try and say how I computerised the database system.

An old non-computerised database system would consist of all the field names e.g.

- Game name.
- Type of game.
- Owner.
- When was it borrowed?
- When does it have to be returned?

All these field names would have been displayed on paper, so when all of the information is to be entered and analysed it would of taken along time to find the member and its details, then to change there details would have been a big hassle.

However if a games rental database is to be designed on a computer it would be a lot easier to access and control.

This is what I plan to do, I have to design and make a database on the Microsoft Access programme. It will consist of forms, tables, macros and queries.

All of this will make my database flow quickly and easily through all of the pages. This should improve its performance and presentation.
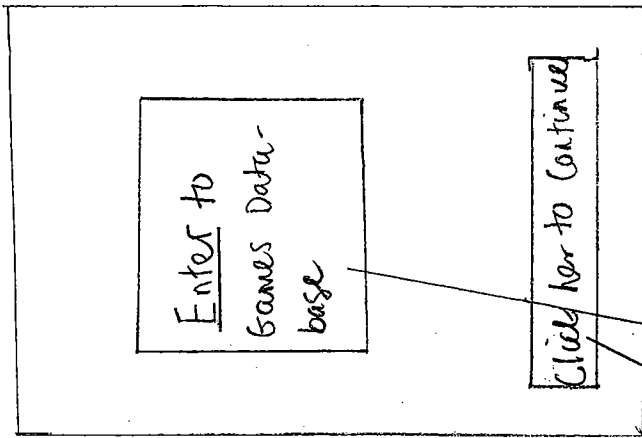
It would be a lot more easier for every database to be created on computer so if any details are to be changed or updated they can easily be done quicly.

Database (design)

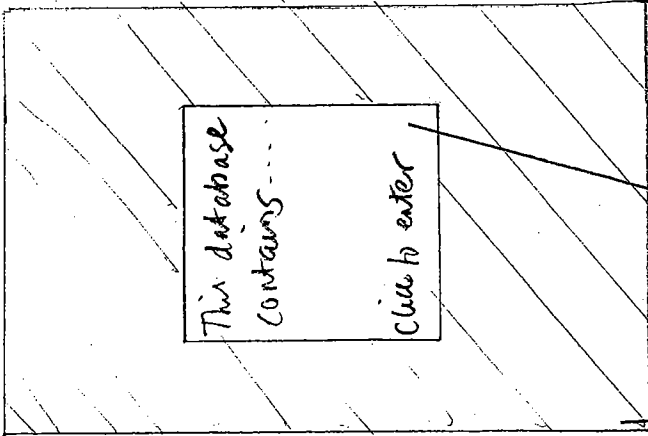I want to design a database for a computer games rental store (even between a group of friends.)

Front page

Enter to Games Data-base

Click her to continue

- This is a macro (enter) to all (the next page)
- Brief outline of database

Intermediate Page

This database contains.....

Click to enter
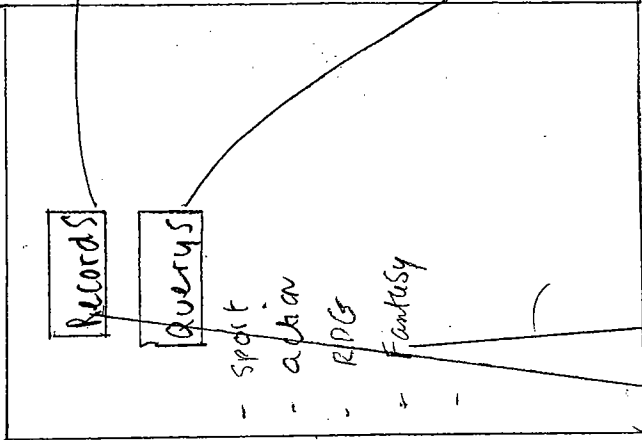
- This is a macro which also says about the database and how to use the database.
- This is a background picture

Option page

Records   Querys

- Sport
- action
- RPGs
- Fantasy

These are all links to all the querys available.

This is an automatic link to record page

Record   1/10

when?
where?
who?
what time?
what game?

Query
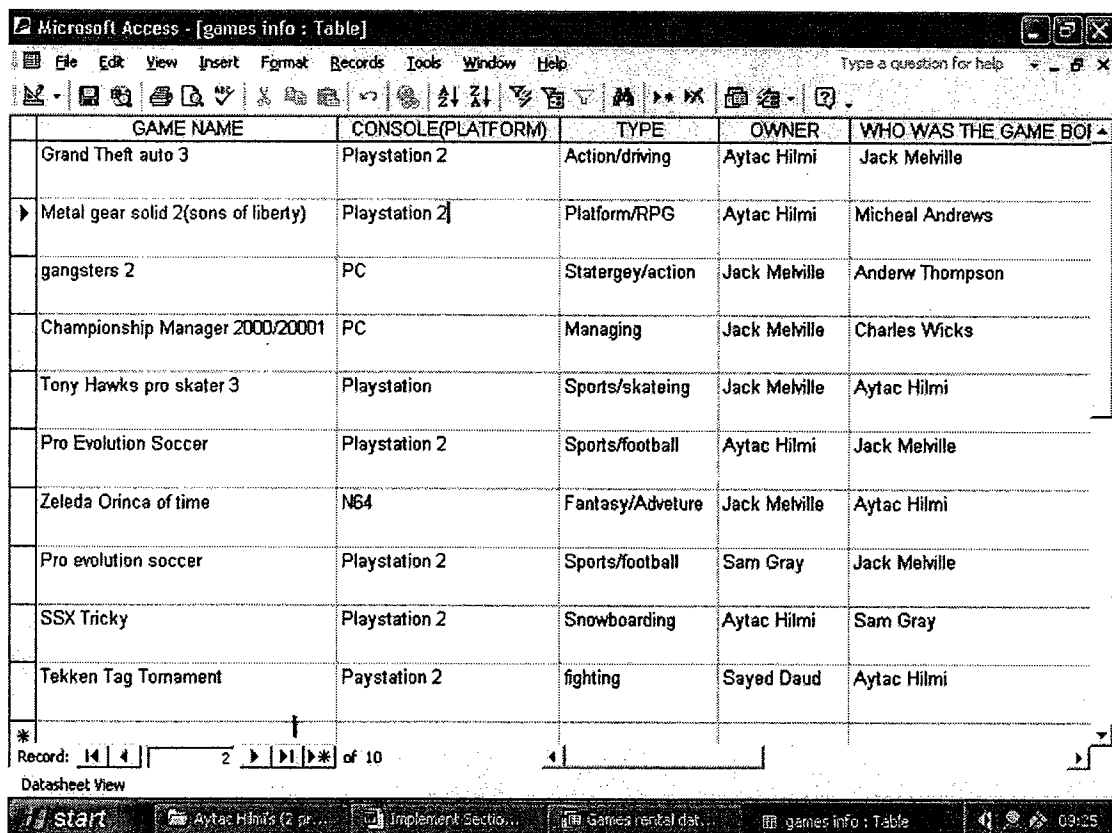Action Games

- Zelda - when, etc
- Find F - when etc
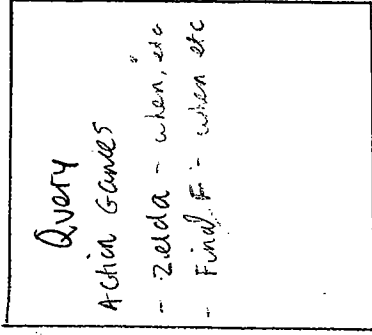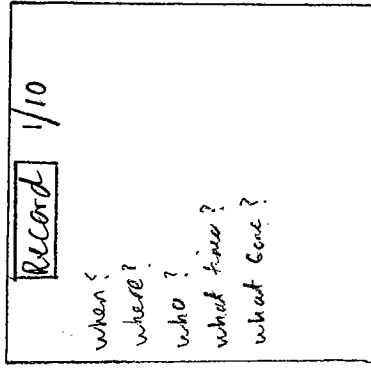
Implement Section

In this section I will explain the steps I took to create my database. I started off by deciding to create a database for me and my friends and family. I designed this because my friends and family do a lot of borrowing of DVD's, VHS and computer games. This database will consist of all the DVD's, VHS and computer games that we all own. I will add all of the names of the components into a table.

To make my database I will have to use the Microsoft Access 2000 programme. I will be using screen dumps to explain the process of creating my database.

Firstly I had to enter all of my information (when/who borrowed the game, when the game has to be returned, what game was It.) on to a table.

| GAME NAME	CONSOLE(PLATFORM)	TYPE	OWNER	WHO WAS THE GAME BOI
Grand Theft auto 3	Playstation 2	Action/driving	Aytac Hilmi	Jack Melville
Metal gear solid 2(sons of liberty)	Playstation 2	Platform/RPG	Aytac Hilmi	Micheal Andrews
gangsters 2	PC	Statergey/action	Jack Melville	Anderw Thompson
Championship Manager 2000/20001	PC	Managing	Jack Melville	Charles Wicks
Tony Hawks pro skater 3	Playstation	Sports/skateing	Jack Melville	Aytac Hilmi
Pro Evolution Soccer	Playstation 2	Sports/football	Aytac Hilmi	Jack Melville
Zeleda Orinca of time	N64	Fantasy/Adveture	Jack Melville	Aytac Hilmi
Pro evolution soccer	Playstation 2	Sports/football	Sam Gray	Jack Melville
SSX Tricky	Playstation 2	Snowboarding	Aytac Hilmi	Sam Gray
Tekken Tag Tornament	Paystation 2	fighting	Sayed Daud	Aytac Hilmi

Record: 2 of 10

Datasheet View

Once all of the information was entered on to the table I could create a "form".

The first form I could create was the "input-form", this included all of my information from the table. The Input-form is really a nice way of presenting all of the information. I made the input-form look more attractive by adding a background picture and arranging the subscripts.
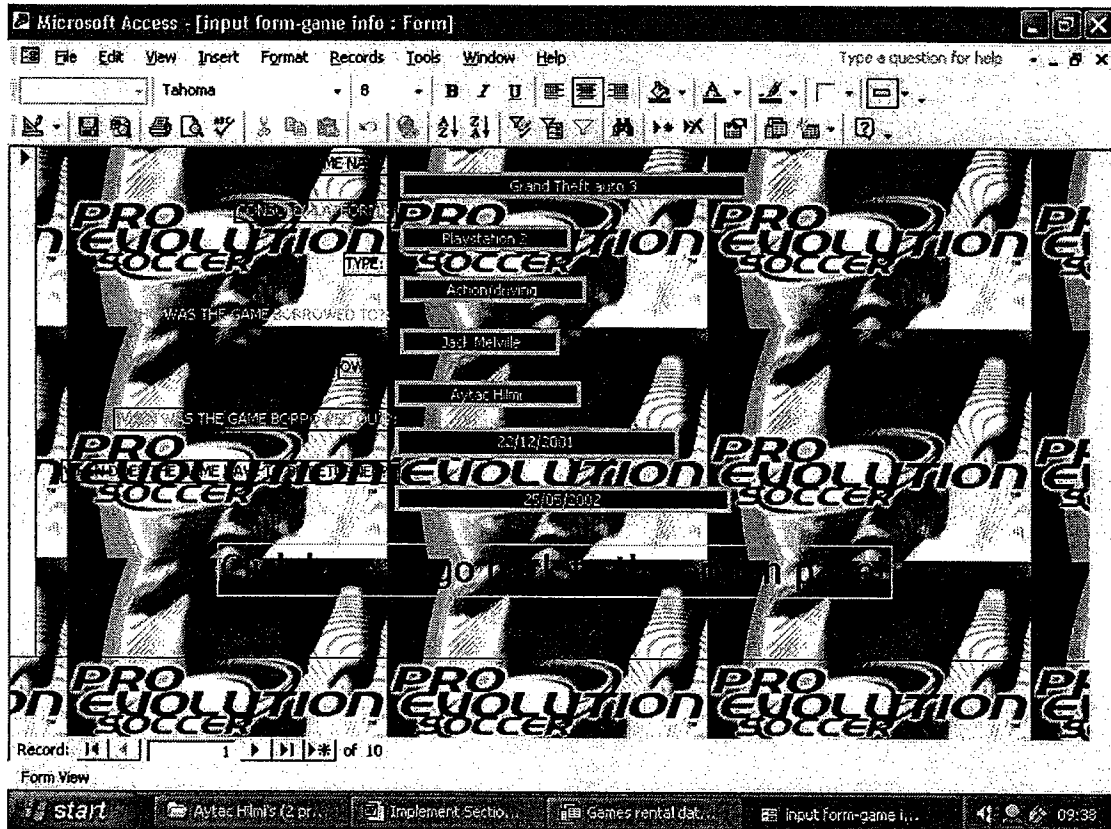

I also added a macro at the bottom of type form to take you back to the previous page.

I could now start to make the rest of the database.

This is my front page of the database I have created. It consists of a picture that I saved of the internet and opened it up as the background wallpaper. I added a title to the front cover, and then I needed to make a "macro" (a predefined set of instructions for the computer to follow).
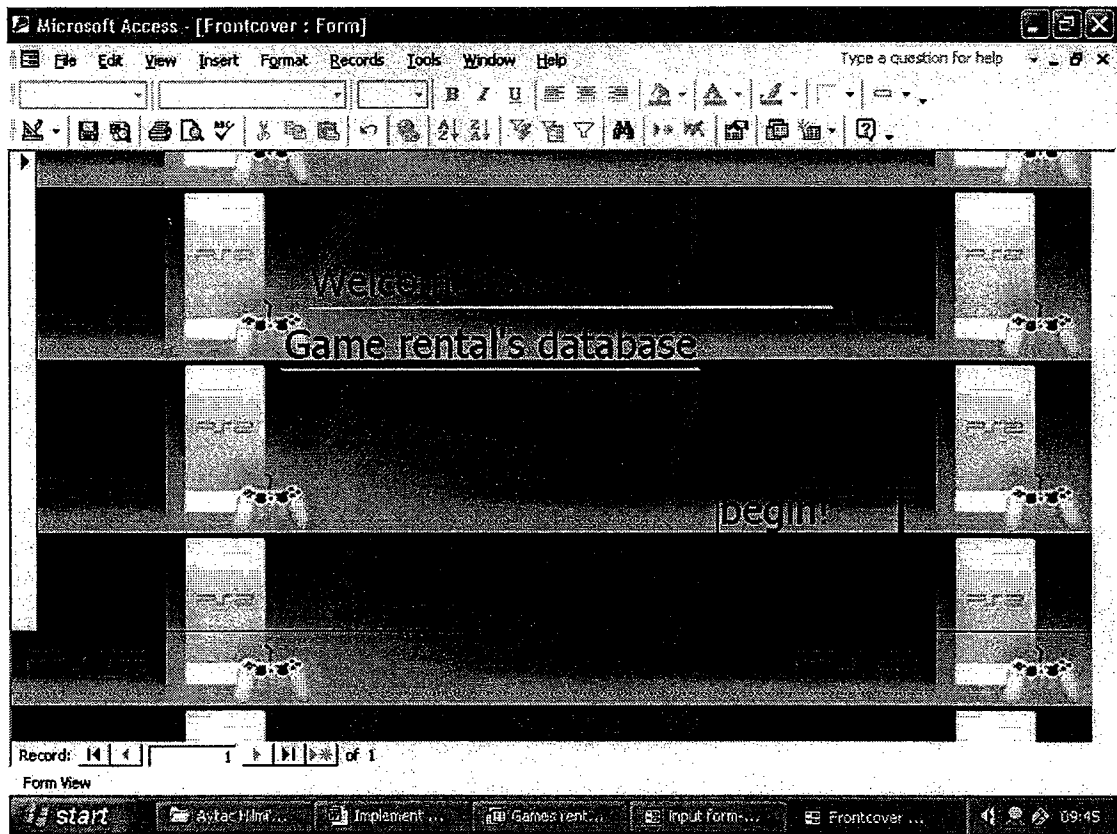
The macro that I created was a set of instructions saying to the computer to go from the page currently opened to another (that I specify).

Really I was creating a hyperlink between different pages in my database.
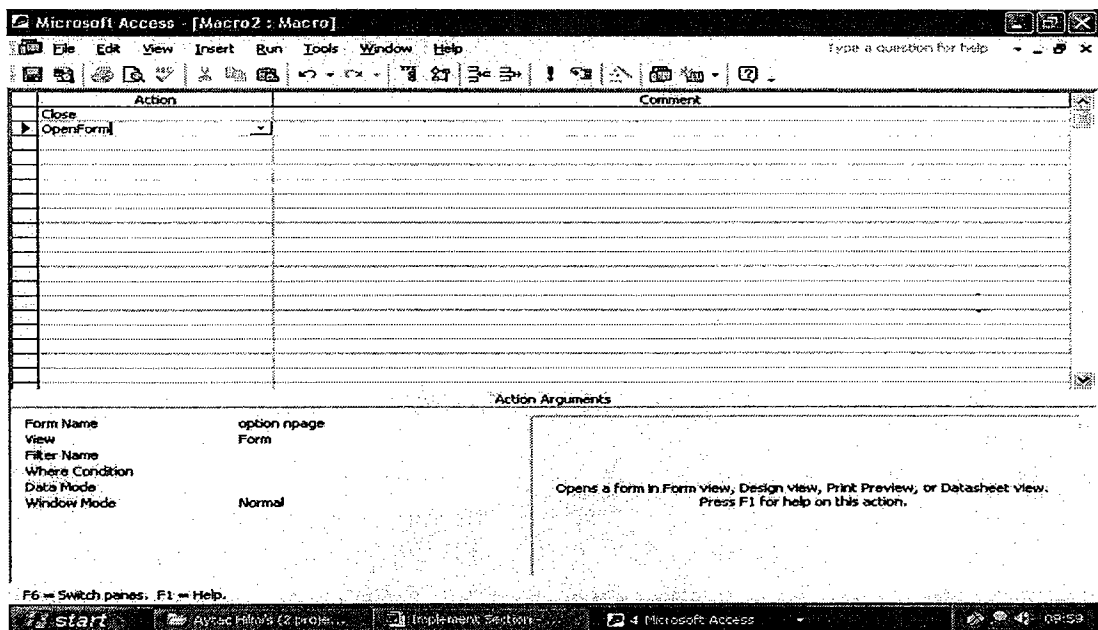
I needed to include "macros" on all of the pages, a kind of a transport system inside of the database.

The next page I created was a welcome page; this was made in a form format. All it in includes is a welcome note explaining a brief outline of the database. I added a background picture to the page. I also included a macro to the next page.

The macro on the welcome page takes the viewer to the next page which is an "option page". On this option page it has many links (macros) to other pages. This other page includes macros to other forms (the records page, which shows all of the information entered on to the records page.) It also contains links to all of the queries available.
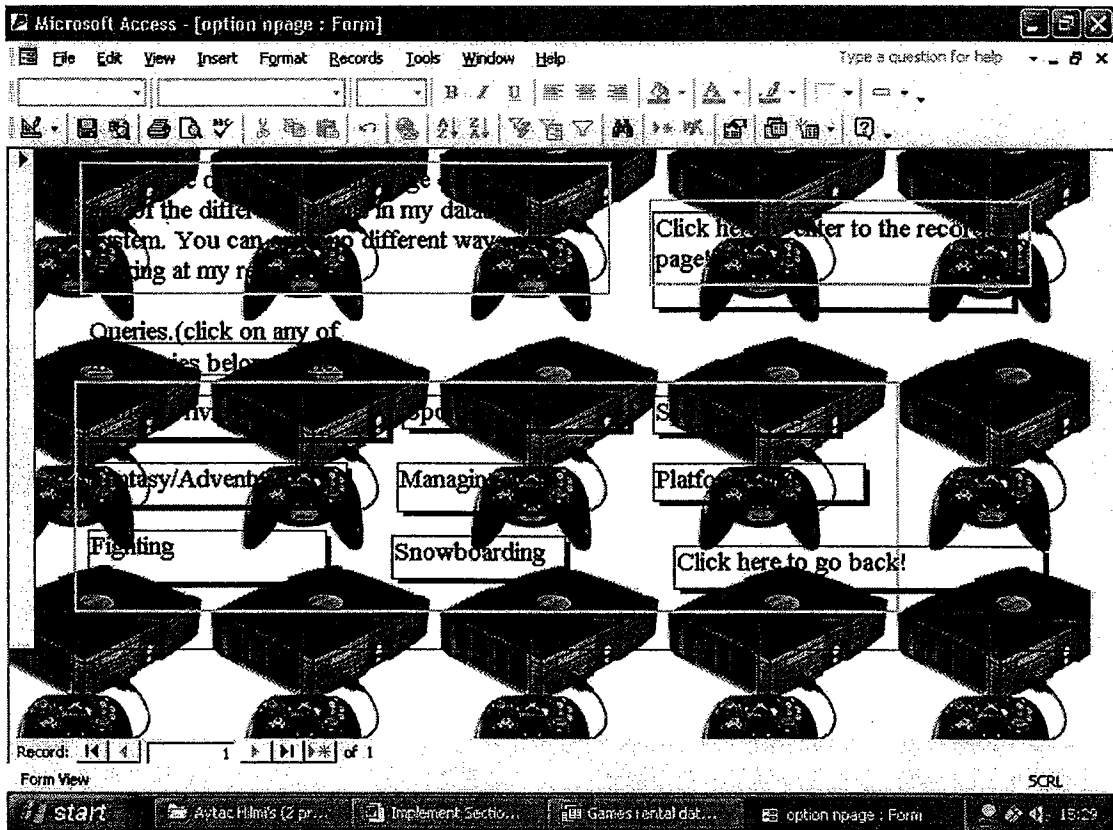
This page was easily created; It also has a background picture easily put in.
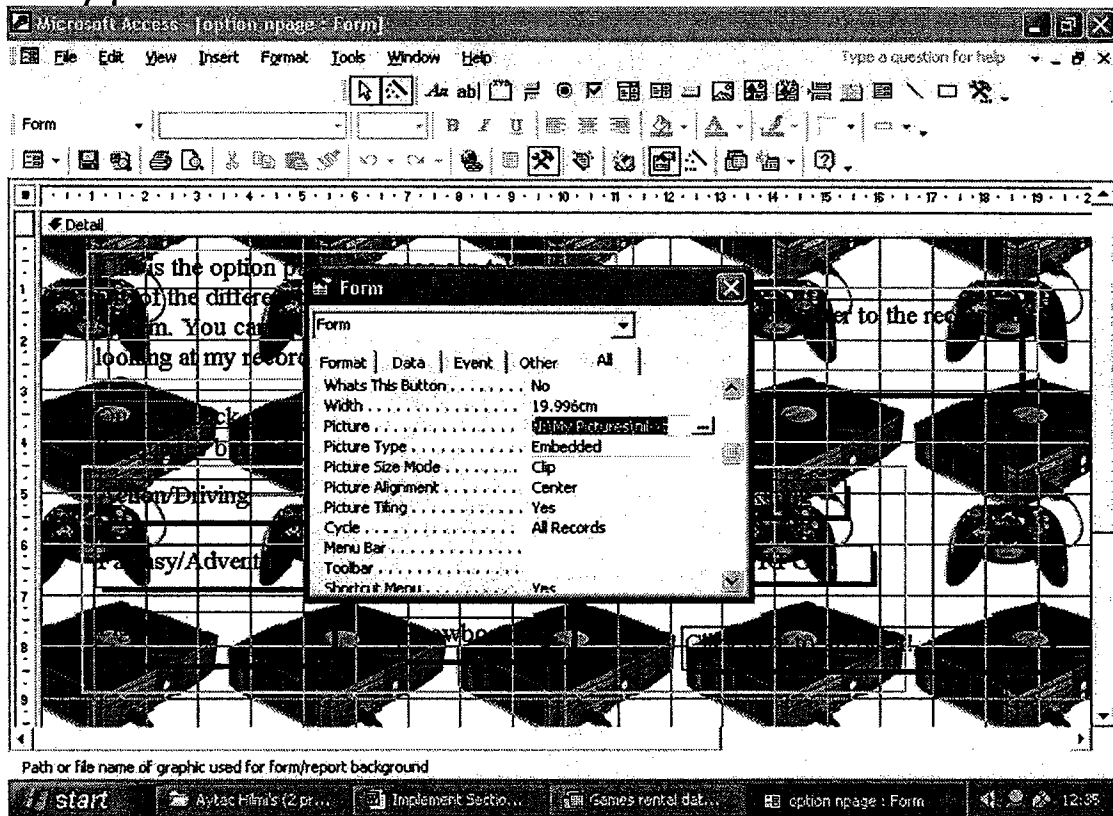
Evaluation

My evaluation states the good and bad parts of this whole project.

In my database project there were many good points to this project and very few bad points to the database.

The database was created on Microsoft access 98, I needed to create a suitable database for a games rental store or really for between a group of friends.

There were many stages to creating this project, firstly I needed to enter the information onto a table. Then present the information in a form (which can be easily edited). Once all the forms were created for the information in the table I could create other "middle" pages. These other pages were really for presentation. Firstly I created these pages then I could use a macro to join the pages together.

My pages looked pretty boring without any pictures or backgrounds. This was one of the bad points of my project. So I decided to create a suitable background by using saved pictures, adding colour to the text boxes and outlines to the where about of the macros on the pages.

This made a vast improvement to the whole of the project and its presentation.

The bad points in this project is that when presetting the database the information in a form of a table should never been seen. However in database that piece of information is seen if the viewer accesses the query option.