

# Part II: Database Design and Access

*Bilgen*

# Brief Recap - Intro

- Goal: Simplify FEA by utilizing DB
- File-based vs. DB-based
  - byte stream / data subset
- DB gives what FEA wants: strongly typed, self-defining semantic info + data independence + support for arbitrary read/writes

# Brief Recap - FEA with DB

- Represent meshes with element-vertex relations and element attributes.

