

Data Consistency of Distributed Transaction for Order Management

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Abstract

The client/server method of network communications is the most popular one. Its ease of implementation and scalability make it a good choice in many different kinds of networking environments. A client transaction becomes distributed if it invokes operations in several different servers. The general elements of transaction processing are data capture and validation, transaction-dependent processing steps and database maintenance. Database Management Systems (DBMS) are among the most complicated applications. While DBMS maintains all information in the database, applications can access this information through statements made in Structured Query Language (SQL), a language for specifying high-level operations. This system intends to build a distributed transaction management system for store ordering with recovery control to guarantee the consistency of database. The servers accept the order of transactions and then manipulate the transactions to reach the goal. When the server crashes or connection fails, the uncommitted transaction is saved at the client store as the recoverable objects and will undo at the next time for database consistency. This paper intends to apply two methods for distributed transactions: namely Flat Transaction and Two Phase Commit Protocol.