

# 学生成绩数据库系统的开发

## 摘 要

本次毕业设计，选择设计了学生成绩管理系统。这个系统，运用了 Java 与 MySQL 相关的知识，通过 Java 中的程序实现系统中查询、修改、删除等功能，分别可以通过账号登录系统。此外还有数据库的存储功能，以及它们的连接也是尤为关键。

其中，我采用了 Java 中接口的概念，实现了 Java 的多继承，从而创建了两个基础类，以便于存储信息。另外，在 GUI 设计中，用到了 Java Swing 来设计界面，使得界面的设计方便整洁，通过多个基本操作，设计一些基本元件来控制整个系统的运行。最后，MySQL 部分的设计也是十分清晰可见。数据库作为存储数据的地方，首先要建立表，然后确定数据类型，从而达到存储的目的。

学生成绩管理系统在计算机应用方面做出了明显的进步，使得我们使用学生成绩管理系统进行学生成绩的录入、查询、更新、删除等操作时更加方便快捷。它有着人们手工管理所不能拥有的优点，如：查询方便快捷、可靠性高、安全性好、数据量大且易存储、保护性强、可用性强、廉价等，这些优点能够极大地提高用户使用学生成绩系统管理的效率。

**关键词** 学生成绩管理系统；计算机；Java；数据库

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## Abstract

This graduation project, choose to design a student performance management system. This system, using Java and MySQL related knowledge, through the Java program to achieve the system query, modify, delete and other functions, respectively, through the account login system. In addition, the storage function of databases and their connection are also very important.

Among them, I adopted the concept of interface in Java to realize the multiple inheritance of Java, thus creating two basic classes to facilitate the storage of information. In addition, in GUI design, Java swing is used to design the interface, which makes the design of the interface convenient and neat. Through multiple basic operations, some basic components are designed to control the operation of the whole system. Finally, the design of MySQL is very clear. As a place to store data, database should first establish tables, then determine the data types, so as to achieve the purpose of storage.

The student achievement management system has made a significant progress in computer application, which makes it more convenient and efficient for us to use the student achievement management system to input, query, update, delete and other operations of student achievement. It has the advantages that people can't have by manual management, such as: convenient and fast query, high reliability, good security, large amount of data and easy storage, strong protection, strong availability, cheap and so on. These advantages can greatly improve the efficiency of user's use of student achievement system management.

**Keywords** Student achievement management system; Computer; Java; Databases

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