Construction of a component that allows manipulating a graph for its storage as text in a database

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ABSTRACT

This paper deals with the manipulation of a graphic when stored in a database, which created a component (bookstore) capable of making this graphic in a character strings and then it will proceed to store in a field, data base text, in order to reduce space.

This component (bookstore) will be able to add any application you want, you have the flexibility to work with different databases, as well as in different forms, and it is just necessary to have a text field where you store the image or graphic.

Key words: component or bookstore, database, text field, graphic or image, storage.