

Chapter 1: Introduction
You will learn: <ul style="list-style-type: none">C What DB2 is.C DB2 subsystems and their interrelationships.C Different database models and the features of each model.
Chapter 2: The Relational Model
You will learn: <ul style="list-style-type: none">C History of the relational model and its effect on current technology.C Advantages and disadvantages of the relational model.C Different DB2 objects and what they represent in a relational model.C Relational model to be able to perform basic operations.C How to differentiate between a table and a view.C Different type of join operations.
Chapter 3: DB2
You will learn: <ul style="list-style-type: none">C SQL rules.C Different types of SQL statements.C Procedure for compiling and running a COBOL program with embedded SQL.C Role of the DB2 catalog.C A plan, package and the components that go into a package.
Chapter 4: Utilities and Commands
You will learn: <ul style="list-style-type: none">C Utilities.C Impact of the utilities on performance and concurrency.C Operation commands and what the operator can do at the console.
Chapter 5: Security and Integrity
You will learn: <ul style="list-style-type: none">C Philosophy of security in the DB2 environment.C Data integrity and its effects on performance.C Locks and which commands affect the locks.

Chapter 6: Dynamic and Static SQL Embedded
You will learn: <ul style="list-style-type: none">C Differences between static and dynamic SQL.C When to use static and dynamic SQL and the advantages in their respective use.C DB2 features for dynamic SQL.
Chapter 7: DB2 Releases and Related Products
You will learn: <ul style="list-style-type: none">C Facilities/features used by DB2 to improve performance.C Facilities/features used by DB2 to improve concurrency.C Facilities/features used by DB2 to improve data integrity.C Facilities/features used by DB2 to govern the executing programs.
Chapter 8: The Relational Model
You will learn: <ul style="list-style-type: none">C Designing relational databases.C Entities and normalization to the 3rd normal form.C Design problems associated with the 3rd normal form.C Dealing with unnormalized data.
Chapter 9: Physical Design and Efficiency Techniques
You will learn: <ul style="list-style-type: none">C Physical design.C Differences between physical and logical design.C Tuning and performance improvement techniques.C BIND process.
Chapter 10: Data Sharing and Locking Enhancements
You will learn: <ul style="list-style-type: none">C Techniques for improving performance.C How to programmatically utilize the new features of DB2.C Data sharing, its advantages and its limitations.C How DB2 implements data sharing in a network environment.C Features that improve programmer productivity.

Chapter 11: OOPs Features in DB2

You will learn:

- C Triggers.
- C User-defined functions.
- C Stored procedures.
- C Parallel utilities.
- C REORG - improvements.
- C Join processing - improvements.
- C Optimization hints.
- C DB2 and Java.

Chapter 12: DB2 Tools

You will learn:

- C Available DB2 tools.
- C DB2 administration screens.