ABSTRACT

        Short Fiction on Film is a database that was created
and will run on DataRelator, a relational database manager created by
Bill Finzer for the California State Department of Education in 1986.
DataRelator was designed for use in teaching students database
management skills and to provide teachers with examples of how a
database manager might be useful in the classroom to teach critical
thinking skills. A small database of short stories was adapted to
film as an example of how English instructors might use a relational
database manager to show relationships between aspects of fiction and
film. The DataRelator program has an introductory screen that
describes the program, which includes "drawers in the cabinet," a
feature that allows access to areas of information, and "data sheets
in the drawer," that allows access to more specific information in a
particular area. The drawer used in Short Fiction on Film is the
"relational story drawer," and allows a search by story title. Data
sheets in the drawer contain cross references with other elements,
for example fiction technique or fiction genre. Instructors can
create their own cabinets using DataRelator, complete with drawers
and data sheets, to assist in information storage and retrieval.
(DB)

Short Fiction on Film:

A Relational DataBase

Created on DataRelator by

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Distributed Free to CSU English Faculty

Short Fiction On Film

Introduction

Short Fiction on Film is a database which will run on **DataRelator**, a relational database manager, commissioned by the California State Department of Education as part of the **Technology in the Curriculum** project in 1986. It was originally released to all public school educators in California in the Apple II version; however, because of teacher demand, a version was created for IBM-compatible machines the following year. It is the IBM version I am including and describing here because those machines are more widespread in the CSU than Apple IIs.

DataRelator was created as a device to teach students database management skills and to provide teachers with examples of how a database manager might be useful in the classroom to teach critical thinking skills. I have designed this small database of short stories which have been adapted to film as an example of how teachers of English might use a relational database manager to show relationships between various aspects of fiction and film. It is intended for use by the following:

(1) All English education teachers in the CSU system, particularly those
     who might be interested in creating a computer course
     specific to the Language Arts discipline which will fulfill
     new Title 5 requirements for such a course.
(2) All students in such courses whose intention it is to teach in the public
     school system.
(3) Teachers of fiction and/or fiction and film courses who might be able
     to use it in their classrooms.
(4) Anybody else who might be interested either in DataRelator or the
     short story.

Because DataRelator is comparatively slow and because teachers, especially in the language arts, are less sure about the value of a database manager in the classroom than they are about the value of a word processor, **DataRelator** has not been as popular or as widely used as the word processing program FrEdWriter, which was created for the Apple II computer at about the same time as DataRelator. However, it is my opinion that it is an excellent tool for teaching students the use of a relational database manager. Best of all, it is free; you can make as many copies as you wish.

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DataBase Managers

First a few words about database managers in general and relational database managers in particular. We will begin with the obvious:

DataRelator is a database manager created to manage a database' a database is data which is systematically organized so that it can be used as information. The difference between data and information is that data is any and all bits or pieces of raw material that may be "potentially useful"; when it becomes useful, it becomes information. Think of it in terms of the familiar process of writing a research paper. After determining the topic we wish to write on, the next task is to gather all the data we can find on that topic. The first thing we do, of course, is to go to that great repository of data, the library. However, the first problem, of course is how to find the data we needed among all those books and magazines and then retrieve that data.

DataBase Terms

As soon as we formulate the problem this way, we should become aware of the three crucial elements of a database manager. We have already used the words find and retrieve; the other element, the process which makes finding and retrieving what we want possible, is systematic storage. Obviously, if all the books were simply thrown on the shelves haphazardly, we would have no method by which to search and retrieve what we want, and we would lament tnat the library staff had used no systematic method with which to store the data.

Whereas data is "raw" and unsystematic and thus of no use, information is organized and systematic, and therefore of use. For example, let's say you need a certain recipe that you know you clipped from the newspaper a few weeks ago. But now you do not know where it is. The problem here in database terms is: you cannot find the recipe and thus retrieve it for use because your method of storage was no method at all; you just tossed it in that notorious catch-all drawer in your kitchen or pinned it on that no-man's land known as the "refrigerator door." We either use databases or are "used" by them everyday. When we "access" our address book to find a phone number, we are using a database; when we receive a form letter with our name on it, we are being used by a database.

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Examples of Non-Electronic DataBases

The library, our best-known systematic database, gives us more specific
examples. You stand before the card catalogue wishing to find something.
Let's say you want to find data on Edgar Allan Poe. You see cabinets
before you, and each cabinet has drawers in it. By looking at the letters
on the front of the drawers, you determine that they are arranged
systematically, in this case, alphabetically. Thus to find data on Edgar
Allan Poe, you go to the drawer marked **Pe-Pu** and flip through the cards
until you find those on Poe.

You have made use of a simple familiar database; now you go to the
repository of information, the stacks, and find the books you want, making
use of a numeric classification system. However, after you skim through
some books on Poe, taking notes on various aspects of his work, you finally
get to that dreaded point when you need to start writing. You are now
faced with stacks of paper with lots of notes on them, but they are in no
order. You do not know where to begin. What you have here is a lot of
data, but no real **information**, because the notes on Poe are not stored in
such a way that makes them systematically organized and thus retrievable.
This is one reason why teachers always urge their students to use index
cards for their notes and to indicate on the top of each card the basic
category or kind of information that it contains. Then, one can shuffle
through the cards and organize them according to their type and thus make
use of them; this process of classification transforms the data into
information.

The Electronic DataBase

The card catalogue in most libraries is a non-electronic database; it has
been managed by being set up on cards in drawers, in cabinets, just as you
might manage data by putting all your notes and papers in folders in
drawers in cabinets. Some libraries, however, are now using electronic card
catalogues. You simply go to a computer terminal, type in the name of the
author or the title you want and the screen immediately shows you the
library's holdings by that author or a screen of information on that
particular book. Just like the wooden card catalogues, the computerized
card catalogue also allows you to "search" according to "subject," often with
rather sophisticated ways to narrow down or specify the object of your
search.

Notice that the term search in this context means standing at one place
and pressing computer keys to find what you want, rather than walking to
cabinets and opening drawers and looking at individual cards. What are
the advantages of this computerized system? It is obviously faster to type
in the name of a book than to walk to the card catalogue cabinet. Also if
you are looking for a certain subject matter in the wooden card catalogue
and find a card that says SEE......, with a whole list of cross references, then
you have to close that drawer and trot over to another drawer, and then
another, until you find what you want. At the computerized card
catalogue, you just type in a new subject matter. Thus, because all the
data is accessed from one location, instead of in the various wooden
drawers, it is not only faster, it is more flexible to search for and retrieve
information. And that is what database managers are all about.

Characteristics of DataBase Managers

All database managers have the following characteristics. They must first
allow you to set up a form or template which reflects how you want to
organize your information. For example, the following bibliography
template might be a form which would help you organize books you are
using in your research paper.

Author:
Title:
Publisher:
Place of Publication:
Date of Publication:

Usually, you use 3X5 index cards to hold this information, and usually you
leave out the words "author," "title," "publisher," etc. for by convention, the
location of these items of information on the card determines what they
are. (This, by the way, is why it is so important to make sure the format
of your bibliography follows the one recommended by your teacher, and
why it must always be the same--even though such insistence on precision
may seem unnecessary.) When you set up a form or template with a
database manager, what you are doing is creating a file, made up of a
number of identical records, on which are various fields of information.
For example, let's say you create a database file called "Poe Bibliography."
The form above could be the template you use to enter all the separate
books you used in your paper. Each separate book listing is called a
record. The individual lines, such as "Author," "Title," "Publisher," etc, are
called fields; they are where you enter separate items of information.

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DataRelator As a Relational DataBase Manager

DataRelator uses different terms for these elements of a database. For the convenience of students trying to learn the database management process, the program uses metaphors of real things in the real world. For example, instead of the word **database**, DataRelator uses the word **Cabinet**. Instead of **File**, it uses the word **Drawer**. Instead of **record**, it uses the word **data sheet**. It makes sense, if you think of it in terms of the standard file cabinet. Let's say you have a file cabinet with four drawers; you keep different "kinds" of information in each drawer, and you have some way of organizing the information on sheets in each drawer, for example by category or alphabetically.

There are two kinds of database managers: flat file database managers and relational database managers. A flat file database manager is made up of one file with one basic set of records; that is, one basic form or template, for example the Bibliography template above. Although there are five different fields on the record template, and although there may be numerous individual records on these templates in the file, there is still only one file. Let's say you had fifty different records, that is, fifty different books, in your bibliography database. You could sort them or search through them using any one of the five fields as a criteria. For example, if you want to sort all fifty alphabetically according to the author's last name, you could sort on field 1 (Author). If you want to sort according to date of publication chronologically, you could sort on field 5 (Date of publication.) If you wanted to find all the books published by Holt, Rinehart, Winston, you could search by specifying that on field 3. If you wanted to search for only those titles which used the word "Short Story" in them you could specify that in field two. This is what a flat file database does.

DataRelator, however, is a relational dataBase manager, and thus in many ways more powerful and useful than a flat file database. Let's look at how the databas- Short Fiction on Film is set up as a way of distinguishing between flat file and relational database managers and learning what a relational database manager does best.

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Using Short Fiction on Film: A Relational DataBase

You should now load the DataRelator program and the Short Fiction on Film database into your computer. Here is how you do it:

If you have an IBM or IBM compatible computer with two disk drives do the following:

(NOTE: IF YOU HAVE A FIXED OR HARD DISK DRIVE GO TO THE SECTION ON SETTING UP YOUR OWN CABINET WITH DATARELATOR FOR INSTRUCTIONS ON HOW TO CREATE A SUB-DIRECTORY FOR DATARELATOR AND SET UP THE NECESSARY FILES FOR BOOTING DATARELATOR FROM YOUR HARD OR FIXED DISK).

Put the disk labelled DataRelator: A Relational Database Manager in Drive A and the disk labelled Short Fiction on Film in Drive B. Turn on your computer or, if it is already on, restart it by holding down the control (CTRL) and the Alternate (ALT) down simultaneously with the left hand, while you press the Delete (DEL) key with your right.

DataRelator takes several seconds to load into your computer; the time will vary according to the speed of the machine you are using. A line at the bottom of the screen will tell you "DataRelator is getting ready...." Be patient; this is not a high priced, high speed program.

Once DataRelator is loaded, you will see an opening screen that looks like the following: (If you do not see the following screen, but see the A> prompt instead, type in the word Relator at the A> prompt).

```
                    Welcome To DataRelator
                        Version 1.2

                        THE FILE ROOM

---------------------------------------------------------------
> About DataRelator
  Choose a File Cabinet
  Utility Closet
  Leave the File Room
---------------------------------------------------------------
Please use the up and down arrows to select what you want to do.
Then press RETURN.
```

Screen Layout and Getting Around DataRelator

The opening screen is called THE FILE ROOM screen; it allows you to
make one of four choices. The words About DataRelator are highlighted
in inverse video and marked with an arrow > just to the left of them.
Press the Return or Enter key now and you will be taken to a screen
entitled ABOUT DATARELATOR, with a list of sixteen items to choose
from, with the line What is DataRelator? highlighted in inverse video.
Press the Return or Enter key again, and you will be shown a screen with
some basic information about DataRelator. (If you want to print this
screen, simply hold down the ALT key and press the letter P
simultaneously.) If your printer is turned on, the screen will print out.)

Note that ESC is highlighted in inverse video at the top right of the
screen, followed by an arrow pointing to the words About DataRelator.
This means if you press the ESC key, you will go back to the About
DataRelator screen. Do it now. When you get there, you will see that the
ESC in inverse video now points to the line THE FILE ROOM. If you press
ESC again, you will go back to THE FILE ROOM screen. Do that now.
Remember: The ESC key is the key that lets you backtrack, that is, go
back to the immediately preceding screen. No matter where you are in
DataRelator, if you continue to press ESC you will finally get back to
THE FILM ROOM screen, where you can highlight the line Leave the File
Room and "unload" DataRelator from your computer.

Use the down arrow key to move the inverse video marker down to
highlight the words Choose a File Cabinet. Press the Return or Enter key.
A line at the bottom says, "Please Wait...." DataRelator will search the disk
drives you have, beginning with the A drive, then moving to the B drive
(and the C drive also, if you have a hard or fixed disk), looking for a file
with the suffix or extension DR (for DataRelator) after it. It will find
one on your B drive on the Short Fiction on Film disk you have already
inserted there entitled FICTFILM.DR. This file contains all the Short
Fiction on Film data. (You could have more than one cabinet listed on a
disk, depending on how much room the cabinets take up)

With the line B:FICTFILM highlighted, press the Return or Enter key.
Again this will take a few seconds, depending on the speed of your
machine.

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Look carefully at the screen that appears. It should look like this:

```
                               DRAWERS IN THE CABINET
Cabinet: Short Fiction on Film
                                                        ESC -> THE FILE ROOM
Open drawer Edit form New drawer Print Delete drawer Change cabinet name Help
-----------------------------------------------------------------------------
> Author
  Fiction Genr
  Fiction Tech  que
  Film Genre
  Film Technique
  Story
  Theme
```

Drawers in the Cabinet

This screen is called the DRAWERS IN THE CABINET screen. It lists seven drawers in the cabinet which is named and identified on your disk as FICTFILM, but which has the longer title Short Fiction on Film listed, in inverse video, just below and to the left of the title DRAWERS IN THE CABINET. The seven drawers in the cabinet are like seven different sets of information, with seven different templates or forms to hold that information; they are actually seven different "files" in the database which are related to each other.

(Note also just above the broken line several phrases with the first letter in inverse video. These are commands, which mean hold down the Alternate (Alt) key and press the first lett⟨⟩ to: Open a drawer, Edit a form, make a New drawer, Print, Delete a drawer, Change a cabinet name or go to the Help screen. Watch for these commands on every screen; they change depending on what drawer you are looking at.)

To see how this relational aspect of DataRelator works, do the following: while the word Authors is highlighted in inverse video, press the ALT key simultaneously while you press the letter O (for Open; notice the phrase Open Drawer with the letter O highlighted on the menu just above the list.) After a few seconds, you should see this next screen:

' 1

```
Cabinet: Short Fiction on File
Drawer: Author
                                          ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
-------------------------------------------------------------------------
> Aiken, Conrad
  Anderson, Sherwood
  Bierce, Ambrose
  Cather, Willa
  Chambers, Robert W.
  Cheever, John
  Chekhov, Anton
  Clark, Walter Van Tilburg
  Crane, Stephen
  Dinesen, Isak
  Faulkner, William
  Fitzgerald, F. Scott
  Gilman, Charlotte Perkins
  Glaspel, Susan
  Greene, Graham
  Hawthorne, Nathaniel
  Hemingway, Ernest
```

This screen lists seventeen authors (which is all the screen will hold at one
time). Note, however, the top of the screen indicates that there are 38
DATA SHEETS IN THE DRAWER. The drawer referred to in the title
DATA SHEETS IN THE DRAWER is the Authors Drawer you just
"opened" by pressing ALT-O while the word Authors was highlighted. If
you use the down arrow key, you can move down the list and see more
names listed, appearing at the bottom of the screen one at a time. You
also can use the page down key (PgDn) to move through screen-full at a
time; or else you can press the End key and go to the end of the list or the
Home key to get to the beginning.

Each name on the list means that there is a data sheet with information
about the author on it in the drawer AUTHORS. To get to a data sheet,
do the following: Put the cursor back on Aiken, Conrad to highlight it in
inverse video. Now press ALT and the letter O simultaneously (Note the
line Open data sheet) just above the list). Now you should see the
following screen:

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Cabi.et: Short Fiction on Film
Drawer: Author
Data sheet: Aiken, Conrad

                                        ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete sheec Copy Print Help

Author: Aiken, Conrad
Country: U.S.A.
Period: 20th century
Additional Comments: Conrad Aiken's most famous story. "Silent Snow, Secret
  Snow," is the only short story of his to have an important place in American
  literature. Aiken was highly influenced by the theories of Sigmund Freud and
  the fiction of Anton Chekhov. His stories are often lyrical and poetic in
  their use of language.

Data Sheets in the Drawer

Note that you are now at the DATA SHEET screen. Remember what you
have done: You chose a cabinet: Fictfilm; you opened the Authors Drawer.
You chose Conrad Aiken from the list of authors and "pulled out" the sheet
of information on him by pressing ALT-O. Try back-stepping through this
process by pressing ESC several times: once to put you back to DATA
SHEETs IN THE DRAWER, once again to put you back to drawers in the
cabinet, and still a third time to put you back to THE FILE ROOM.

Now go back to the Conrad Aiken sheet this way:

Keystroke 1: Highlight "Choose a File Cabinet" (Press REturn)
Keystroke 2: Highlight "FictFilm" (Press REturn)
Keystroke 3: Highlight "Author" (Press Alt-O)
Keystroke 4: Highlight" Aiken, Conrad" (Press Alt-O)

Look again at the Conrad Aiken Data Sheet screen. It contains four
fields, that is, four slots for information: Author's name, country of birth,
period of time when he or she was writing, and a place for additional
comments. All the records (called sheets in DataRelator) in the Authors
file (called a Drawer by DataRelator) contain the same four slots; each
record, of course, is dedicated to a different author with different
information.

Press ESC twice to get back to the DRAWERS IN THE CABINET screen. Use the down arrow key to go to the **Fiction Genre** line and press ALT-O to open that drawer. The screen looks like this:

```
                    12 DATA SHEETS IN THE DRAWER
   Cabinet: Short Fiction on Film
   Drawer: Fiction Genre
                                        ESC -> DRAWERS IN THE CABINET
   .Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
   ----------------------------------------------------------------------------
    > Allegory
      Feminist
      Folktale
      Initiation
      Ironic Ending Story
      Lyrical Story
      Mythic story
      Philosophic Story
      Psychological Story
      Realism
      Satire
      Self Reflexive
```

There are twelve sub-generic types of short fiction listed here. Open the **Allegory Drawer** by pressing ALT-O while that word is highlighted. You now should see the following screen:

```
                        DATA SHEET
   Cabinet: Short Fiction on Film
   Drawer: Fiction Genre
   Data sheet: Allegory
                                        ESC -> DATA SHEETS IN THE DRAWER
   Mentioned in Zap entry Delete sheet Copy Print Help
   ----------------------------------------------------------------------------
   Fiction Genre: Allegory
   Plot Characteristics: A mode in which a second meaning is encoded within the
     surface meaning of the story. The allegorical mode may dominate the entire
     work or it may be an element within a work which is otherwise meaningful for
     its surface meaning.
   Character Types: Characters are representative of basic human desires, fears,
     etc.
   Basic Conventions: Highly formalized story with two-dimensional characters
     which exist primarily to embody the conceptual story under the surface.
   Additional Comments:
```

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Note that this Drawer (file) contains five fields, with information about plot characteristics, character types, and basic conventions of the genre in question.

Press ESC twice to get back to the Drawers in the Cabinet and look at the remaining drawers one at a time, (escaping back to the Drawers in the Cabinet as your point of reference after each one) to see what they are like. Hold off opening the STORY DRAWER until last. The names of the drawers are: Fiction Technique, Film Genre, Film Technique, and Theme. The following "screen images" show the list of the data sheets in each drawer in the cabinet and what the first sheet in each drawer looks like so that you might get an over view of the different drawers.

```
                          12 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Fiction Technique
                                                   ESC -> SEARCH CRITERIA
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
-----------------------------------------------------------------------------
   Ambiguity of Dream/Reality
   Dialect
   First Person Point of View
 > Irony
   Lyrical or Poetic language
   Myth
   Realism
   Self-Reflexive details
   Stream of Consciousness
   Symbolic Characterization
   Symbolic Setting
   Symbolic situation
```

The Fiction Technique Drawer

```
                              DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Fiction Technique
Data sheet: Irony
                                                   ESC -> DATA SHEET
Mentioned in Zap entry Delete sheet Copy Print Help
-----------------------------------------------------------------------------
Name of Technique: Irony
Basic Characteristics: A speech device whereby the intent of an utterance is
   conveyed by a statement that has the opposite meaning from what is denoted on
   the surface.  Sometimes, irony is communicated by presenting the point of
   view of a character in a straightforward way, even though the reader is meant
   to perceive that the point of view of the speaker is not the same as the
   point of view of the author.
Additional Comments:
```

The First Data Sheet in the Fiction Technique Drawer

```
                          10 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Film Genre
                                        ESC -> DRAWERS IN THE CABINET
Open data sheet, Search. Mentioned in, New data sheet, Delete, Print, Help
-------------------------------------------------------------------------
> Action/Adventure
  Comedy/Satire
  Detective Story
  Fantasy
  Horror
  Initiation
  Lyrical/Musical
  Realism
  Science Fiction
  Western
```

The Film Genre Drawer

```
                          DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Film Genre
Data sheet: Action/Adventure
                                        ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete sheet Copy Print Help
-------------------------------------------------------------------------
Film Genre: Action/Adventure
Plot Characteristics: The movement toward a goal which can be reached by
   bravery and action.
Character Types: Two-dimensional representations of human virtues and vices.
Basic Conventions: Focus is on external events and the achievement of external
   goals.
Additional Assumptions:
```

The First Data Sheet in the Film Genre Drawer

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Cabinet: Short Fiction on Film
Drawer: Film Technique

                                                    ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
----
> Animation
  Close-ups
  Ducudrama
  Fantasy/Reality
  Flas..back
  Freeze Frame
  Grotesque
  Montage
  Slapstick
  slow motion
  Special Effects
  Spectacle
  Stage Drama
  Symbolic Dialogue
  Symbolic objects
  Symbolic Setting
  Tracking

The Film Technique Drawer

                        DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Film Technique
Data sheet: Animation

                                        ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete she-t Copy Print Help

Name of Technique: Animation
Basic Characteristics: Creates a sense of an alternate, dream-like world, with
  its own rules of reality.
Additional Comments:

The First Data Sheet in the Film Technique Drawer

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Cabinet: Short Fiction on Film
Drawer: Theme

                                                   ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
----
> Adults acting like children
  Aesthetic Reality over Physical Reality
  Antiwar
  Confrontation with Death
  Denial of reality
  Human Brotherhood
  Initiation
  Isolation
  Poetic Justice
  Reality as a game
  Retreat from involvement
  Scapegoating
  The Mysterious Stranger
  The nature of Evil
  Woman in a male society

The Theme Drawer

                              DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Theme
Data sheet: Adults acting like children

                                          ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete sheet Copy Print Help

Theme: Adults acting like children
Basic Conventions: Characterized by basic human desire to return to childhood
Philosophic Assumptions: Reflects basic need to have the physical power of
   childhood to escape from adult responsibilities, to live in fantasy, to have
   everything before one.
Additional Comments: The theme can either be comic (in which the adult's desire
   for childhood is presented as foolish boasting) or tragic (in which one
   cannot tolerate the passing of time, the inevitability of death, etc.

The First Data Sheet in the Theme Drawer

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The Relational Story Drawer

I have saved the Story Drawer for last, for it is what might be called the central Search drawer. Short Fiction on Film has been set up with the assumption that when you do a search through this database, the primary thing you are searching for are particular stories with certain characteristics. Open the Story Drawer, shown below; it is the only one that can be searched in a cross-referenced way.

```
                        50 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Story
                                              ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
-----------------------------------------------------------------------
> A Jury of Her Peers
  A Rose for Emily
  Almos a Man
  An Occurrence at Owl Creek Bridge
  Babette's Feast
  Barn Burning
  Bartleby
  Bernice Bobs Her Hair
  Chickamauga
  Dr. Heidegger's Experiment
  I'm a Fool
  Innocent Erendira and Heartless Grandmother (ERENDIRA)
  My Old Man
  O Youth and Beauty
  Paul's Case
  Pickets (TIME OUT OF WAR)
  Rappaccini's Daughter
--------------------------------------more------------------------------
```

Let's begin by going to the first sheet of this drawer, the sheet on **A Jury of her Peers.** Open it by pressing **ALT-O** The Data Sheet looks like this:

```
                        DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Story
Data sheet: A Jury of Her Peers
                                          ESC -> DATA SHEETS IN THE DRAWER
Open data sheet Search ( Mentioned in Zap entry Delete sheet Copy Print Help
-----------------------------------------------------------------------
Story Title: A Jury of Her Peers
[Author]: [Glaspel, Susan]
[Fiction Technique]: [Self-Reflexive details]
[Fiction Genre]: [Self Reflexive] [Feminist]
[Film Technique]: [Symbolic Dialogue], [Symbolic objects], [Symbolic Setting]
[Film Genre]: [Detective Story]
[Theme]: [Poetic Justice], [Woman in a male society]
Comment: This is an excellent film version of Glaspel's story, for it not only
   creates the sense of the dark and closed-off world of the woman and makes
   believable the "conversion" of the other women to come to her rescue, it also
   maintains the self-reflexive nature of the story. Much of the emphasis is on
   the detective convention of determining the relevance of seemingly
   meaningless objects.
```

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Notice that most of the categories of information on the sheet, e.g. Author, Fiction Technique, Fiction Genre, Film Technique, etc. are in brackets. Notice also that the specific information about these categories for the story "A Jury of Her Peers" are also in brackets.

*These bracketed items are the key elements which make DataRelator a relational dataBase manager rather than a flat file dataBase manager, for each bracketed category (e.g. "Fiction Technique" or "Fiction Genre") item to the left of the colon (:) is actually the name of another drawer in the cabinet; and each bracketed bit of information on the right side of the colon (:) is the name of a sheet in that drawer.

Searching the DataBase

Now, let's see how this works: Press ESC once to go back to the Story Drawer, which has the heading 50 SHEETS IN THE DRAWER. Let's say you want to search through this drawer to find all the stories in the drawer which make use of the Fiction Technique of Irony and the Fiction Genre of Satire. Now, of course, you could browse through all these fifty sheets by highlighting each one in return, looking for one sheet which has the word Irony in the Fiction Technique category and Satire in the Fiction Genre category. However, the point of a database manager is to make such a search much faster than this. Here's how you do such a search:

While in the Story Drawer, notice just above the list of stories the word Search with the letter S highlighted. This highlight means "Press the ALT at the same time that you press the letter highlighted." So, do it: Press ALT-S. You will now be taken to the following screen called the Search Criteria screen. Here is where you can specify what you are looking for.

```
                              SEARCH CRITERIA
    Cabinet: Short Fiction on Film
    Drawer: Story

                                       ESC -> DATA SHEETS IN THE DRAWER
    Search [ Zap entry Help
    ------------------------------------------------+-------------------
    Story Title:
    (Author):
    (Fiction Technique):
    (Fiction Genre):
    (Film Technique):
    (Film Genre):
    (Theme):
    Comment:
```

Note that the Search Criteria screen provides you with an empty template for the **Story Drawer**. If you simply typed in the title of a story after the colon in the first line, assuming you typed it in correctly, you would be taken to a sheet about that story, if the story is in the database. However, as noted above, it is the bracketed items that make **DataRelator** a relational database. What we want to do is to find those stories which share certain characteristics. Here's how:

Use the down arrow key to go down to the category **Fiction Technique**. Let's say we want to look for all the stories which use the technique of **Irony**. However, instead of typing the word in, press the left bracket key on your keyboard, the one that looks like this: [. You will be taken to the **Fiction Technique Drawer**, with a list of different fiction techniques:

```
                          12 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Fiction Technique
                                          ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------
> Ambiguity of Dream/Reality
  Dialect
  First Person Point of View
  Irony
  Lyrical or Poetic language
  Myth
  Realism
  Self-Reflexive details
  Stream of Consciousness
  Symbolic Characterization
  Symbolic Setting
  Symbolic situation
```

Now use the down arrow key to go down to highlight the word Irony. When it is highlighted, press the Return or Enter key to select it. Then press the ESC key to "carry it back" to your Search Criteria screen. You will now see that the word Irony has been "pasted" on your Search Criteria screen on the Film Technique line after the colon.

Now, put in one more criteria. Go down to the Fiction Genre line and press the left bracket key, the one that looks like this [. When you get back to the Fiction Genre Drawer, go down to the word Satire press Return or Enter to select it, and then press ESC to carry it back to your Search Criteria screen. Your Search Criteria screen now looks like this:

```
                          SEARCH CRITERIA
    Cabinet: Short Fiction on Film
    Drawer: Story

                                        ESC -> DATA SHEETS IN THE DRAWER
    Search [ Zap entry Help
    ---------------------------------------------------------------------
    Story Title:
    [Author]:
    [Fiction Technique]:   [Irony]
    [.iction Genre]:   [Satire]
    [Film Technique]:
    [Film Genre]:
    [Theme]:
    Comment:
```

Notice just above the categories is the word **Search** with the letter **S**
highlighted. This means if you press the **ALT** key in combination with the
letter **S**, the **Search** command will be carried out. Remember what you are
doing: You are searching all fifty stories in the database to find all those
stories which use the **Fiction Technique** of **Irony** and represent the **Fiction
Genre** of **Satire**. Press **ALT-S** and watch the search take place.
DataRelator will search through all fifty sheets in the Story Drawer,
ticking them off one by one (speed will depend on the speed of the
computer you are using) and listing them one by one as it finds the stories
which fit the criteria you have established. The result should be the
following.

```
                    3 DATA SHEETS FOUND IN SEARCH
    Cabinet: Short Fiction on Film
    Drawer: Story
    Limiting search by:
    [Fiction Technique]:   [Irony]
    [Fiction Genre]:   [Satire]
    Searched    50 of    50 and found    3
                                        ESC -> SEARCH CRITERIA
    Open data sheet. Search. Mentioned in, New data sheet, Delete. Print. Help
    ---------------------------------------------------------------------
    > Bernice Bobs Her Hair
      Sticky My Fingers, Fleet My Feet
      The Lady or the Tiger
```

Now, let's say you want to look at the entry, that is, the data sheet, on the story "Bernice Bobs Her Hair." With the title highlighted, press ALT-O to open that data sheet. The result is the following:

```
                                    DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Story
Data sheet: Bernice Bobs Her Hair
                                            ESC -> DATA SHEETS IN THE DRAWER
Open data sheet Search | Mentioned in Zap entry Delete sheet Copy Print Help
-----------------------------------------------------------------------------
Story Title: Bernice Bobs Her Hair
[Author]:  [Fitzgerald, F. Scott]
[Fiction Technique]:  [Irony]
[Fiction Genre]:  [Satire]
[Film Technique]:  [Stage Drama ]
[Film Genre]:  [Comedy/Satire]
[Theme]:  [Poetic Justice]
Comment: A bit of fluff from Fitzgerald, about the Jazz Age, and Flaming youth,
   and all that.  Bernice, played by Shelley Duval in this film from the
   American Short Story Series, however, is appropriately sympathetic--enough so
   that when she gets her revenge at the end, it is an audience pleaser.
```

Opening Additional Data Sheets

Furthermore, let's say that at this point you are not completely sure what **Irony** means. Use the down arrow key to highlight the word **Irony** and press **ALT-O** again. You should get the following screen which shows the **Irony** data sheet from the **Fiction Techniques** drawer. You can go immediately to any other bracketed item on the **Bernice Bobs Her Hair** data sheet in the same way. Just highlight the item and press **ALT-O**. Use the ESC key to "walk you back" screen-by-screen to the STORY DRAWER, with the heading 50 DATA SHEETS IN THE DRAWER.

```
                                    DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Fiction Technique
Data sheet: Irony
                                            ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete sheet Copy Print Help
-----------------------------------------------------------------------------
Name of Technique: Irony
Basic Characteristics: A speech device whereby the intent of an utterance is
   conveyed by a statement that has the opposite meaning from what is denoted on
   the surface.  Sometimes, irony is communicated by presenting the point of
   view of a character in a straightforward way  even though the reader is meant
   to perceive that the point of view of the narrator is not the same as the
   point of view of the author.
Additional Comments:
```

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Keep in mind what the Search has done. You really need to get an overall concept of how DataRelator works. The Search Criteria screen allows you to indicate what characteristics of the story you wish to search for. To find them, you indicate on the Search Criteria screen that these characteristics are actually data sheets in other drawers in the DataRelator cabinet. Each time you do a search, you are actually asking DataRelator to discover the relationships between various characteristics, that is, data sheets in various drawers. For example, what kind of Fictional Techniques usually go with what types of Fictional Genres? Or what types of Fictional Genres go with what types of Themes?

Using the "Mentioned In" Feature:

One other "search"-type feature of DataRelator--the "Mentioned in" feature--should be noted. Let's say you have done a search which has taken you to the sheet "Occurrence at Owl Creek Bridge." You want to know if there are other stories in the database by Ambrose Bierce. But you don't want to ESC back to the Drawers in the Cabinet to to start searching again. Here's what you do: Simply highlight the name Ambrose Bierce on the "Occurrence at Owl Creek Bridge" data sheet and press ALT-O to go to the Bierce Author sheet. Then press ALT-M. You will be given the following, which shows two more stories by Bierce in the database.

```
                    3 OTHER SHEETS THAT MENTION SHEET
    Cabinet: Short Fiction on Film
    Data sheets from Story drawer
     that mention Bierce, Ambrose data sheet
     in Author drawer
                                                        ESC -> DATA SHEET
    Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
    -------------------------------------------------------------------------
    > An Occurrence at Owl Creek Bridge
      Chic:amauga
      The Mocking Bird
```

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Or let's say you have gone to the data sheet "Young Goodman Brown" and you notice that it is an allegory. After opening the data sheet on Allegory, by highlighting the word and pressing ALT-O, you want to know what other stories in the database are allegories   You simply press ALT-M and you will be shown the following list.

```
                          12 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Fiction Genre
                                           ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------
> Allegory
  Feminist
  Folktale
  Initiation
  Ironic Ending Story
  Lyrical Story
  Mythic story
  Philosophic Story
  Psychological Story
  Realism
  Satire
  Self Reflexive
```

And that's all there is to it. You can add new drawers to this existing cabinet, adding new authors, stories, fiction techniques, film genres, themes, etc. You can experiment with various ways to search the existing cabinet, trying to find cross relationships between various themes and techniques or between fiction genres and film genres. Or you can start from scratch and create your own cabinet. The final section of this booklet takes you step by step through such a process

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Setting up Your Own Cabinet With DataRelator

If you have a computer with two floppy disk drives, do the following:

*Put the DataRelator Program disk in Drive A and a blank, formatted disk in drive B. Turn on your machine. A copy of DOS Command.Com is on the DataRelator Program disk; thus it is self-bootable. It takes DataRelator several seconds to boot up on a floppy disk, so be patient. After boot-up, you should see the introductory screen of DataRelator, which looks like this:

Welcome to DataRelator
Version 1.2

THE FILE ROOM

>About DataRelator
 Choose a File Cabinet
 Utility Closet
 Leave the File Room

Please use the up and down arrows to select what you want to do.
Then press RETURN.

Produced by the Lawrence Hall
of Science for the California State
Department of Education, Copyright, 1986

(If you have two floppy disk drives, you may skip the next three pages and go directly to the section Setting up the Cabinet. If you want to install DataRelator on a hard disk, you must read the next three pages.)

*These files are on the DataRelator Program disk:
Relator.com, Relator.vol, config.sys, au*^exec.bat, ansi-sys.

Here is what they do:

*Relator.com and Relator.vol are the two files necessary to run
    DataRelator.

*Ansi.sys is a device driver that comes on a DOS utility disk.
    ANSI stands for American National Standards Institute; SYS
    is short for System. DataRelator needs this device driver to
    "manage" the screen display; it has to be installed whenever
    you boot your computer. The DataRelator program disk is
    set up to perform this installation with the config.sys file.

*config.sys is a short file on your DataRelator Program disk with a single
    command line in it which reads as follows: device=ansi.sys. When
    the computer "boots up," it reads config.sys, sees the line
    device=ansi.sys and installs the necessary ansi.sys driver for
    DataRelator to work.

*Autoexec.bat (autoexec is short for "automatic execution"; bat is
    short for "batch.") is also read whenever the computer is
    "booted" with the DataRelator Program disk. It also has only
    one line in it--the word Relator. When you turn your
    computer on, it reads autoexec.bat, sees the word Relator,
    which is the command to open DataRelator, and opens the
    program automatically. If you do not have this line in
    autoexec.bat, you will have type in the command word
    relator at the A> prompt.

If you have a computer with a hard disk:

*Make a sub-directory entitled Drelator by typing md Drelator at the C>
    prompt. Log on to the Drelator sub-directory you have just
    made by typing cd Drelator at the C> prompt. Put the
    DataRelator Program disk in drive A and type the following:
    copy a:relator.*. This will copy the two necessary
    Relator.com and Relator.vol files which are on the
    DataRelator disk to your Drelator sub-directory.

*However, for **DataRelator** to work, you must have the device driver ansi.sys on your boot disk, that is, your hard disk. You can find this device driver on your **DOS** utility disk or in your **DOS** srb-directory on yc⋅⅃ hard disk; it is also on the **DataRelator** P⋅ogram dis⋅ ⋅or your ⋅onvenience. Copy it from the **DataRelator** P⋅⋅⋅am disk to your Root directory in the following way:

*While in your root directory at the C> prompt, type **copy A: ansi.sys**. This command says "Go to the A disk, find a file named **ansi.sys** and copy it to the root directory."

*Now you must put a line in your config.sys file on your root directory indicating that you want ansi.sys loaded each time the computer is booted. You can do this oy using the non-document mode i⋅ **WordStar** or the DOS mode in **Word Perfect**, or you can use any ASCII text editor. If you use **WordStar** or **Word Perfect** in the non-document or DOS mode, you can simply load your existing config.sys file from your hard disk and add the line **device=ansi.sys**, and th⋅n save the new config.sys file in ASCII format.

In Wordstar, simply load **config.sys** as a non-document file. In Word Perfect, use the Text In/Text out key (Control-F5); type 1 ⋅⋅r DOS text and then 2 for Retrieve; then type **c:\config.sys**; add the **device=ansi.sys** line and save your config.sys in DOS mode. If you do not have a config.sys file, then make one by naming a new file config.sys from within the non-document mode of Wordstar, the DOS mode of Word Pcrfect, or the ASCII mode of your own word processor and put the single line device=ansi.sys in it. Be sure to save it as a plain ASCII file.

*If, on the other hand, you use the DOS Copy comma⋅d to create an ASCII file, things are a bit more complex. When you use the DOS Copy command, you are actually copying whatever you type on the screen to a file that you name. If you do not already have a config.sys file on your hard disk, there is no problem. Simply type the following:

copy con config.sys (press **Return**)
device=ansi.sys (press **Return**)
Control-Z (hold the control key down and press Z) (press **Return**)

*This will create a config.sys file with the one line in it, device=ansi.sys.
    The Control-Z command lets DOS know that you have
    finished the file. You should see the line:

1 File(s) copied.

*However, if you already have a config.sys file on your hard disk with
    lines in it, for example, lines such as
        buffers=2
        files=20
    which are necessary for some programs, such as **Word Perfect**,
    to run, then if you follow the **Copy Con** method above, you
    will overwrite your existing config.sys file with a new
    config.sys file with only the one line device=ansi.sys file in
    it. Thus, you need to know what is in your existing
    config.sys file, so that you can retype it in the new one you
    will create. To do this, type the following at the C> prompt:

        type config.sys

*This will list your config.sys file to the screen. Jot down the lines that
    are in it on a sheet of paper or press your **Print Screen** key
    with your printer turned on and on-line. Now retype what
    was in your old config.sys file adding the one line
    device=ansi.sys; the following is an example:

        copy con config.sys (press **Return**)
        buffers=2 (press **Return**)
        files=20 (press **Return**)
        device=ansi.sys (press **Return**)
        Control-Z (Hold down Control key and press letter Z (press

*(You will not want an autoexec.bat file on your hard disk with the word
    Relator in it, as described in the section on setting up
    DataRelator on a two-floppy disk drive system--that is, unless
    you want DataRelator to load up every time you turn the
    machine on.)

*Now that you have changed your config.sys file to include the
    device=ansi.sys line, or created a new one with device=ansi.sys
    in it, you must reboot your computer for the ansi.sys driver
    ⌐ be loaded. Press Control-Alt-Del all at once, or else turn
    the machine off and back on again.

Setting up the Cabinet:

*If you are using a two-floppy-drive system, you are at the opening
DataRelator menu screen. If you are using a hard disk,
change to the Drelator sub-directory by pressing cd Drelator
from the C> prompt. Next, type Relator to load DataRelator
into RAM.

*Use the down arrow key to highlight Utility Closet.

*Press the Return key.

*Press the Alt key and the letter N (Alt-N) at the same time.

*You will now see a screen entitled CREATING A NEW FILE CABINET
where you can make several specifications.

*Choose which drive you wish to use. If you choose B, which contains a
new formatted disk, you will have approximately 350
Kilobytes left. Do not choose A, for there is not enough
room on your DataRelator program disk for a cabinet large
enough to be practicable. If you are using a two-floppy-disk
system, put an empty, formatted disk in drive B and choose
drive B as the drive on which you wish to build your
cabinet. If you have a hard disk, you will be given a choice
of drive B or drive C. However, if you choose drive C, your
cabinet will be created on the Drelator sub-directory you
created. You cannot create a separate sub-directory for it.
You will be told how much space you have left in kilobytes
on the disk.

*If you choose B, where you have an empty formatted disk, you will have
approximately 350K left.

*If you are using a hard disk, and choose C, you will be told the total
amount of space you have left on the disk, even though the
cabinet will be saved in the sub-directory where you have the
DataRelator program. Use Backspace or Delete to delete
existing letter and type in the drive letter of your choice.
Press Return after making drive selection.

*Use the down arrow key to move to next line (you may use the up arrow key to return to a line if you want to make a change.) You can now give your cabinet a file name that will appear on your DOS directory. The DOS file name follows the standard DOS convention of limiting you to eight characters. Do not use a period and a three-character extension; an extension of DR will be provided. For example, the DOS name of the cabinet distributed with this program is FICTFILM.DR. Delete the existing name, NEWCAB and type in your cabinet own. Press Return.

*On the next line you may type a longer, more detailed name of the Cabinet. The name of the Cabinet distributed on this disk is Short Fiction on Film. Delete the existing name, MY NEW CABINET, and type in your own full cabinet name. Press Return.

*On the fourth line, you can choose what size you want reserved for the Cabinet. It's probably a good idea to limit your cabinet to about 300 K, even if you create it on a hard disk and have lots of room; for then, you can "back-up" (that is, make a copy of) the cabinet on a floppy (which only holds about 350K) either for protection against loss or to distribute the cabinet easily to others. BE AWARE: as soon as you declare the size you want for your cabinet by deleting the zero and typing in a new number, you have already "used" that amount of space, at least, as far as your disk is concerned. For example, if you are using a blank floppy disk on drive A and you reserve 300 K for your cabinet, then even before you enter any data in at all, you have already marked 300 K out for use, leaving only about 50K left. Delete the existing number and type in 300 (or less).

*If you have a hard disk, it is best to create your Cabinet on it, for it is much faster than a floppy for saving the entries; copy it to a floppy when you are finished if you want to distribute ·· to others.

*You may be limited in the amount of Kilobyte space you can reserve for your Cabinet by the size of RAM in your computer. If you have 640K, you are limited only by available space on your disk; if you have less, you may be restricted to a smaller cabinet.

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• When you are satisfied with your responses to the four lines, press Alt-C
    to create the Cabinet. (Notice that you can press Alt-H for
    help anytime during this process.)

• You will now see a line that tells you have a new empty file cabinet.
    Now press the ESCape key to go back to the utility closet.

• Press ESCape again to go back to the File Room.

Creating the Drawers:

• At the File Room, use the down arrow key to highlight Choose a File
    Cabinet and press Return. The program searches all your
    disk drives, to find all those with Cabinet files on them; that
    is, all those with a DR extension after their file name.

• When you see the Cabinet name you created, use the down arrow key to
    highlight it and press Return. You will be taken to the first
    blank screen of your new Cabinet.

• The DRAWERS IN THE CABINET screen looks like the following:

                    DRAWERS IN THE CABINET

Cabinet: Short Fiction on Film   ESC -> THE FILE ROOM

New Drawer Change cabinet name Help
-- -----------------

• Note that the words New Drawer, Change cabinet name and Help have
    the first letter in reverse video. These are command
    characters. If you press the Alternate (ALT) key on your
    keyboard while pressing one of these characters, you will
    activate a command.

• Press Alt-N to begin the process of creating a new drawer.

• You will now be taken to a screen entitled NEW FORM FOR DATA
    SHEETS. The long name of your cabinet (Short Fiction on
    Film) will be highlighted after the word Cabinet: The cursor
    will be flashing after the word Drawer.

•At this point, it is a good idea to STOP working on the computer and
      plan out your cabinet, that is, determine the number and
      names of the drawers you want it to contain

•The Short Fiction on Film cabinet has the following drawers:
      Author:
      Fiction Genre:
      Fiction Technique:
      Film Genre:
      Film Techn que:
      Story:
      Theme:

•The structure of the Short Fiction on Film cabinet is based on the
      assumption that the main drawer, that is, the one which will
      be searched most often, is the Story Drawer, for it contains a
      separate sheet for each one of the stories included in the
      database--fifty in all. Because this is the main drawer--a
      drawer with categories identifying the author, genre, theme,
      and technique of the story and the technique of the film--all
      these identifying categories are "related" to or "linked" to
      drawers full of information on author, genre, theme, and
      technique elsewhere in the cabinet.

•Once you have a concept of the layout of your database, go back to the
      flashing cursor at the word Drawer and create the design on screen.

•Type in the name of your first drawer, in this case, Author, and press
      Return. The word will now be highlighted and your cursor
      will jump down to the top left corner below the dotted line.
      It will insert a colon (:) and begin flashing there behind it.

Creating Template Sheets for Drawers:

•You now need to set up a template or a blank form listing the kinds of
      information you want included on each sheet in the Author
      Drawer. The first item of information, of course, must
      identify the primary category of the sheet, in this case the
      author' name. So type in the word Author and press Return.
      Note that the colon moves to the right of the word and your
      cursor moves to the next line.

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*The second item of information might be the country of the author's
   birth; type in **Country** and press **Return**.

*The third item of information might be the general period in which he or
   she wrote, such as nineteenth century, twentieth century, etc.
   Type in **Period**. Do not press **Return** if this is all the
   information you need on the **Author** sheets in the **Author**
   drawer, for you do not need to go to the next line. If you do
   press **Return** by mistake and a new colon is inserted on the
   next line, press **Alt-D** to delete it.

*If you want to make any changes in the lines of information you have
   typed in, you may also use **Alt-D** to delete a line, **Alt-I** to
   insert a line, or **Alt-M** to move a line. For example, to move a
   line, use the arrow key to put the cursor on the line which
   you wish to move. Press **Alt-M**; the line will be highlighted.
   Now use the arrow key to move the cursor to the line just
   above the place where you want to insert the line you wish
   to move; press **Return**. For example, if you wanted to move
   the **Period** line to the position above the **Country** line, put
   the cursor on the **Period** line and press **At-M**. Move the
   cursor to the **Author** line and press **Return**.

*When you are satisfied that you have all the categories of
   information you want on the Author sheet, just press **ESCape**;
   when asked if you wish to save changes press **y** for yes.

*You now need to make drawers for the other elements you wish to be
   cross-related. Make a drawer for **Fiction Genres**, one for
   Fiction Techniques, one for **Film Genres**, one for **Film**
   Techniques, one for **Themes**. Set up categories of
   information for each sheet, just as you did for the Author
   Drawer. See the Short Fiction on Film cabinet drawers for
   examples of information.

*Don't forget to make the first category the name of the drawer itself.
   After you type in the name of the drawer, for example
   Fiction Genres, press Return; when the cursor jumps down
   below the dotted line to flash behind the colon, type **Fiction**
   Genre again to indicate that the first category of information
   is the name of the genre.

*If you have followed the process listed above for creation of all your drawers, you now have six drawers with templates for the sheets of each drawer set up. All that remains is to create the Story Titles drawer, the main drawer from which you will want relationships or links drawn to other drawers. Here's is how you do it:

Setting up the Primary Relational Drawer (The Story Drawer):

*Press Alt-N for a new drawer and title it Story. Press Return; at the first line, type Story Title and press Return.

*To make the relationships or links, press the left bracket key [. You do not have to press Alt-[; just press the left bracket key. This will take you back to the List of Drawers screen where you will see a list of all the drawers have previously made.

*Starting with the topmost line where the cursor is flashing on Author, press Return to highlight the word Author and then press the ESCape key. This will "carry back" the word Author to your Story drawer, "pasting" in on your Story Drawer Sheet with brackets around it, like this: [Author].

*Press the left bracket key again, which will take you back to the Drawers in the Cabinet. Put the cursor on the next line, Fiction Genre, with the arrow key; press Return and then ESCape to carry it back.

*Follow this process for the other four categories until you have all six in brackets on your Story sheet in your Story Drawer.

Filling in Information in the Other Drawers

*Now, put the highlight on the Author drawer and press Return. You will be taken to a screen with the heading:

O Data Sheets in the Drawer.

•Press Alt-N to make a new data sheet and the template you set up for the
    Author sheet will appear on a screen titled NEW DATA
    SHEET.

•Now enter in the information on an author you wish to include. Use last
    name first. Use the down arrow key to move from line to
    line. For example, the sheet on Poe is as follows:

    Author: Edgar Allan Poe
    Country: U.S.A.
    Period: Mid-Nineteenth Century
    Additional Comments:

•You may type in as much information as you want on the screen under
    Additional Comments; when the screen gets full, a line with
    the word "more" will separate the screens and whoever is
    reading your comments can use the down arrow key to access
    the second and subsequent screens.

•When you have finished filling out the Author sheet, press ESCape and y
    when asked if you wish to save changes. You will be taken
    back to the Author Drawer screen, and the top line will read:
    1 DATA SHEETS IN THE DRAWER. You can now "fill in"
    all the other Author drawers you wish.

•You can also fill in information for the Genres, Themes, Fiction
    Techniques, Film Techniques, and Director's drawers--in short,
    all but the Story drawers. As before, those must be set up
    differently, using the bracket key to bracket relational items
    in other drawers in the cabinets.

Filling in Information in the Story Drawer:

•Open the Story Drawer--which still has 0 sheets in it--at the line Data
    Sheet. When the cursor is flashing, type in the title of your
    first story, e.g. "Young Goodman Brown." The title will
    simultaneously appear on the sheet to the left of the Story
    Title line.

•However, 'o fill in the Author slot in such a way as to make your
    database relational, use the down arrow key to go the line
    Author and instead of typing in anything, press the left

bracket key [. You will be taken to the **Author Drawer**. Use the arrow key to highlight the author of the story-- Hawthorne, Nathaniel. Press **Return** or **Enter** to carry Hawthorne's name back to the "Young Goodman Brown" data sheet in the **Story Drawer**. It will be pasted there. Similarly, use the arrow key to go to **Fiction Technique**. Press the left bracket [to go to that drawer. Highlight **Ambiguity of Dream/Reality**. Press **Return** and then ESC to carry that back also. Go to the **Fiction Genre** line, press bracket [, select and carry back **Allegory**. Follow the same process until all the lines are filled out.

*You must do all of the sheets in your **Story Drawer** this way. It takes longer to describe it than to do it. However, you can have each student in your class do one or two entries each. It's a good way to keep an annotated bibliography of stories or a database of student reviews of stories, poems, plays, etc.

*Modern literary critics have argued that all individual literary texts are really intertextual, sharing conventions, themes, and techniques with all other texts, especially texts of the same genre. Students need an awareness of this intertextual network among literary works in order to be able to read literature meaningfully. **DataRelator** is one way to help build this awareness.

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