

Tree vs. Graph Content Modeling

One of the core decisions in modeling a domain of content is the structure of content objects relative to each other.

#1: Tree

The first common content modeling pattern is so-called "parent-child" content. In this model, a content object can be the "parent" of one or more "child" objects, each of which can also have children, etc. Consequently, the domain of content expands like a "tree" from a single root/master object (an upside down, tree to be fair...)

Think: an org chart, where an employee as a boss (a parent) and might have one or more direct reports (children)

#2: Graph

The second common modeling pattern is ordering by type--often called a "graph." Content objects are grouped by their type, with objects organized by how they are related to other things of the same type.

Think: People in an organization with multiple roles that include internal employee-manager reporting structures, specialties, locations, and group affiliations.

The assignment –

Write a document of approximately 2,000 words and answer the following questions:

- What are some examples of these two types of structure?
- What are some advantages of each of these types of content modeling?
- What are some disadvantages?
- Does parent-child content modeling lend itself particularly well to any specific type of content management?
- Does ordering by type lend itself particularly well to any specific type of content management?

Cite at least five sources.