

UTUBE

# Data base Design

caleb Curry

6	8
2	28
4	48

(ent) Entity

(att) Attribute

entity will consist of this

so ex: name, username, password

Attribute

Name

username

password

type: user

entity ->

Joe

Sheli

joebayd3

shelis45

pieh5#!

gemish!3

so 3rd att -> 6: Row

record, tuple

so 3rd att value -> 6: Column, field, Att

DBMS: Data Base Management System

00:130

## SQL Structure Query Language

(DDL) Define then Manipulate (DML)

database of object relational

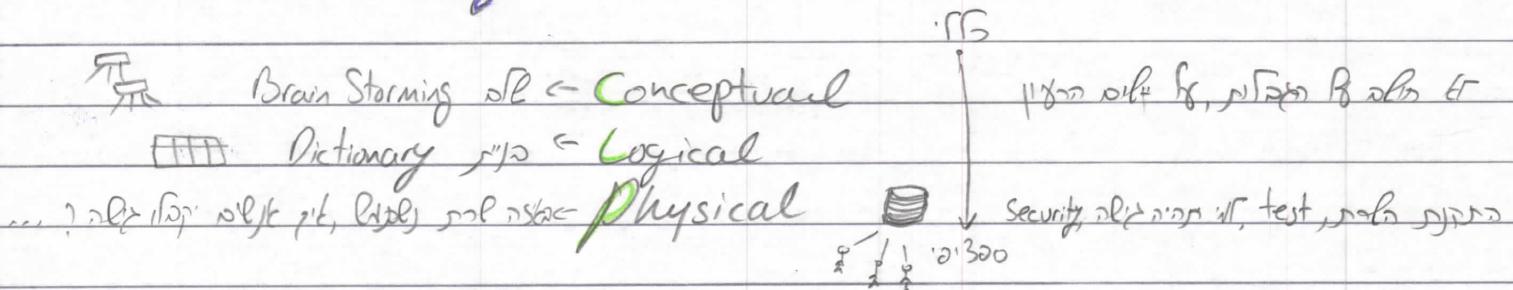
structure

insert delete

Sort

Search etc...

## Database Design



## Data Integrity

rule person not address. address ref. person ref. as Att interref. & ad. ref. & ref. ? ref 1. ref 2. ref 3rd ref st. b

types: Entity

Ref : Between 2 tables or 2 entities



Domain: range of values : Don't accept values that are out of range

char(20)

phoneno: accept only numbers!

## Definitions



data: what to keep track of

database: where to store

Relational DB: everything is in tables

DBMS

DBMS: Management of

null: There is no data in this field



caleb1

Anomalies: things that are unexpected

הנורם יתרכז בפונקציית האובייקט  $x - l$  נבדוק אם

Integrity: Implemented to prevent

Domain: range of values that are acceptable to store within a column

synonym: File = table Record = row Field = column

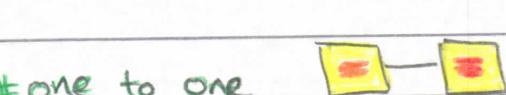
normalization: step to follow to have better DB design

Atomic value: 1 thing      1 att = 1 value      Name = ~~Pili Zavaya~~  $\Rightarrow$  non atomic

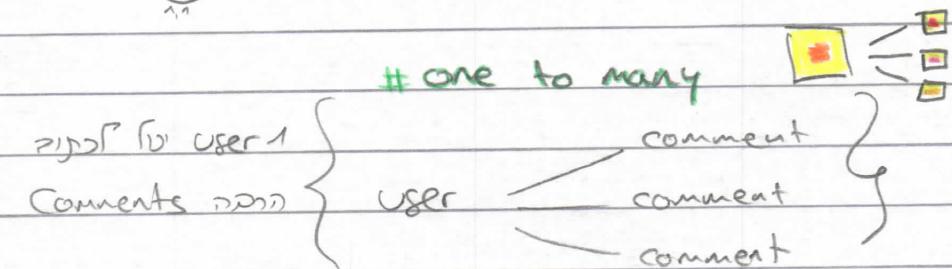
## Relationship - Designing DB



# one to one

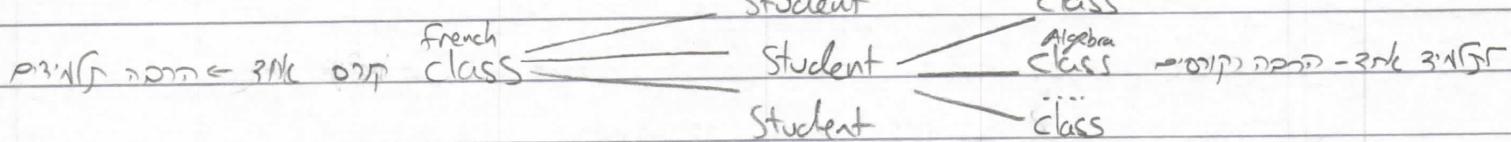


husband  wife: 1 husband could have only 1 woman and vice versa



3NC 25" If 72 200) 1 comment

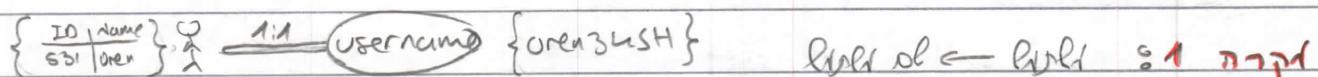
# many to many



DB  $\rightarrow$  many to many  $\leftarrow$  DB

# Designing Relationships

1.1



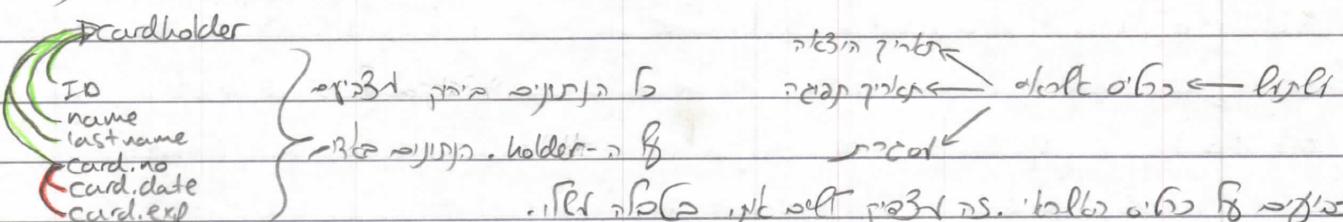
In relationships -> tri, חישוב ריבוי גורם אחד Username

ID	Name	username
531	Oren	oren3h51t

ריבוי של ← ריבוי : 1 ריבוי

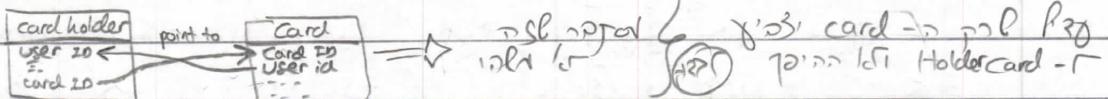
rule 2: ריבוי של ריבוי → ריבוי של ריבוי. ריבוי ← ריבוי

~~cardholder~~



att-rl rule is 1:1 if one attribute is shared by both tables, then it's an att-rl rule. If there are two attributes, then it's a cardholder rule.

goal design



rule of 1: if one attribute is shared by both tables, then it's an att-rl rule. If there are two attributes, then it's a cardholder rule.

Bottom line

most of the time 1:1 relationship will result in assignment of attribute

if we need to store more data on the other side of the relationship

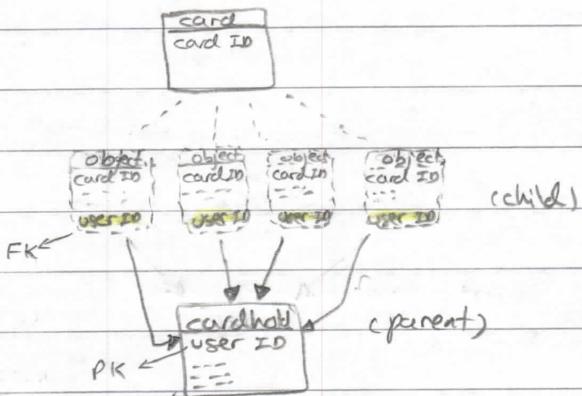
→ it will result in being a new entity (table) and not an att.

1:many  $\rightarrow$  1:N

ex: 1 card holder can have many cards

? user  $\rightarrow$  card ID  $\rightarrow$  NFT ID  $\rightarrow$  NFT

1:1 relationship  $\rightarrow$  3:1  $\leftarrow$



### PK and FK

PK: every tuple should have a key that is called a primary key

FK: foreign key. if you have it, you are a child and you point to the parent

Foreign key: Key that connects between 2 class. it doesn't represent the class that it's in, it represents the target class. it points to the primary key in the primary table. { given to the (many) side }

### children \ parent

... but now the card ID is not unique because it's pointing to the same values only, so it's

PK  $\rightarrow$  1:N  $\rightarrow$  1:N  $\rightarrow$  FK if parent  $\rightarrow$  ? N  $\rightarrow$

FK  $\rightarrow$  1:N  $\rightarrow$  1:N  $\rightarrow$  PK if child  $\rightarrow$  ? N  $\rightarrow$

order : user PK.parent  $\rightarrow$  So if you want to be child

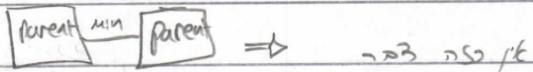
order  $\rightarrow$  user = X

order  $\rightarrow$  user = ✓ : if you want to be parent of order - ✓

many:many M:N

ex: class has many students and student has many classes

1:n → 1:n or many to many 0..n to n to 1..n



Student in class  $\rightarrow$  1:n to 1..n to 1..n : 0..n to 1..n

Class
- ClassID
- Proname
- Students
- StudentID

→ many to many

Student

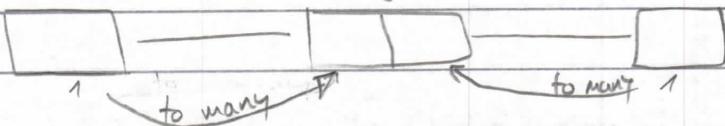
ID
Name
Last
Class1
Class2
...

? class 20 1:1 G31G1 at m  
? 1 6 2nd G31G1 at m

(null) → 1:n columns 19 - P 216 to 25

BAD Design

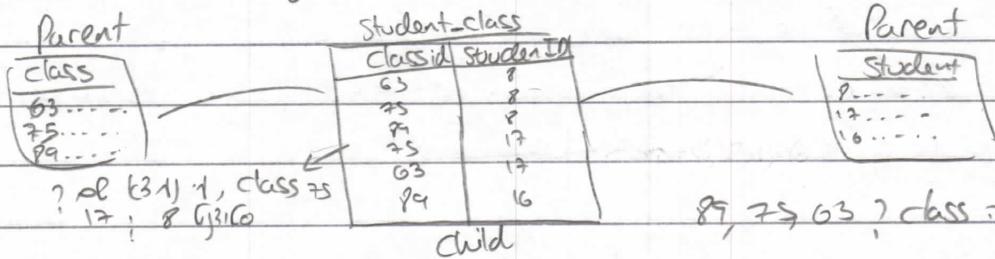
(1:N) : (1:N)-F 13:0 Intermediate Table: 112:0



taking the previous example

class: math, science, English PK: 63, 75, 89

Student: Josh, Claire, Sally, Joni PK: 8, 17, 16



89, 75, 63, ? class 25 to 16 8 G31G1

רמז 2 ימינו child ↳ Intermediate table ↳

## Keys

Primary key: everything unique, it should never change and never null.

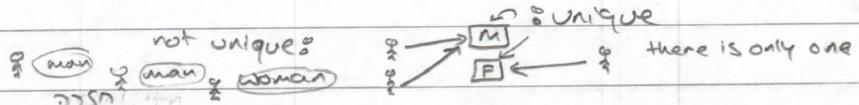
# natural key: it's an att. that it's really unique like: username, ID number  
avoid: names, lastnames, passwords, emails.

# Surrogate key: made up keys, column that is added to your table to id it.

only 1 key per table → Key1 -> Key2 -> Key3 → ... → primary key → PK → RDBMS

### Keys: What they do

- Integrity: protect the integrity
- Keep everything unique
- Improve functionality: less work, easy update
- Allows more complexity



Superkey: more than 1 columns (attributes) that create a unique row

Candidate Key: the minimum number of columns needed to create a unique row

ex: username | email | name | age | address | family name

# Superkey: email + username + age → that combination is a super key. every row will be unique and will represent only one user

# Candidate key: username. this is the minimum att. that I need to make every row unique cause it describe 1 user and 1 user only!

→ Is it not yet unique?

① can every row be unique? → yes ✓ I've got my superkey

→ How many columns are needed? → candidate key

② how many candidate keys do I have? → email → username → ...  
they are call candidate key because I can have a 1 or more... candidates who will candidate to be my chosen [PK]

# Primary key: the key that I've chosen to make every row unique, and to use tables

# Alternate key: All the candidate key that were not selected (as the [PK])

it can be a good practice to index them. it's an option

## Look up table

if some attr has limited number of values.

ex: credit card holder

one of the attr. is credit-type  
 ↗ gold  
 ↗ premium silver  
 ↗ platinum

Look up table: ↗ look up table → if value -> 3rd BC ref self 1st BC

card-holder			foreign key	type
ID	name	family address		
1			1	Silver
2			2	gold
3			3	premium
4			4	platinum

1st BC name and 3rd BC ref self 1st BC

basic -> gold ↗ basic ref self

ref self ↗ its self 3rd BC

joining BC connection -> ref. 1st BC, ref ↗ is cardholder, ↗ BC

## (+) Advantages

- 1) protect integrity: a value that is not defined in the "lookup" → not valid
- 2) less maintenance: if a change is needed it applied only once and not hundred of time

## Natural Key vs Surrogate

### ↔ Natural Keys

- less data (don't need to define new data)
- natural, intuitive, real world meaning

- hard to find a really good one
- artificial, doesn't have a real meaning
- ! if the value changes, it's changing the key!!

DB -> self BC BC w ↗ right BC, BC ref self BC self ref row

# Foreign key: ref to a primary key of another table. this is what keeps them connected.

a foreign key can accept no value (null) if the relationship doesn't exist for this row

a foreign key value may change if the situation has changed

user car			car
ID	name	car	
1	20	20	Fiat
2	21	21	BMW
3	22	22	Opel
4	23	23	Audi

null:

update:

FK = null ← right BC ref self BC

right BC ↗ right BC ref self BC

FK 23 ↗ update FK 21

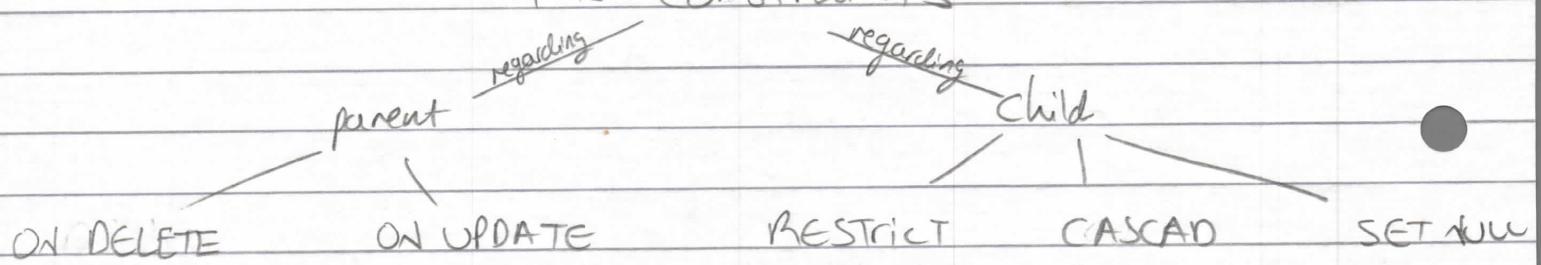
## FK constraints

DELETE and UPDATE

(parent -> on) (parent -> on)

we can't delete the parent or update it → we want it to impact also its children that are connected to it by a [FK]

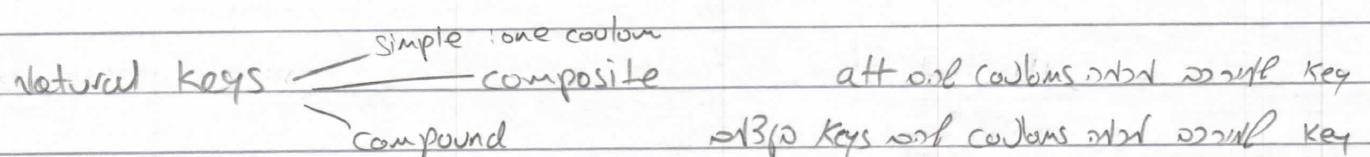
## FK Constraints



How does that work?

If we want to delete/update the parent, what will be the child reaction?

- RESTRICT: an error will occur, and the action will be aborted (won't be deleted...)
- CASCADE: whatever had been done to the parent will be happen to the child
- SET NULL: it will change (at the child side) the FK to null → no ref → no relationship  
of the FK in question can NOT have → null. (it makes sense) if I do have it defined → it will not update/delete the parent, it will abort the action



## Design DB

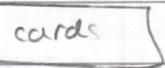
We write only the name of the columns

Cardinality: the relationship between 2 tables

one side → many side ←

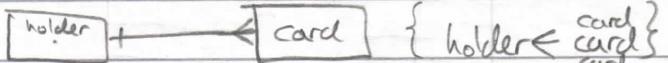


ex:

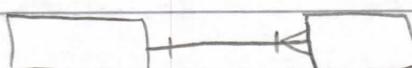
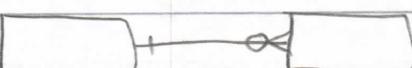


card holder 1 who has 1 or 0 cards

many many into just 1 cardholder 1 - 1



The next step is to decide whether or not the FK → NOT NULL



01: can have zero or 1 → NULL is accepted

II: NOT NULL

## Normalization

1NF → 2NF → 3NF

process: we go through our DB Plan and we correct things that may cause integrity problems, repeating data...

AFTER applying the 1NF I can apply the 2NF etc..

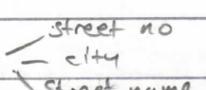
it's a list of steps: I can't do the 2<sup>nd</sup> before I do the 1<sup>st</sup>

1NF: Data being atomic

1 column = 1 value

1PK = 1 entity

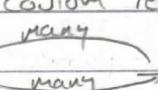
1PK per table, no repetition  $\Rightarrow$  unique

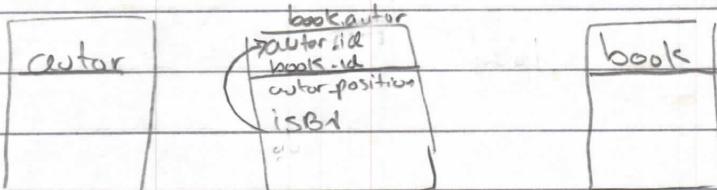
column should be the smallest in 'n'. address = bad 

2NF: Partial dependency

only when the PK is a composite/compound Key:

it's when a column relates/depends/describe only one part of the key

ex: autor  book



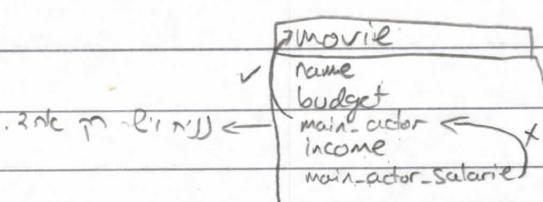
the ISBN depends on the book but not on the autor

solution: move it to the book table

3NF: Transitive dependency

it's when an att depends on another att instead of the entity

ex: a movie



Can be fix by putting both in main

transitive dependency  $\rightarrow$  3NF  $\rightarrow$  3NF (2 columns) 1 att  $\rightarrow$  3NF  $\rightarrow$  3NF

3NF rules: 1.  $\rightarrow$  1 att  $\rightarrow$  1 att, 2.  $\rightarrow$  1 att  $\rightarrow$  1 att, 3.  $\rightarrow$  1 att  $\rightarrow$  1 att

1 att  $\rightarrow$  1 att

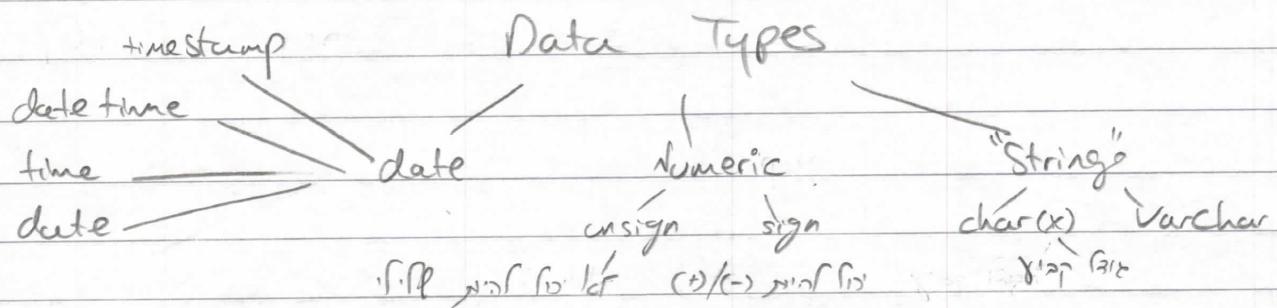
FK of main-actor  $\rightarrow$  main-actor  $\rightarrow$  main-actor transitive dep  $\rightarrow$  att  $\rightarrow$  3NF

# Index

- [+] make the query hundred time more faster, saves time
- but you don't want DB - if you open it in MySQL it's slow
- [+] every time I update the data - I should update the index also → slow

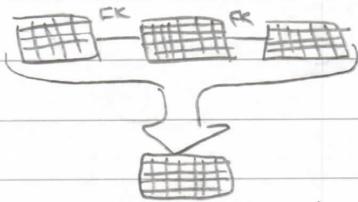
★ I don't want to use WHERE on an un-index column → can take forever

# cluster index



joints / 6:35 + index

# JOINS



DML - Data Manipulation Language

Changing the presentation of the DB not the structure

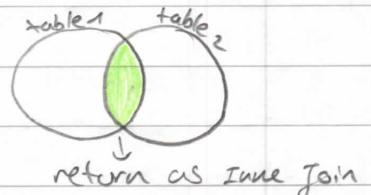
## Inner Join

**SELECT** + the names of the columns we want to present

**FROM** table1

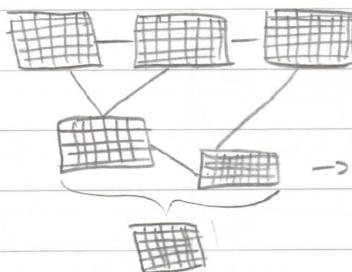
**INNER JOIN** table2

**ON** + what connect them (table1.pk = table2.fk)



כדי לינר גוון 2-> 1(31) היפ מ

3 tables



3 נספחים נספחים נספחים



UTUB6

1) list the join conditions: → the connections

\* user.user\_id=comment.user\_id

\* video.video\_id=comment.video\_id

user-name	comment	video-name
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end result

**SELECT** username, title, comment

**FROM** user u

**INNER JOIN** comment c

**ON** u.user\_id=c.user\_id

**INNER JOIN** video v

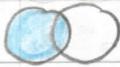
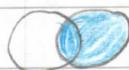
**ON** v.video\_id=c.video\_id

## Outer Join

- Right join

- Left join

- Full join



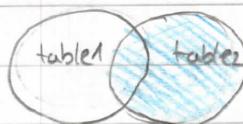
## Right Join

returns all records from the right table (table2), and the matched records from the left table (table1). When there is no match  $\rightarrow$  null

SELECT columns (ands)

FROM table1

RIGHT JOIN table2 ON...



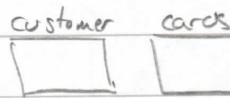
What is left and what is right?

SELECT ...

FROM,     $\rightarrow$  always the left table

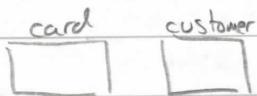
use only LEFT JOIN, why?

I want to return all of my cards



Right outer join

FROM customer RIGHT JOIN cards



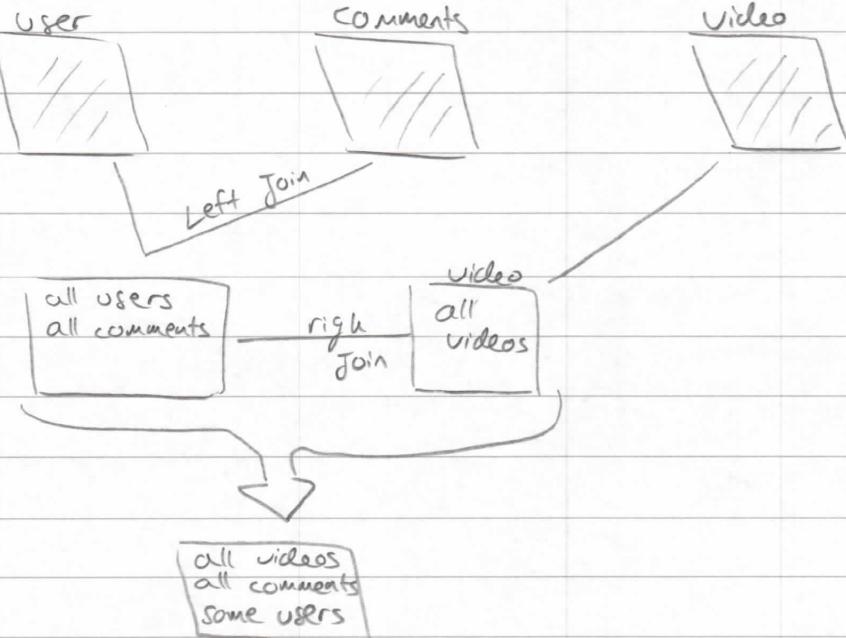
Left outer join

FROM card LEFT JOIN customer

## Left Join

replace the word RIGHT JOIN with LEFT JOIN

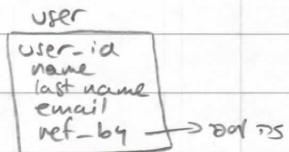
## Example



## Self Join

the table is joined with itself

user_id	name	last	email	ref_by
1	pini	tzru	pini@gmail	3
3	yoni	gulim	yy@gmail	null
5	dori	dor	dr@gmail	1



name	last	email	Ref_email
pini	tzru	pini@gmail	yy@gmail.com
yoni	gulim	yy@gmail	null
dori	dor	dr@gmail	pini@gmail



SELECT +1.name, +1.last, +1.email, +2.email AS "Ref\_email" / we must  
FROM user +1 { } { } use alias!

JOIN user +2  
ON +1.ref\_by = +2.user\_id