**Trust The Process Basketball Database**

**INFO 365 – Database Management**

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11. **Executive Summary**

TTP database is intended to manage players, coaches, and teams, as well as their statistics and their relationships with each other. The information in the database can then be used to generate detailed reports on current and past gameplay and can serve as a credible source of league statistics for potential stakeholders such as fans and the media.

1. **System Analysis**

ENTER AN ANALYSIS OF THE SYSTEM, OVERALL DATABASE

1. **Project Requirements**

The database must be designed and maintained in a way that allows for live data collection, reporting, and access by data managers.

1. **Project Scope**
   1. **In-scope Details**

Data will be collected by the league’s game staff at the games, then entered into the system. The important statistics for each game is then entered into the appropriate entity. Data from important league events, such as contracts and trades, will also be entered as they occur. Every contract signing, waiver, or trade has a protocol in place for data entry.

Each player will have a unique id, first and last name, and position. Player statistics, including points, assists, rebounds, points per game, assists per game, and rebounds per game will also be entered. Similarly, each team will have a unique name and id, and statistics such as the number of wins and losses will be recorded. Season id and champion will be recorded at the end of the season. Lastly, each coach will have a unique id and name, and salary will be recorded.

* 1. **Out-of-scope Details**

1. **Database Design**
   1. **ERD Diagram**



* 1. **Major Entities**

The top entities in this database are players, coaches, and teams, team records, seasons, and stats. Almost all data collection and entry revolves around these major entities. Examples of these data variables include coach salaries, team wins and losses, player points, assists, and rebounds, and many more. While some relationships among the major entities are straightforward (for example, player to team and coach to team), others require ledger-like tables to be kept track of. This is necessary for the league to have continuous success and to be used for comparison and analytics.

1. **Data Integrity Issues**

HERE PLEASE ADD STUFF ABOUT DATA ITEGRITY

1. **Features of Active Database**
   1. **Functionality**

Users will be able to pull up past and current data, including statistics, for each of the players, coaches, and teams. Data managers will be able to update and maintain the current system with real-time data.

1. **SQL Database Tables** 
   1. **How to Use It**

HERE PUT DESCRIPTION ON HOW TO USE PROJECT

* 1. **Brief Description of Triggers and Procedures**

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* 1. **When Are They Used**

SAY WHEN THEY ARE USED

1. **Work Breakdown**
   1. **Author Distribution**

For this project, I think every student had an equal share of the work that went into this project. Every student worked on their individual stored procedures and triggers. Other than that, we all contributed equally to all the major components of the project. From the diagrams, to the SQL files, to the other major components such as this write up, we all had an equal part and say. We did bug fixes for each other, and so forth to keep each other’s works in check.

1. **SQL Code Included with Description of Files**

The following files were included with the overall project along with their descriptions are listed below:

1. Create.sql - This script creates the 9 tables required for the database. The Tables are named Coach, Team, Season, Team\_Record, Player, Stats. At the top of the script there are drop statements to drop the tables before creating them to avoid errors.
2. Insert.sql - This script contains insert statements to populate all tables in the database.
3. Procs.sql - This script creates all procedures and triggers for our database. The script doesnt spool a file, but there are comments within it to explain what each procedur does.
4. Autorun.sql - This script runs automatically runs through all set up and cleanup phases. Output will be spooled to autorun.lst
5. Test.sql - This script contains several sql and pl/sql statememts that test all procedures and triggers created with the Create\_Procs.sql script.

6. Cleanup.sql - This script deletes all tables, procedures, functions and triggers for the pickup database.