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Step 1: Mapping Regular Entity

Account

<u>AcctName</u>	Password	LastSignedOn	SbscrbName	SbscrbAddress	SbscrbEMail	SbscrbPhone	AcctCreateOn
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Region

<u>RegionName</u>	Climate	Precipitation
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Item

<u>ItemName</u>	ItemType	Item Damage
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Creep

<u>CreepName</u>	Hit Points	Mana	Attack
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Step 2: Mapping Weak Entity types.

Account

AcctName	Password	LastSignedOn	SbscrbName	SbscrbAddress	SbscrbEMail	SbscrbPhone	AcctCreateOn
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character

AcctName	CharName	Level	ExpPoints	Type	MaxHitPoints	MaxMana	CurrHitPoints	CurrMana	Has_LastPlayed	Has_CreatedOn
RegionName										

Region

RegionName	Climate	Precipitation
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Creep

CreepName	HitPoints	Mana	Attack
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Creep Instantiation

CreepName	IDNum	RegionName
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Item

ItemName	ItemType	Item Damage
----------	----------	-------------

Item Instantiation

ItemName	Item ID	Modifier
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Step 3: Mapping Binary 1:1 Relation Types.

None

Step 4: Mapping Binary 1:N Relationship Types

Character

<u>AcctName</u>	<u>CharName</u>	Level	ExpPoints	Type	MaxHitPoints	MaxMana	CurrHitPoints	CurrMana	Has_LastPlayed	Has_CreatedOn
<u>RegionName</u>										

Creep Instantiation

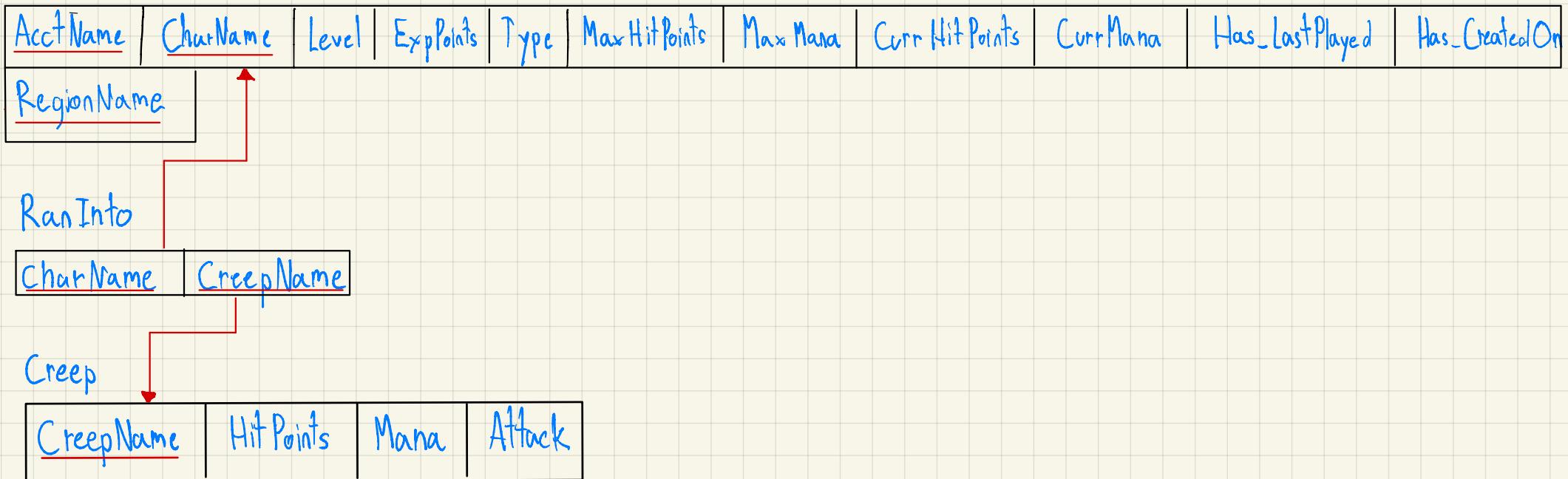
<u>CreepName</u>	<u>IDNum</u>	<u>RegionName</u>
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Item Instantiation

<u>ItemName</u>	<u>ItemID</u>	<u>Modifier</u>	CreepID	CharName
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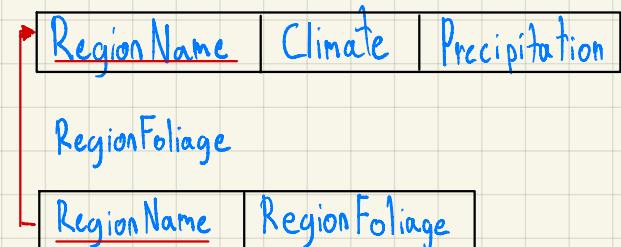
Step 5 : Mapping Binary M:N Relationship Types.

Character



Step 6: Mapping of Multivalued attributes.

Region



Step 7: Mapping of N-ary Relationship Types.

None

Mapping ER to Relational

Account

AcctName	Password	LastSignedOn	SbscrbName	SbscrbAddress	SbscrbEMail	SbscrbPhone	AcctCreateOn
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Character

AcctName	CharName	Level	ExpPoints	Type	MaxHitPoints	MaxMana	Curr Hit Points	Curr Mana	Has_LastPlayed	Has_CreatedOn
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RegionName

Region

RegionName	Climate	Precipitation
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Creep

CreepName	Hit Points	Mana	Attack
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Creep Instantiation

CreepName	ID Num	Region Name
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Item

ItemName	ItemType	Item Damage
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Item Instantiation

ItemName	Item ID	Modifier	CreepID
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CharName

RegionFoliage

RegionName	Region Foliage
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Ran Into

CharName	CreepName
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step 1: Mapping Regular Entity

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MEMBER

<u>MemID</u>	Name	Zip	Data-Paid
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MEMBERSHIP

<u>Mid</u>	Nname	Price
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ONE_DAY_PASS

<u>PassID</u>	Date
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PASS_CATEGORY

<u>PassCatID</u>	PCname	Price
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MERCHAMDISE

<u>MrchID</u>	Name	Price	Qty
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step 2: Mapping Weak Entity types.

MEMBER

<u>MemID</u>	Name	Zip	Data-Paid
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TRANSACTION

<u>MemID</u>	<u>Id</u>	Date
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Step 3: Mapping Binary 1:1 Relation Types.

None

Step 4: Mapping Binary 1:N Relationship Types

MEMBER

MemID	Name	Zip	Data-Paid	Mid
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MEMBERSHIP

Mid	Mname	Price
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ONE_DAY_PASS

Pass ID	Date	MemID	Pass Cat ID
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PASS_CATEGORY

PassCatID	PCname	Price
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MERCHAMDISE

MrchID	Name	Price	Qty
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TRANSACTION

MemID	Id	Date
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Step 5 : Mapping Binary M:N Relationship Types.

MERCHAMDISE

MrchID	Name	Price	Qty
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TRANSACTION

MemID	Id	Date
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SALE

Tid	MrchID
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Step 6 : Mapping of Multivalued attributes.

None

Step 7 : Mapping of N-ary Relationship Types.

None

Mapping ER to Relational

MEMBER

<u>MemID</u>	Name	Zip	Date-Paid	<u>Mid</u>
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MEMBERSHIP

<u>Mid</u>	Mname	Price
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ONE_DAY_PASS

<u>PassID</u>	Date	MemID	PassCatID
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PASS_CATEGORY

<u>PassCatID</u>	PCname	Price
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MERCHAMDISE

<u>MrchID</u>	Name	Price	Qty
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TRANSACTION

<u>MemID</u>	<u>Id</u>	Date
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SALE

<u>Tid</u>	<u>Mrch ID</u>
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