

ER Diagrams Pt 1

Data models

means of describing the structure of data

a set of operations that manipulate the data

types: Conceptual data model, logical data model - relational, network, hierarchical, inverted list, object-oriented

Conceptual Data models

shows the structure of the data and how things are related
communication tool

independent of commercial DBMSes

easy to learn and use

helps show semantics/meaning of data

graphical representation

Entity-Relationship Model common

Logical Data Models - Relational, Network, Hierarchical, Inverted List,

Relational Data model

data is stored in tables. Tables have one value per cell
based on mathematical model

Network

data is stored in records (vertices) & association (edges)

Complex model

Hierarchical

data is stored in a tree structure with parent/child relationships

Inverted List

tabular representation of data using indices to access the tables
almost relational, but it allows for non-atomic data values

Object-Oriented

data stored as objects which contain identifier, name, lifetime, structure

Entity-Relationship Model

easy, simple to read

Entities

Principle objects about which info is kept
are nouns, person, place, thing, event
shown as rectangles w/ name inside



Relationships

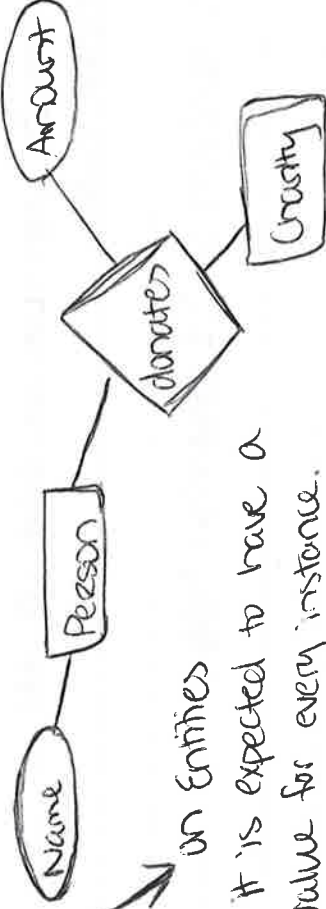
Connect one or more entities together to show association
cannot exist without at least one entity
shown as diamond with name inside or just beside



Attributes

Characteristics of entities or relationships

shown as oval



on Entities

It is expected to have a
value for every instance.

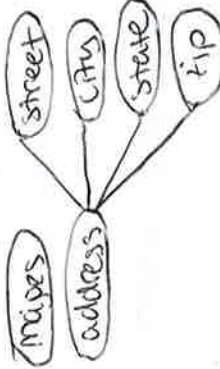
Types of Attributes

Identifier (key) — ID

descriptor — Name

multivalued descriptor — Images

composite attribute — address



on Relationships

only expected to have a
value when the entities
come together. referred
to as 'intersection data'

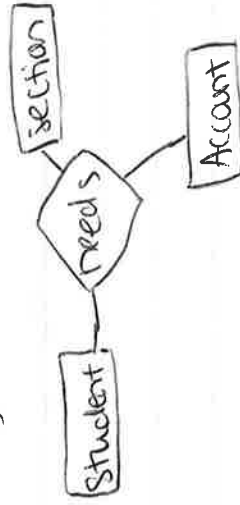
Degree of a Relationship

number of entities associated with it

binary



ternary



no limit to how many entities there can be in a relationship. we call them n-ary, where n is the degree

Connectivity of a Relationship

written as (minimum, maximum)

↳ usually 0 or 1
↳ commonly 1 or a letter denoting many

Actual number is the cardinality

one-to-one



one-to-many



mandatory many-to-many

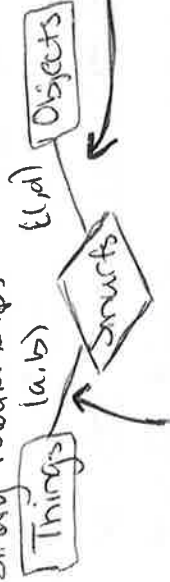


optional many-to-many



Reading Cardinalities

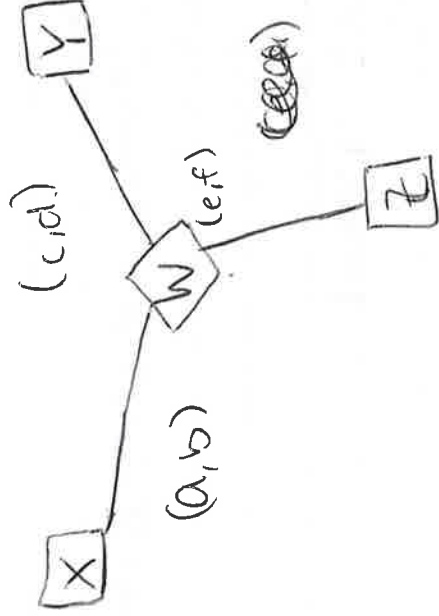
for binary relationships



for each Object that smurfs, there is a min of c and a max of d

for each Thing that smurfs, there are a min of a , and a max of b Objects

for higher degree relationships

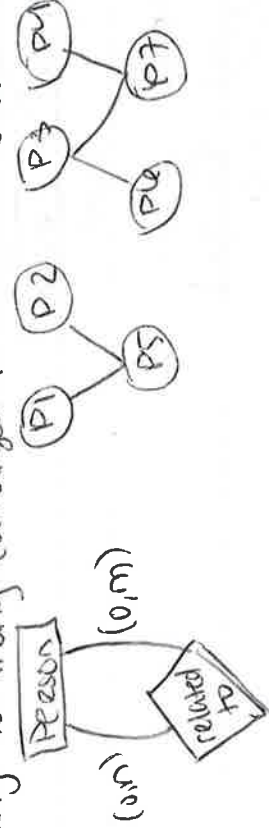


$X+Y$ in relationship W ,
(min of c , max of $d + f$)
 $X+Z$ in relationship W ,
(min of c , max of $d + f$)
 $Y+Z$ in relationship W ,
(min of a , max of $b + f$)

Recursive Relationships

entity that has a relationship with itself

Many-to-many (arranged in network structure)



one-to-many (arranged in tree structure)



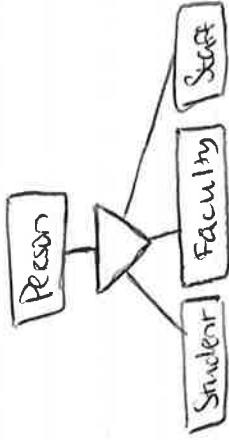
ER Diagrams Pt 2

Inheritance

"IS A" - shows subtype IS a member of the supertype
"is part of" - shows the supertype contains, or is made up of members of the subtypes

IS A Inheritance

happens when you have a supertype and one or more subtypes that are members of the supertype



Defining IS-A Inheritance

mutually - Generalization vs Specialization: supertype union of all subtypes and exclusive. pick 1 cannot exist without belonging to at least one subtype vs subtype entities specialize the supertype and can exist without being related to the subtypes

mutually - Overlapped vs disjoint subtypes - instance of the supertype to be exclusive. pick 1 related to more than one subtype vs subtype entities are mutually exclusive and it is not possible for an instance of the supertype to be related to more than one subtype