

# Kỹ Thuật Phần Mềm (Software Engineering)

## Data Modeling

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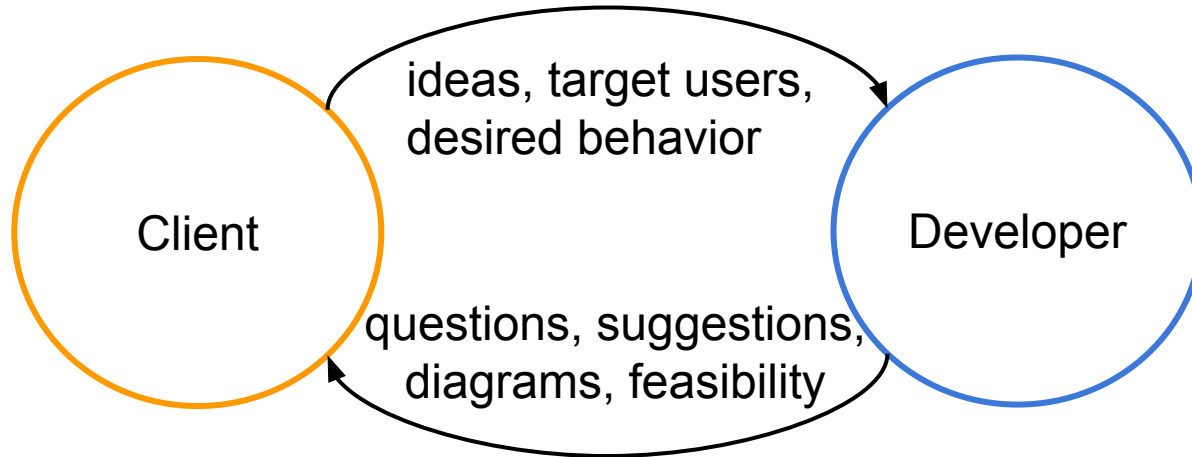
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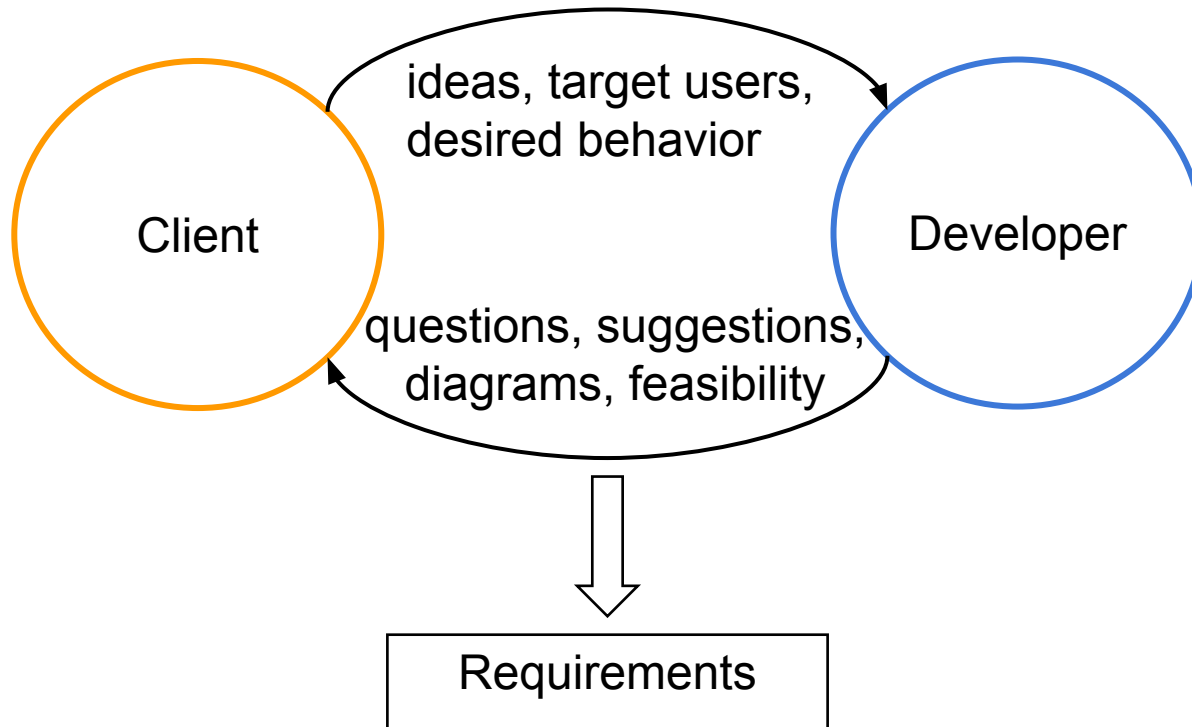
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# **From Requirements to System Design**

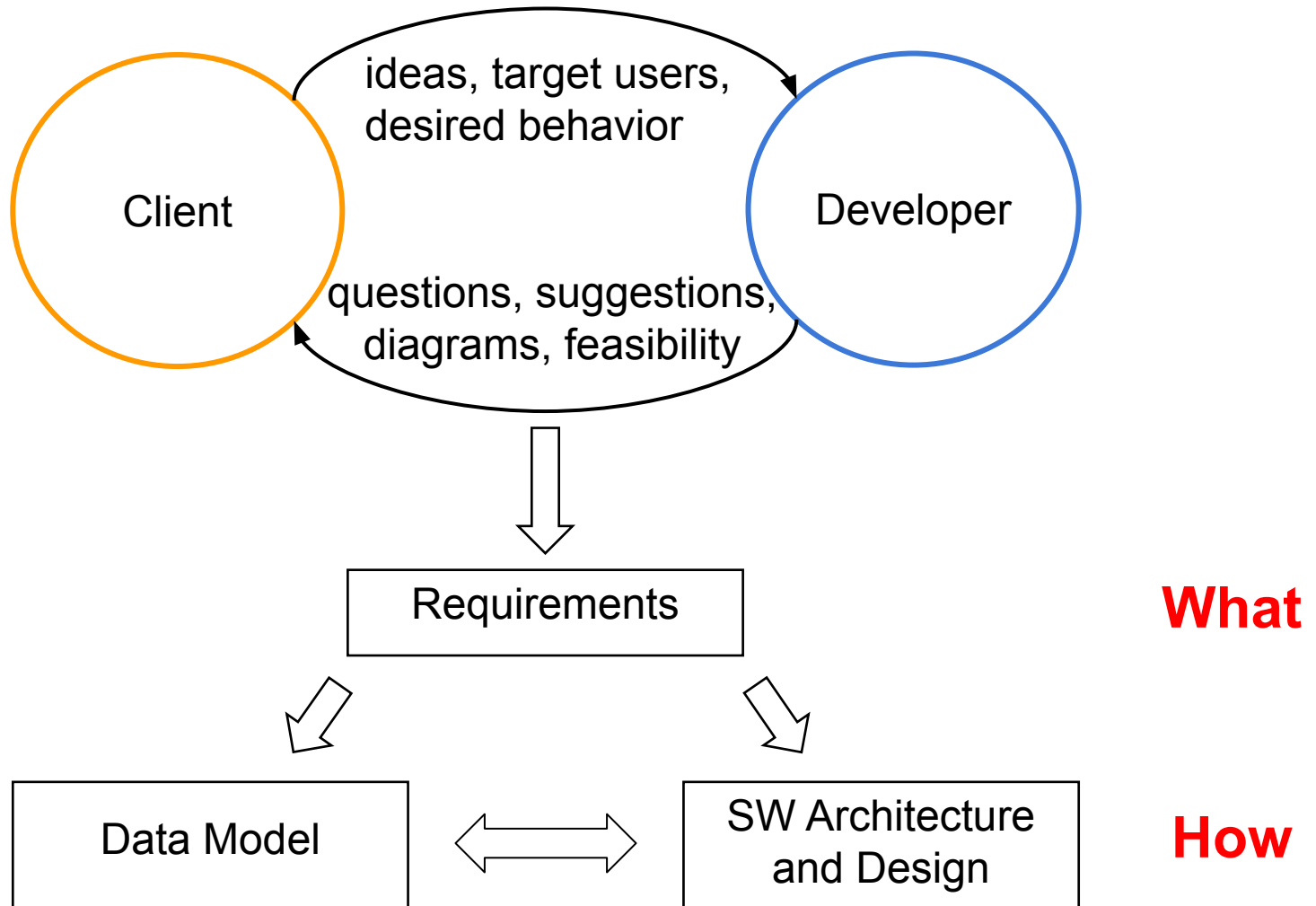
# From Requirements to System Design



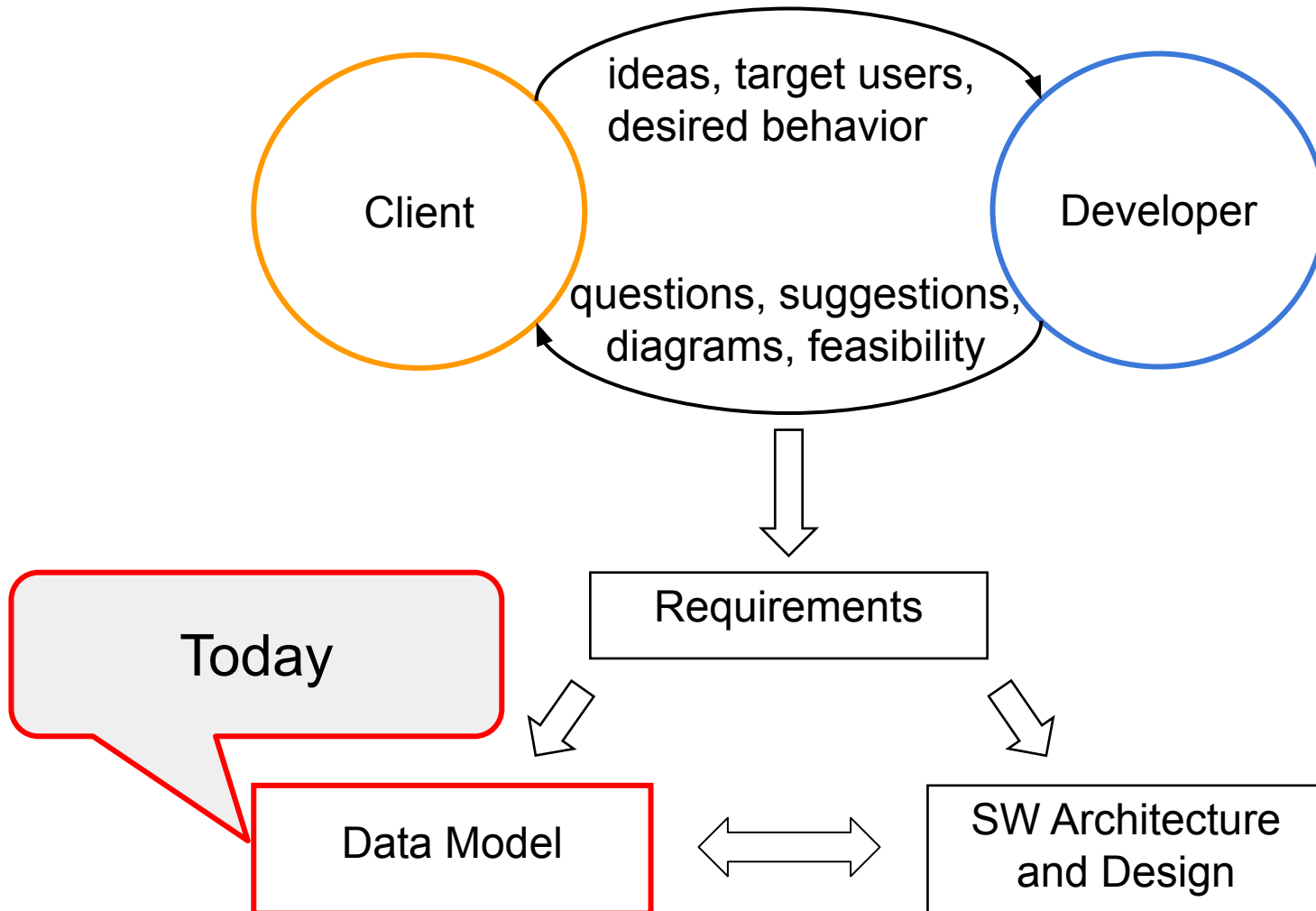
# From Requirements to System Design



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# From Requirements to System Design



# **Data Modelling**

# Goals for today

- How to model data?
  - Identify Entities
  - Identify Attributes
  - Identify Relationships
  - Assign Keys
  - *(Normalization to reduce redundancy)*
  - *(Denormalization to improve performance)*
- Common “language” for data modelling
  - ER (Entity-Relationship) diagrams
  - Just one out of many possibilities (diagrams, tables, text)
- Develop a data model for a course-registration system



# ER diagrams: overview

- An Entity Relationship (ER) diagram is a **graphical representation** of a **data model**.
- It shows the **relationship** between **entities** (e.g., people, objects, events, or concepts) within a system.
- It **can be mapped** to a **relational** (database) **schema**.

# ER diagrams: graphical syntax

- An entity *E*

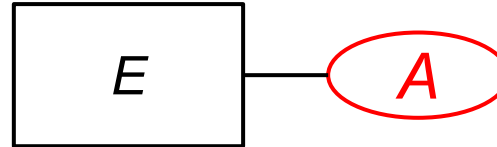


# ER diagrams: graphical syntax

- An entity  $E$

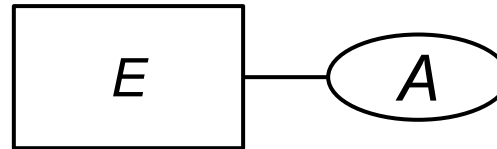
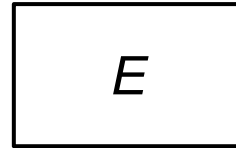


- An attribute  $A$  of entity  $E$



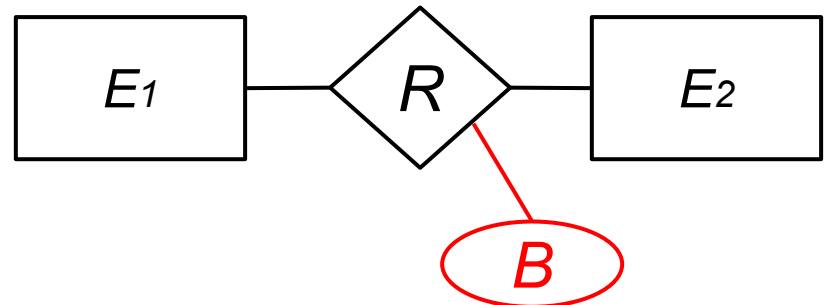
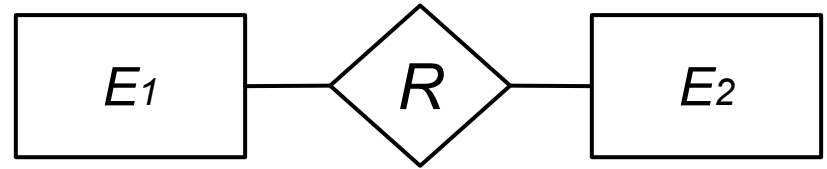
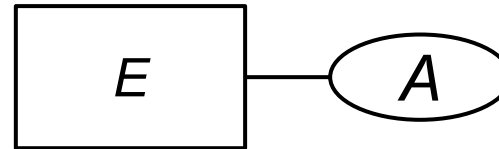
# ER diagrams: graphical syntax

- An entity  $E$
- An attribute  $A$  of entity  $E$
- A **relationship**  $R$  between two entities  $E_1$  and  $E_2$



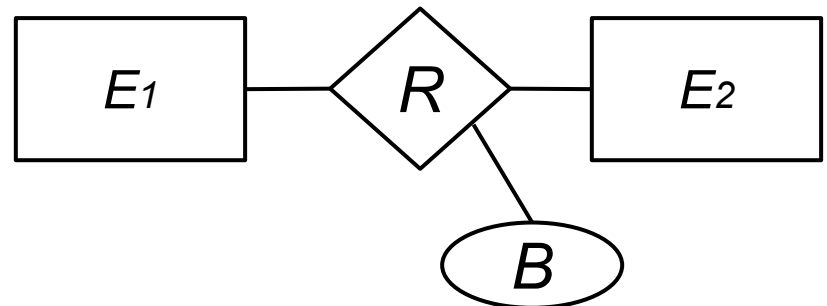
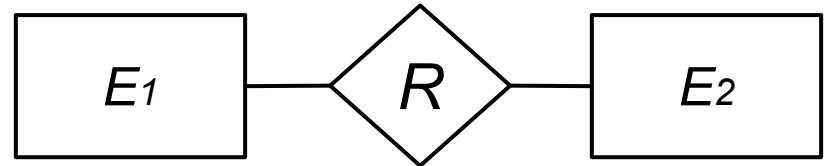
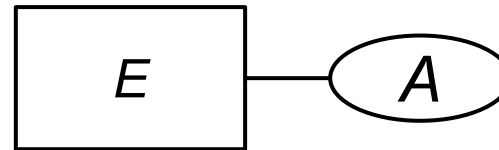
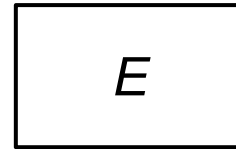
# ER diagrams: graphical syntax

- An entity  $E$
- An attribute  $A$  of entity  $E$
- A relationship  $R$  between two entities  $E_1$  and  $E_2$
- An **attribute  $B$**  of relationship  **$R$**



# ER diagrams: rules

- An interconnecting line is only allowed between:
  - a box and a diamond,
  - a box and an oval,
  - a diamond and an oval.
- An oval must have exactly one connecting line.
- Names of boxes must be unique in the diagram.
- Names of ovals must be unique per box/diamond.



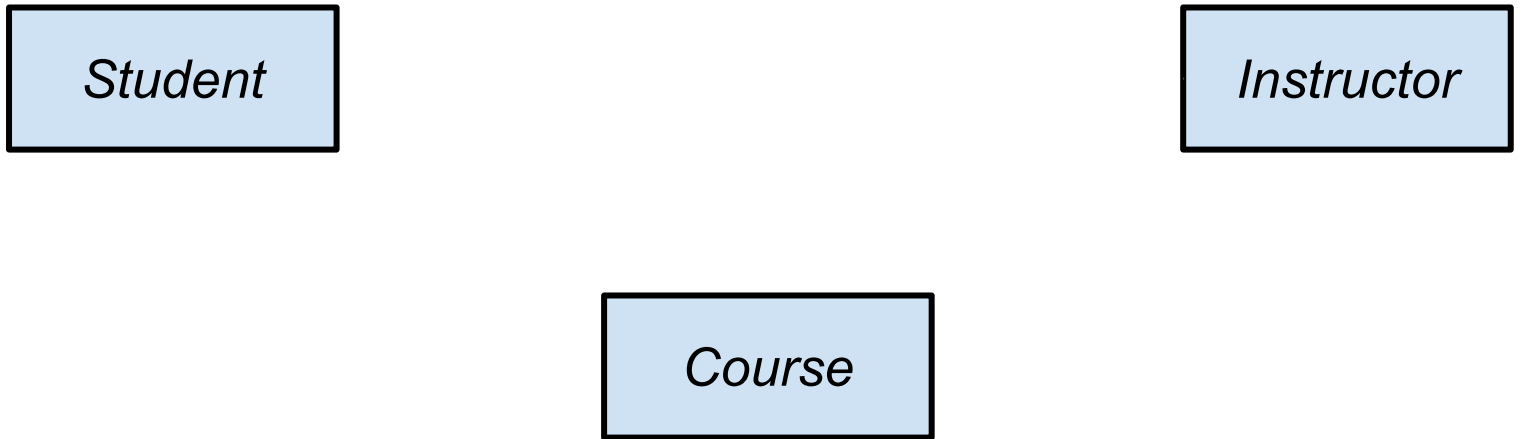
# A first example

Let's model a simple course registration system:

- **Students**
- **Instructors**
- **Courses**

## A first example: identify entities

*Student*



```
graph TD; Student[Student]; Instructor[Instructor]; Course[Course];
```

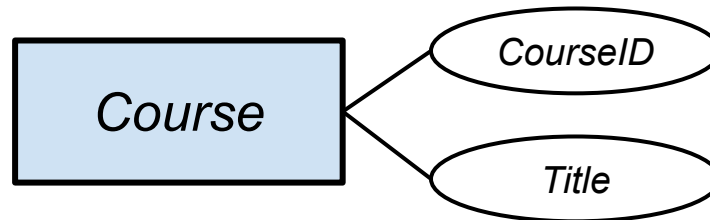
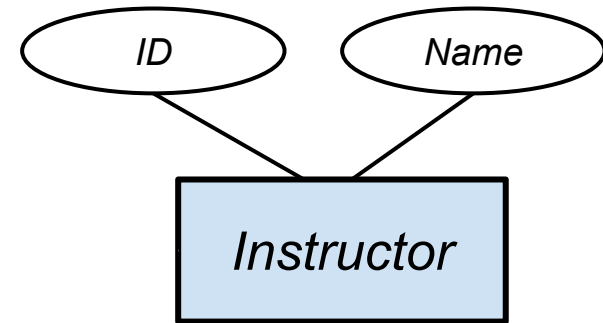
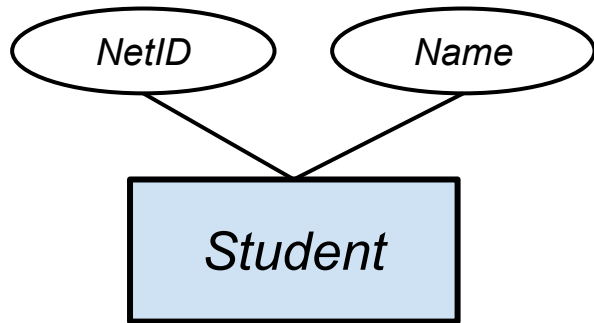
The diagram consists of three light blue rectangular boxes with black borders. The box on the left contains the word 'Student' in italics. The box on the right contains the word 'Instructor' in italics. The box in the center, positioned below the other two, contains the word 'Course' in italics.

*Instructor*

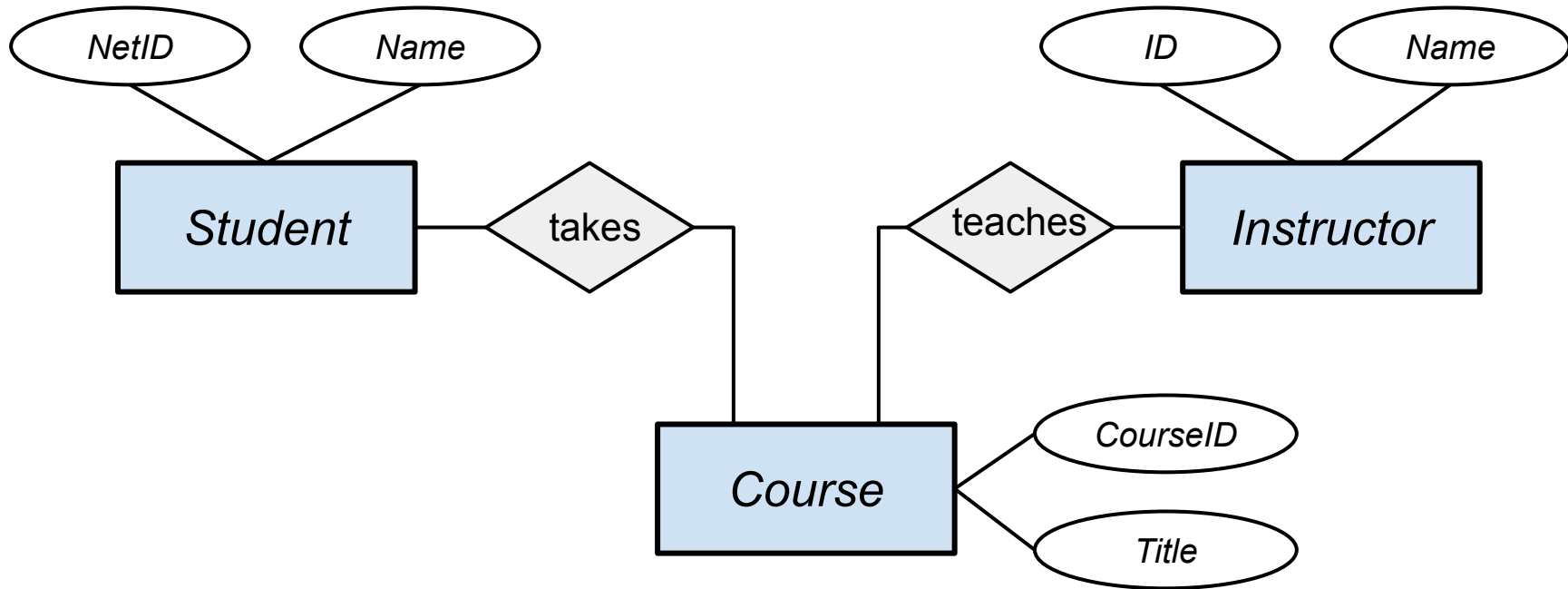
*Course*



# A first example: identify attributes

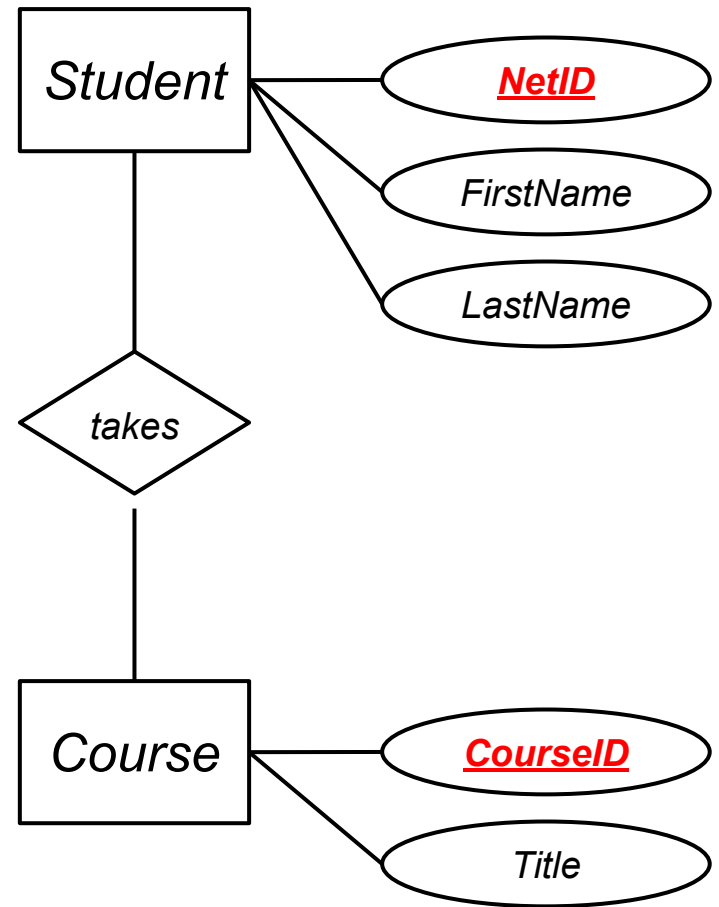


# A first example: identify relationships



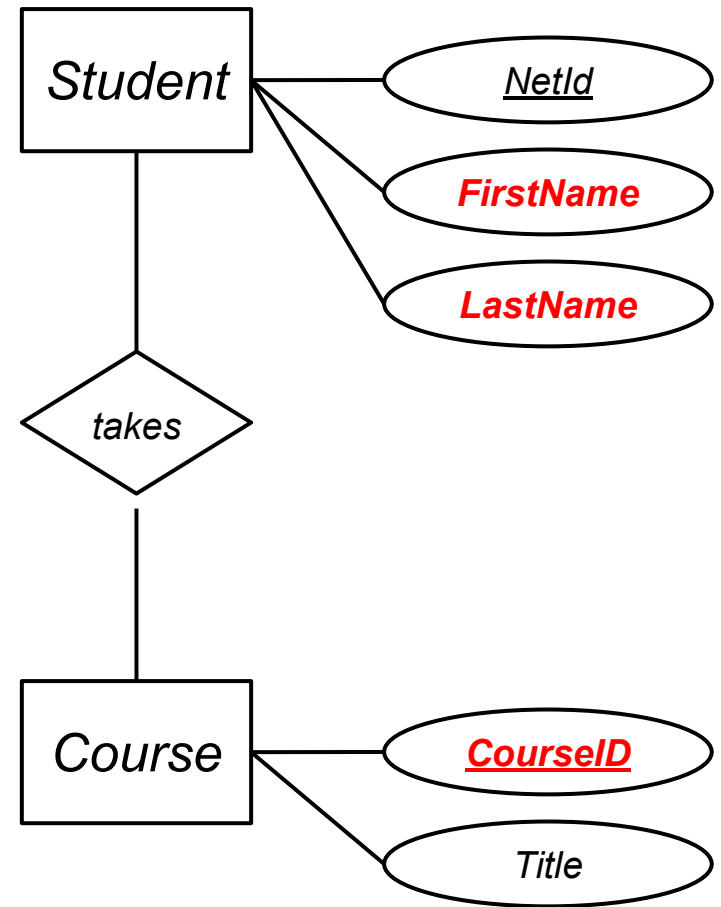
# ER diagrams: keys and cardinalities

- A **key** is an (underlined) attribute, or a set of attributes, which **uniquely identifies an entity**.



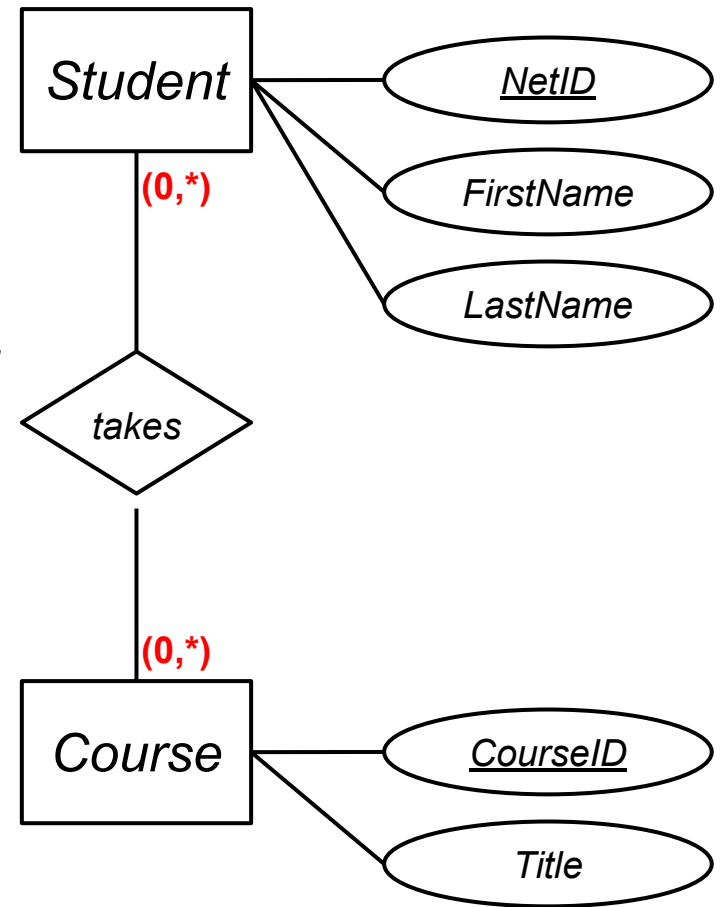
# ER diagrams: keys and cardinalities

- A key is an (underlined) attribute, or a set of attributes, which uniquely identifies an entity.
- A key can be **artificial** or **natural**.



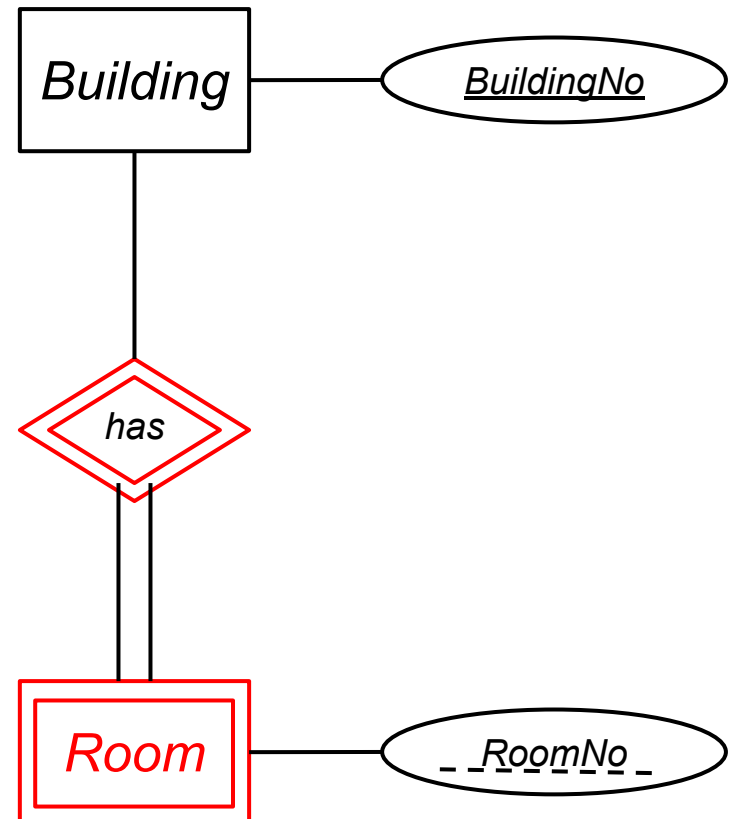
# ER diagrams: keys and cardinalities

- A key is an (underlined) attribute, or a set of attributes, which uniquely identifies an entity.
- A key can be artificial or natural.
- The **cardinalities** define the kind of relationship (**one-to-one**, **one-to-many**, or **many-to-many**).
- There are different notations for cardinalities. For example:
  - 1 = (1,1)
  - c = (0,1)
  - m = (1,\*)
  - mc = (0,\*)



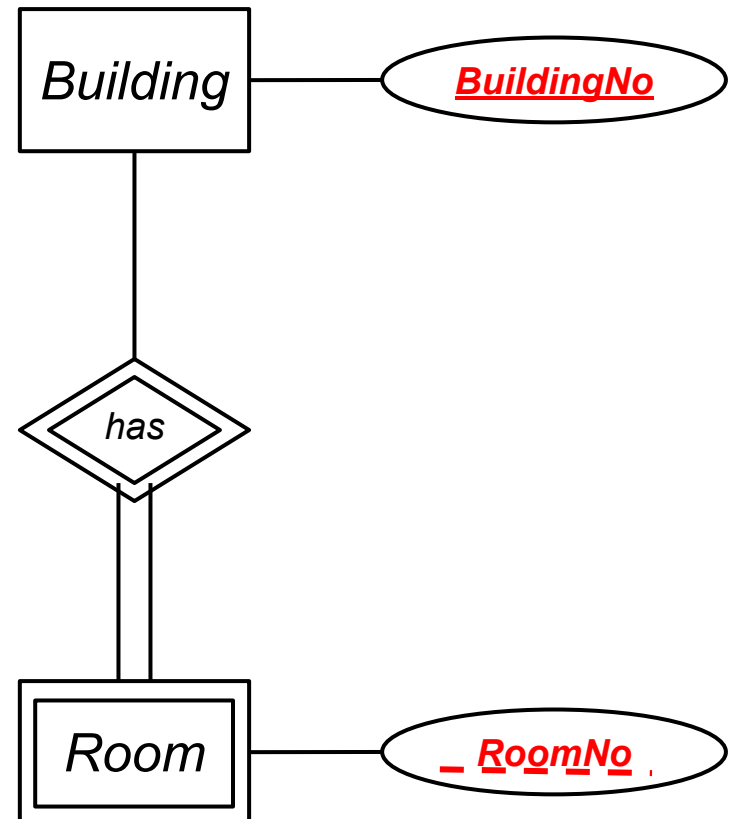
# ER diagrams: weak entities

- A **weak entity** can't exist on its own (if a building is torn down, its rooms disappear).



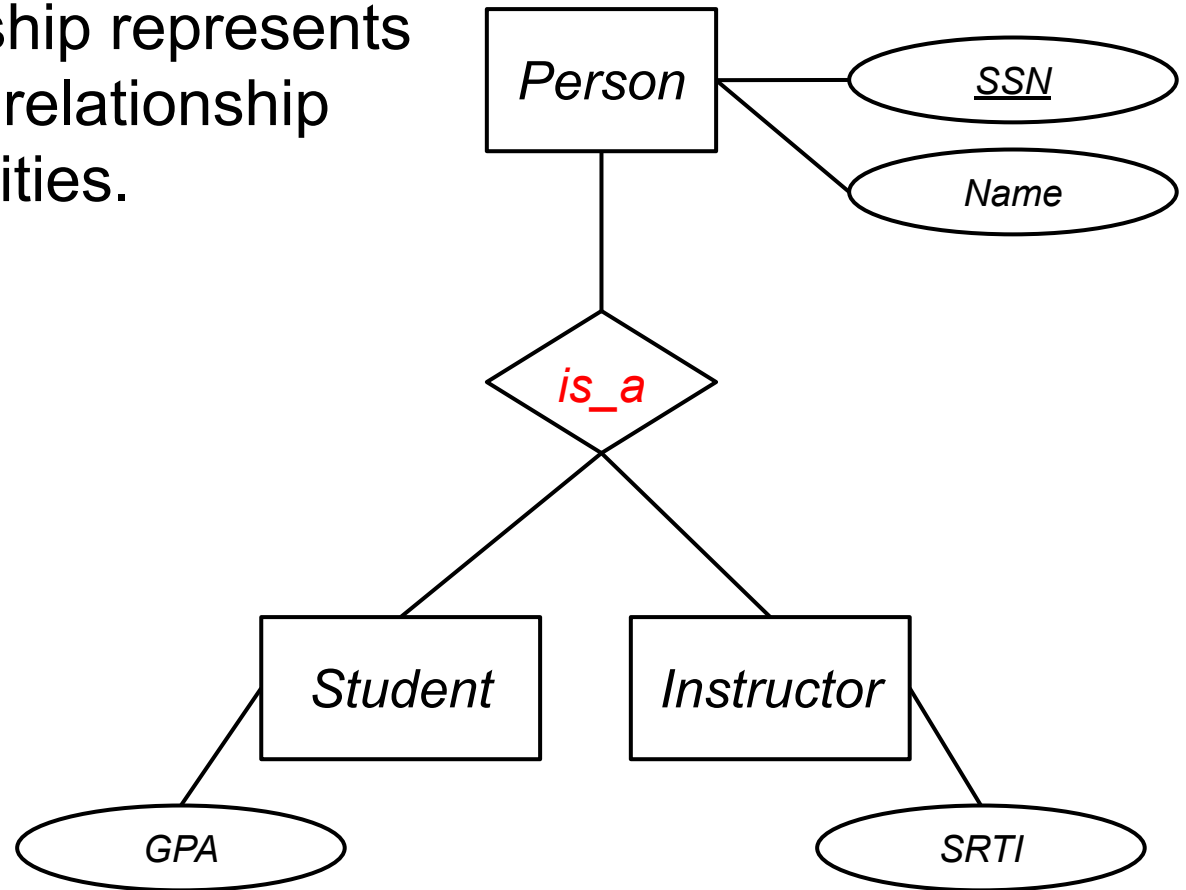
# ER diagrams: weak entities

- A weak entity can't exist on its own (if a building is torn down, its rooms disappear).
- A weak entity is only **uniquely identifiable** in **reference** to another entity.



# ER diagrams: generalization

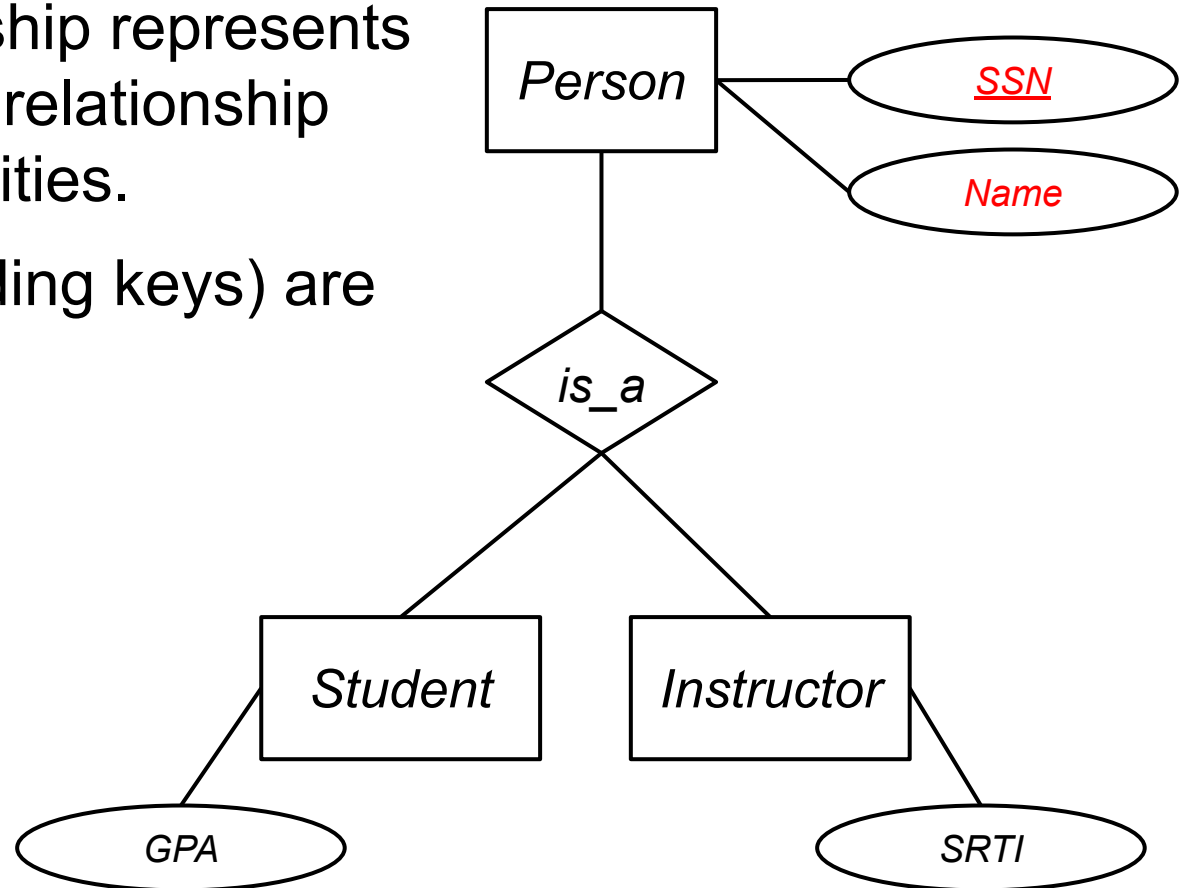
- An **is\_a** relationship represents a generalization relationship between two entities.





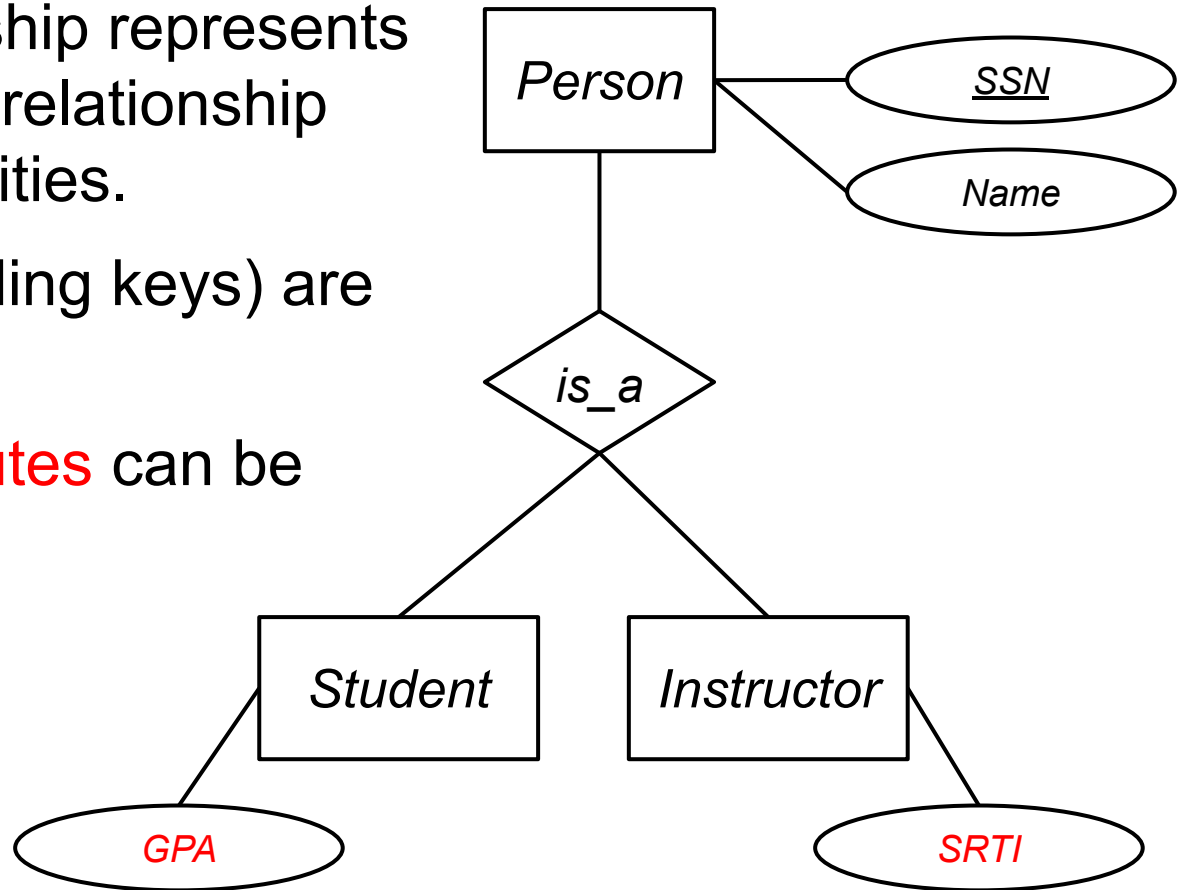
# ER diagrams: generalization

- An *is\_a* relationship represents a generalization relationship between two entities.
- **Attributes** (including keys) are “**inherited**”.



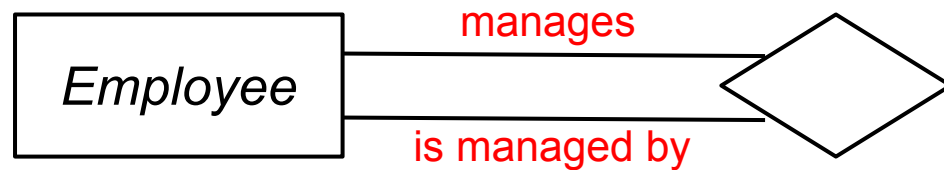
# ER diagrams: generalization

- An *is\_a* relationship represents a generalization relationship between two entities.
- Attributes (including keys) are “inherited”.
- **Additional attributes** can be defined.

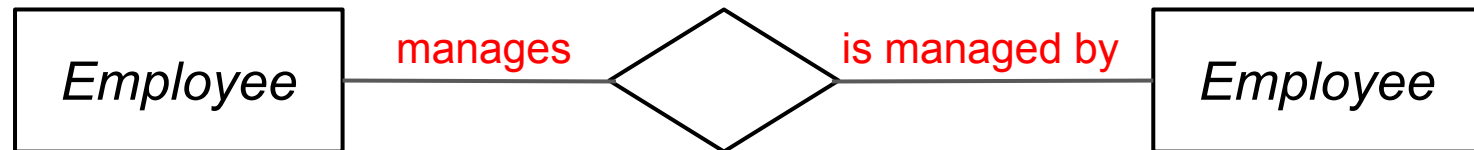


# ER diagrams: self references and roles

- A **self reference** is usually explicitly annotated with **roles** to clarify the meaning of the self-referencing relationship.



Think about (but never draw) the following:



# Putting it all together

