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Assigned on 9/8/2016

Due on 9/15/2016

Database Management

Lab2

1.

Customer

cid character	name text	city text	discount numeric ...
c001	Tiptop	Duluth	10
c002	Tyrell	Dallas	12
c003	Allied	Dallas	8
c004	ACME	Duluth	8.5
c005	Weyland	Acheron	0
c006	ACME	Kyoto	0

Agent

aid character	name text	city text	commissi... numeric ...
a01	Smith	New York	6.5
a02	Jones	Newark	6
a03	Perry	Tokyo	7
a04	Grey	New York	6
a05	Otasi	Duluth	5
a06	Smith	Dallas	5
a08	Bond	London	7.07

Products

pid character	name text	city text	quantity integer	priceusd numeric ...
p01	comb	Dallas	111400	0.5
p02	brush	Newark	203000	0.5
p03	razor	Duluth	150600	1
p04	pen	Duluth	125300	1
p05	pencil	Dallas	221400	1
p06	folder	Dallas	123100	2
p07	case	Newark	100500	1
p08	eraser	Newark	200600	1.25

Orders

ordnum integer	mon character	cid character	aid character	pid character	qty integer	totalusd numeric ...
1011	jan	c001	a01	p01	1000	450
1013	jan	c002	a03	p03	1000	880
1015	jan	c003	a03	p05	1200	1104
1016	jan	c006	a01	p01	1000	500
1017	feb	c001	a06	p03	600	540
1018	feb	c001	a03	p04	600	540
1019	feb	c001	a02	p02	400	180
1020	feb	c006	a03	p07	600	600
1021	feb	c004	a06	p01	1000	460
1022	mar	c001	a05	p06	400	720
1023	mar	c001	a04	p05	500	450
1024	mar	c006	a06	p01	800	400
1025	apr	c001	a05	p07	800	720
1026	may	c002	a05	p03	800	744

The queries and the tables in the cap3.pdf are identical.

2. A Candidate key is the column or set of columns in a table that is unique of each row. A table can have more than one candidate keys. A primary key is the most unique and best suited column in a table at the row level. There is only one primary key per table, but a primary key can be composited by including multiple columns. A super key is a superset of a candidate key. Adding a column to a candidate key makes it a super key.

3. The table I would possibly make would be for Dark Souls enemies. Fields would include things like the enemyid, name, location, and health. enemyid would have to be a unique INT to identify which individual enemy it is. The name field would list the race of the enemy and would be TEXT or String. Location would be where that enemy is, this could be a TEXT data type, but could also be nullified if the player eliminated the enemy and he ceased to exist. The health of the enemy could be an INT data type.

4. a)Fields must be in the smallest "atomic form" possible. This is important because I helps to avoid repeating groups.

b) You cant access the data by giving specific columns and rows. Rows really don't have an order, so it wouldn't be useful to access by them.

c)You must have unique rows. This avoids redundancy of data.