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Database Design

Assignment #3

Table 1: Master Roster

The data included in the table is MasterID, SeasonTeamYear, PlayerDOB, PlayerAgeOfRetire, PlayerID, PlayerName. Those would also be the attributes, no? The primary key is MasterID. The foreign keys are SeasonTeamYear and PlayerID. This table connects to all other tables, all of them being a one to one relationship. As to the why, I am not sure. As I explained on flipgrid I am absolutely confused with this as I feel we havn’t really covered how to make a database, and more of just how to draw an ERD with a preset example. They are all one to one in my mind because each data type is trying to draw out one specific field of data in order for the user to read.

Table 2: Season199091TeamRoster

The data/attributes included in this table is SeasonTeamYear, PlayerName, GamesWon, GamesLossed, ChampionshipYorN. The primary key is SeasonTeamYear and there is no foreign key. The only relationship is with Master Roster and it’s a one to one.

Table 3: Season199091TeamRoster

This table is the same as the other team roster, except for a different year. The data/attributes included in this table is SeasonTeamYear, PlayerName, GamesWon, GamesLossed, ChampionshipYorN. The primary key is SeasonTeamYear and there is no foreign key. The only relationship is with Master Roster and it’s a one to one.

Table 4: Season199091PlayerStats

This is the table for the player stats for 1990-91 season. The data/attributes included are PlayerID, GamesPlayed, MinPerGame, FGPerGame, FGAttemptPerGame, FGPercent, ThreePtPerGame, ThreePtAttemptPerGame, ThreePtPercent, FTPerGame, FTAttempt, FTPercent, TotalReboundsPerGame, AstPerGame, StlPerGame, BlkPerGame, TovPerGame, and PointsPerGame. This table just as all the others relates to the master roster with a one to one.

Table 5: Season199596PlayerStats

This is the table for the player stats for 1995-96 season. The data/attributes included are PlayerID, GamesPlayed, MinPerGame, FGPerGame, FGAttemptPerGame, FGPercent, ThreePtPerGame, ThreePtAttemptPerGame, ThreePtPercent, FTPerGame, FTAttempt, FTPercent, TotalReboundsPerGame, AstPerGame, StlPerGame, BlkPerGame, TovPerGame, and PointsPerGame. This table just as all the others relates to the master roster with a one to one.

Table 6: PlayerCareerStats

This is the table for the player stats for their entire career. The data/attributes included are PlayerID, GamesPlayed, MinPerGame, FGPerGame, FGAttemptPerGame, FGPercent, ThreePtPerGame, ThreePtAttemptPerGame, ThreePtPercent, FTPerGame, FTAttempt, FTPercent, TotalReboundsPerGame, AstPerGame, StlPerGame, BlkPerGame, TovPerGame, and PointsPerGame. This table just as all the others relates to the master roster with a one to one.