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Database Systems

Lab 09

1. Functional Dependencies:

People table: $\text{pid} \rightarrow \text{firstName}, \text{lastName}, \text{age}$

Engineers tables: $\text{pid} \rightarrow \text{highestDegree}, \text{favVideoGame}$

Astronauts Table: $\text{pid} \rightarrow \text{yearsFlying}, \text{golfHcp}, \text{spouseName}$

FlightControlOps Table: $\text{pid} \rightarrow \text{chairPref}, \text{drinkPref}, \text{hangoverCure}$

Spacecraft Table: $\text{scid} \rightarrow \text{name}, \text{tailNum}, \text{weightTONS}, \text{fuelType}, \text{crewCap}$

Systems Table: $\text{systemID} \rightarrow \text{name}, \text{description}, \text{costUSD}$

Parts Table: $\text{partID} \rightarrow \text{name}, \text{description}, \text{costUSD}$

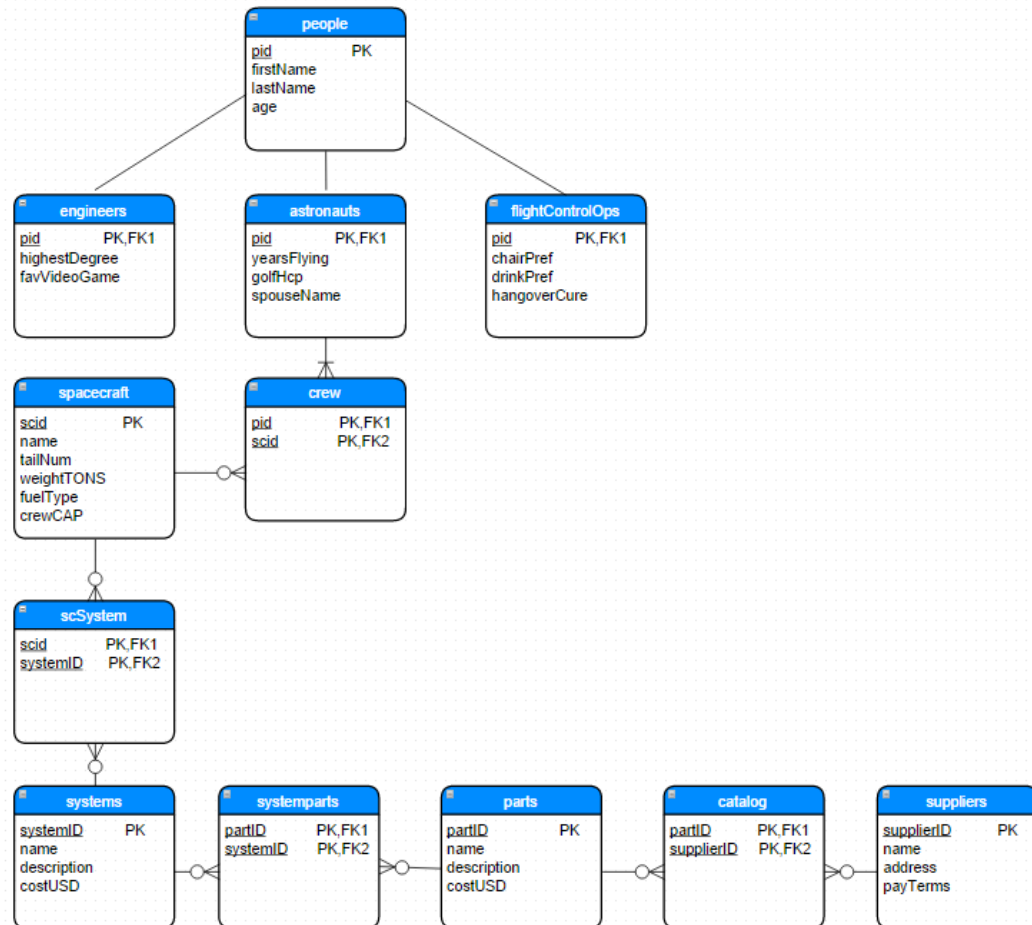
Suppliers Table: $\text{supplierID} \rightarrow \text{name}, \text{address}, \text{payTerms}$

Catalog Table: $\text{partID}, \text{supplierID} \rightarrow$

SystemParts Table: $\text{partID}, \text{systemID} \rightarrow$

ScSystem Table: $\text{scid}, \text{systemID} \rightarrow$

Crew Table: $\text{pid}, \text{scid} \rightarrow$



- 2.
3. I have no transitive functional dependency. I created a separate people table because engineers, astronauts, and flight control operators all have a first name, last name, and age. I also created a spacecraft system (ScSystem) for the a spacecraft having many systems. Also a system parts table for a system having many parts. This ensures that every non key attribute is solely dependent on the primary key and only the primary key.