

# Entity-Relationship Notation

An **Entity-Relationship Diagram** (ER Diagram or ERD) is a model used to represent the relationships between entity types in a database.

It serves as an early step for designing a database system.

**NOTE:** There is **no industry standard** for ER notations. As such, there are **some differences** in notation depending on the organization or the drawing tool used.

# Entity Types

An **entity type** is a collection of entities that share common properties.

An **entity instance** is a single occurrence of an entity type.

## Strong Entity

- A strong entity type **exists independently** of any other entity type.
- Represented by a rectangle.



ENTITY\_NAME

## Weak Entity

- A weak entity **relies on another entity** type to exist.
  - The entity type that the weak entity relies on is called the 'owner' or 'owner entity.'
- Represented by a double rectangle.



ENTITY\_NAME

## Associative Entity

- An associative entity exists to show the relationship between two or more other entities.
- May be used to **replace a relationship that contains its own attributes**.
- Represented by a rectangle with rounded edges.

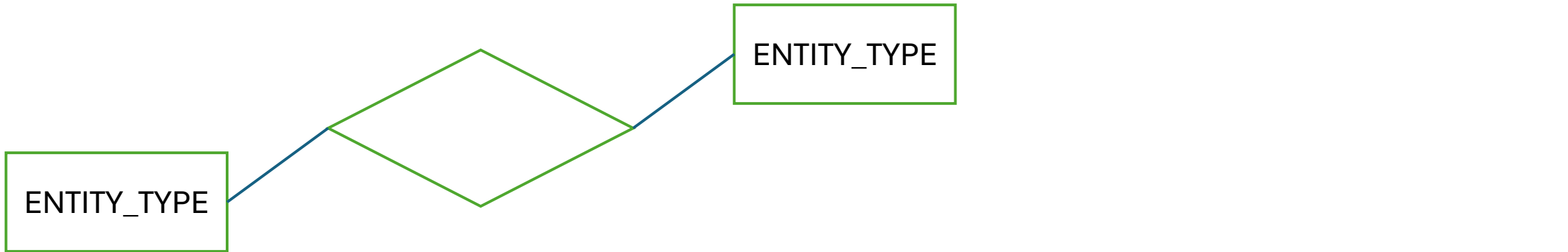


ENTITY\_NAME

# Relationships

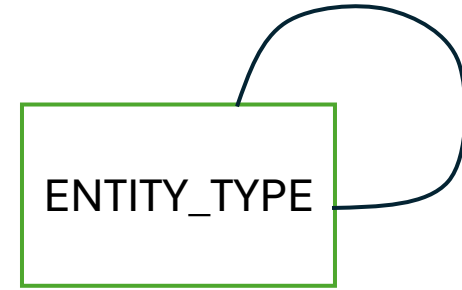
An **entity relationship** may be represented by a line connecting one or more entity types or by both a line and a diamond.

The purpose of a relationship is to show how entity types or entity attributes relate to one another.



# Relationship Degrees

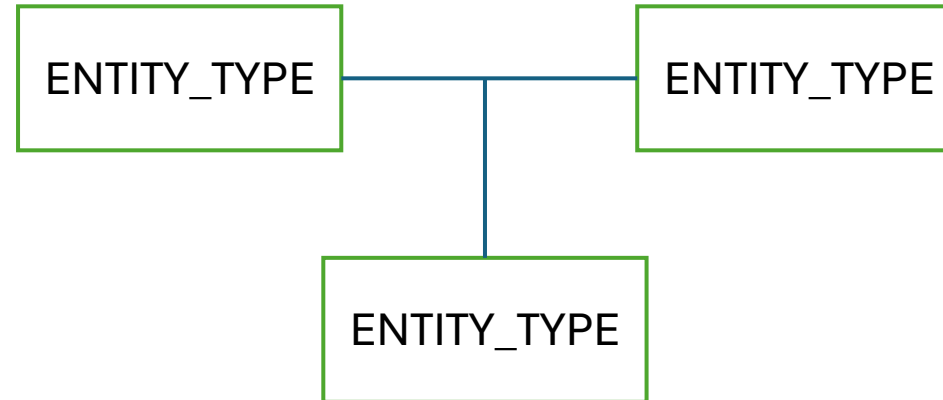
**Unary Relationship** : A relationship with only **one participating entity type**.



**Binary Relationship** : A relationship existing between **two entity types**.



**Ternary Relationship** : A relationship existing between **three entity types**.



# Relationship Cardinality

**One-to-One**      1:1

**One-to-Many**      1:M

**Many-to-One**      M:1

**Many-to-Many**      M:N or M:M

**Optional One**



**Mandatory One**



**Optional Many**



**Mandatory Many**



# Attributes

An attributed may be represented as an oval connected to an entity type.

A **required attribute** is one that **necessitates the input of a value**. In an ER diagram, it may be in bold font or have an asterisk (\*) located in front.

An **optional attribute** is one that **does not necessitate the input of a value**. It may be represented by merely by lacking a bold font or an 'o' may be placed in front.

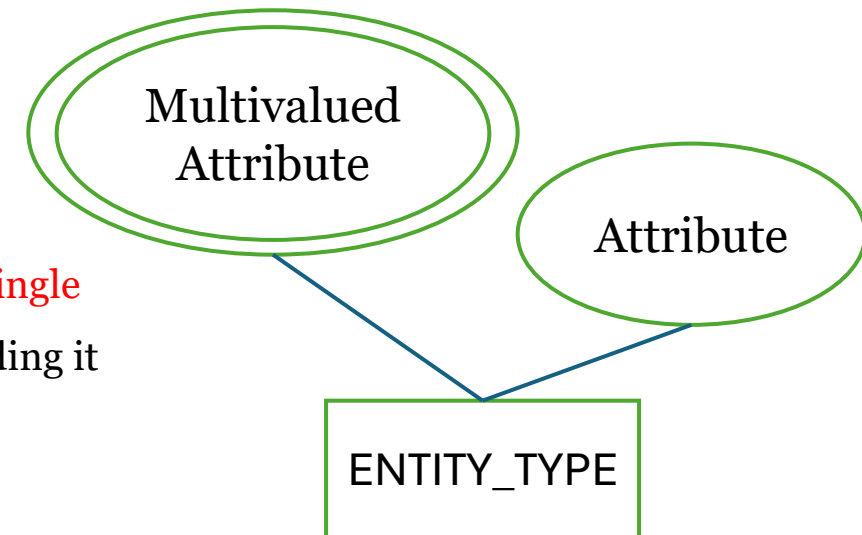
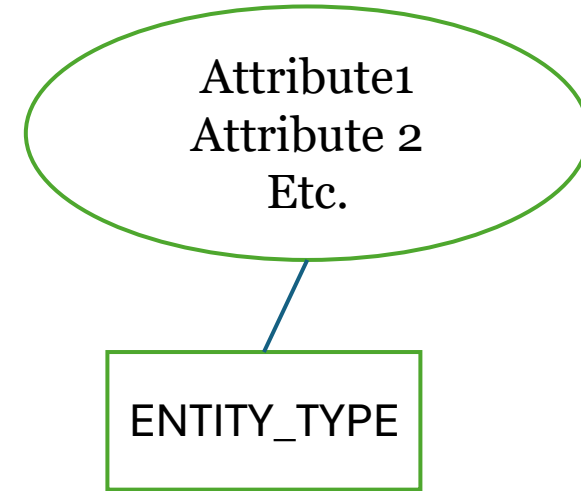
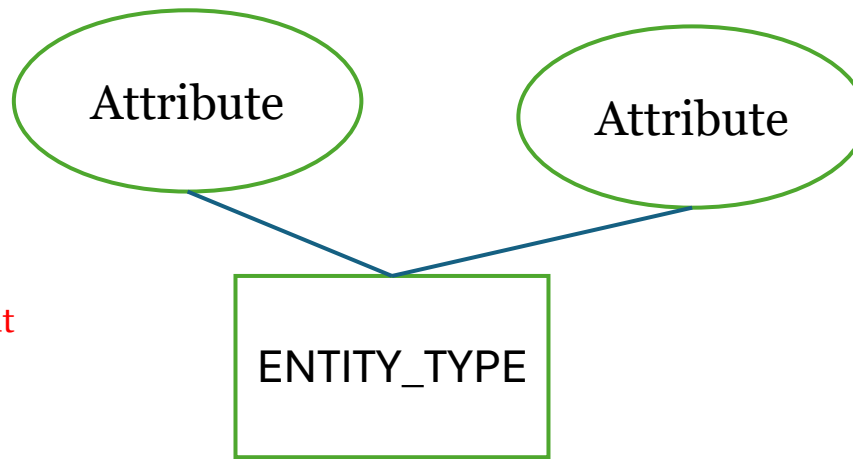
A **composite attribute** is one that **can be divided into more specific components**.

(for example: Name → First\_Name, Middle\_Name, Last\_Name)

- Antonym: **simple attribute** or **atomic attribute**

A **multivalued attribute** is one that **may have more than one value for a single instance** of the entity type. It may be written with curly brackets { } surrounding it or as a double oval.

- Antonym: **single-valued attribute**



# Enhanced Entity-Relationship Notation

An **Enhanced Entity-Relationship Diagram** (EER Diagram or EERD) is a more advanced version of an ERD.

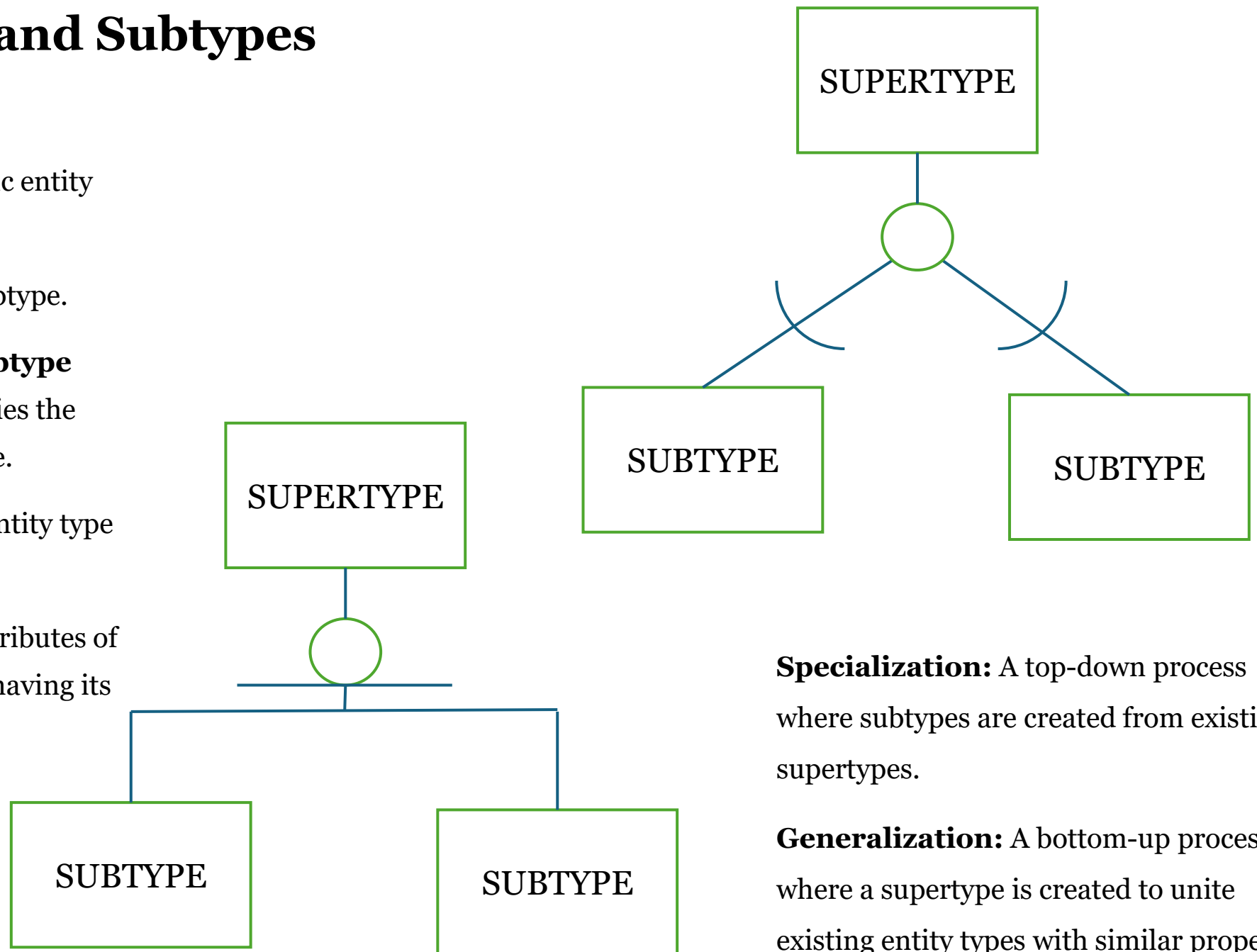
# Supertypes and Subtypes

A **supertype** refers to a generic entity type.

- May have more than one subtype.
- Has an attribute called a **subtype discriminator** that identifies the target subtype of an instance.

A **subtype** is a more specific entity type derived from a supertype.

- A subtype inherits all the attributes of its supertype in addition to having its own unique attributes.

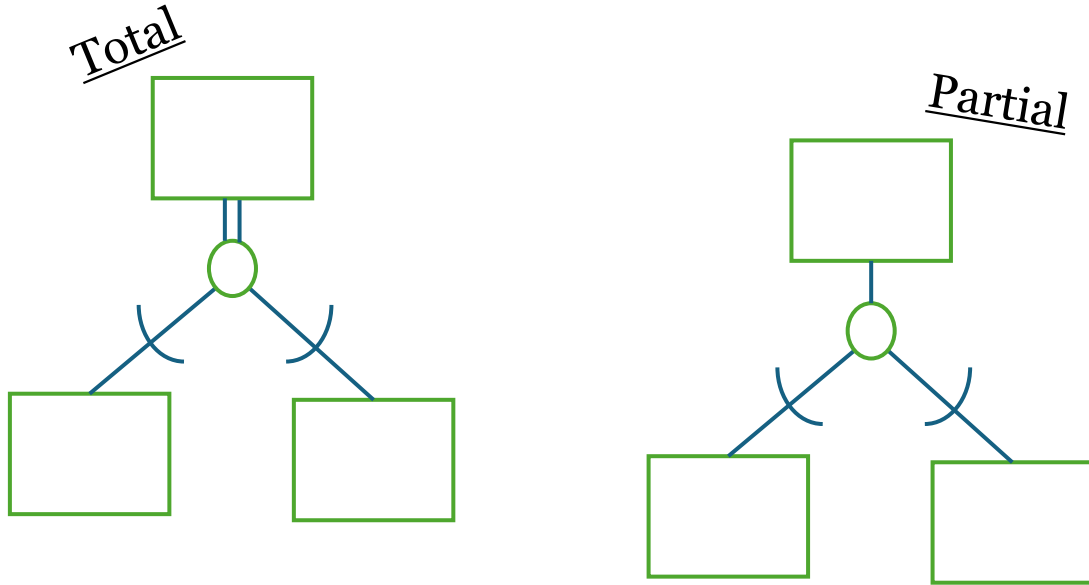


**Specialization:** A top-down process where subtypes are created from existing supertypes.

**Generalization:** A bottom-up process where a supertype is created to unite existing entity types with similar properties.



# Constraints



**Completeness Constraint:** Determines whether the instance of a supertype must also belong to a subtype.

**Total Specialization-** An instance must belong to a subtype.

**Partial Specialization-** An instance may or may not belong to a subtype.

**Disjointness Constraint:** Determines whether an instance can belong to more than one subtype simultaneously.

**Disjoint Rule-** Allows an instance to belong to only one subtype.

**Overlap Rule-** Allows an instance to belong to more than one subtype simultaneously.

