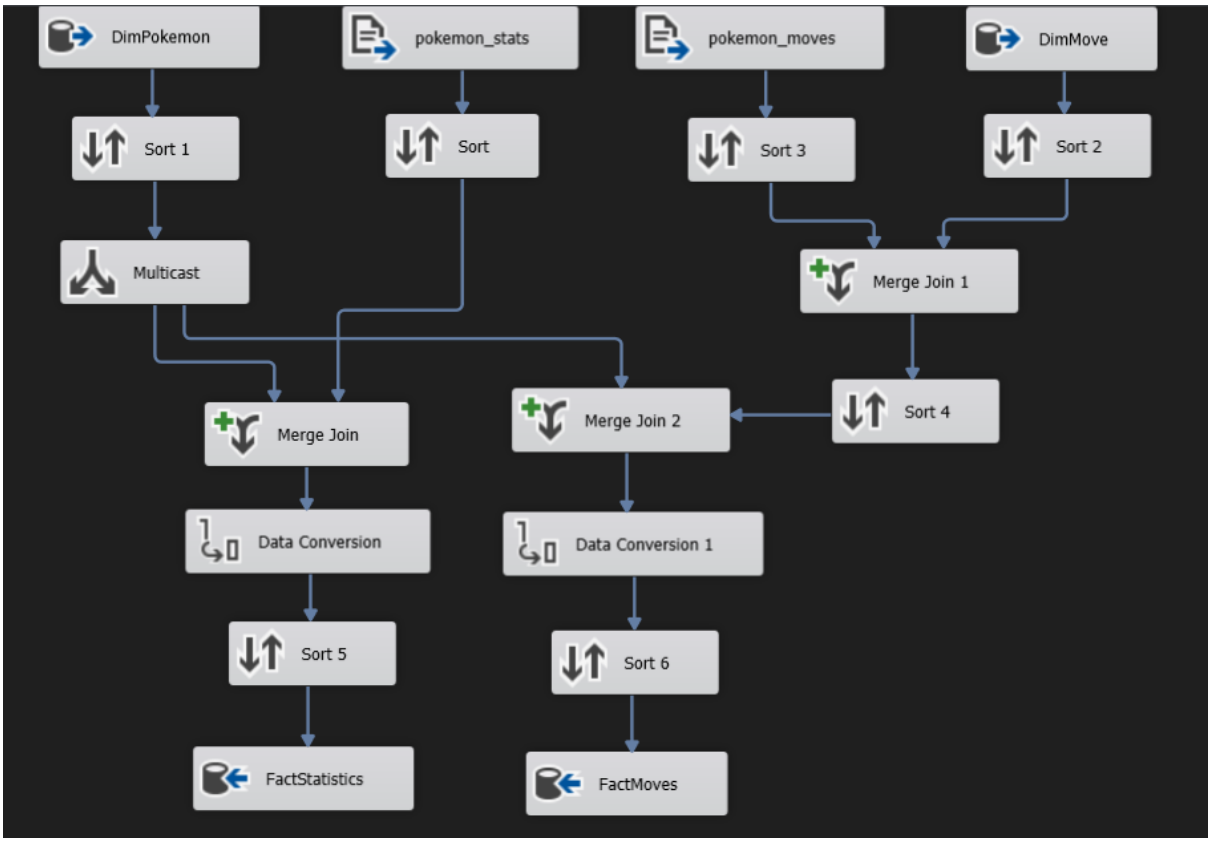
Fact Tables Creating

Aim of the process

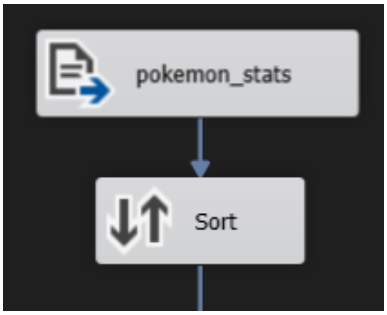
The transformation is done for creating Fact Tables (FactStatistics, FactMoves). The whole data flow at this stage is shown below:

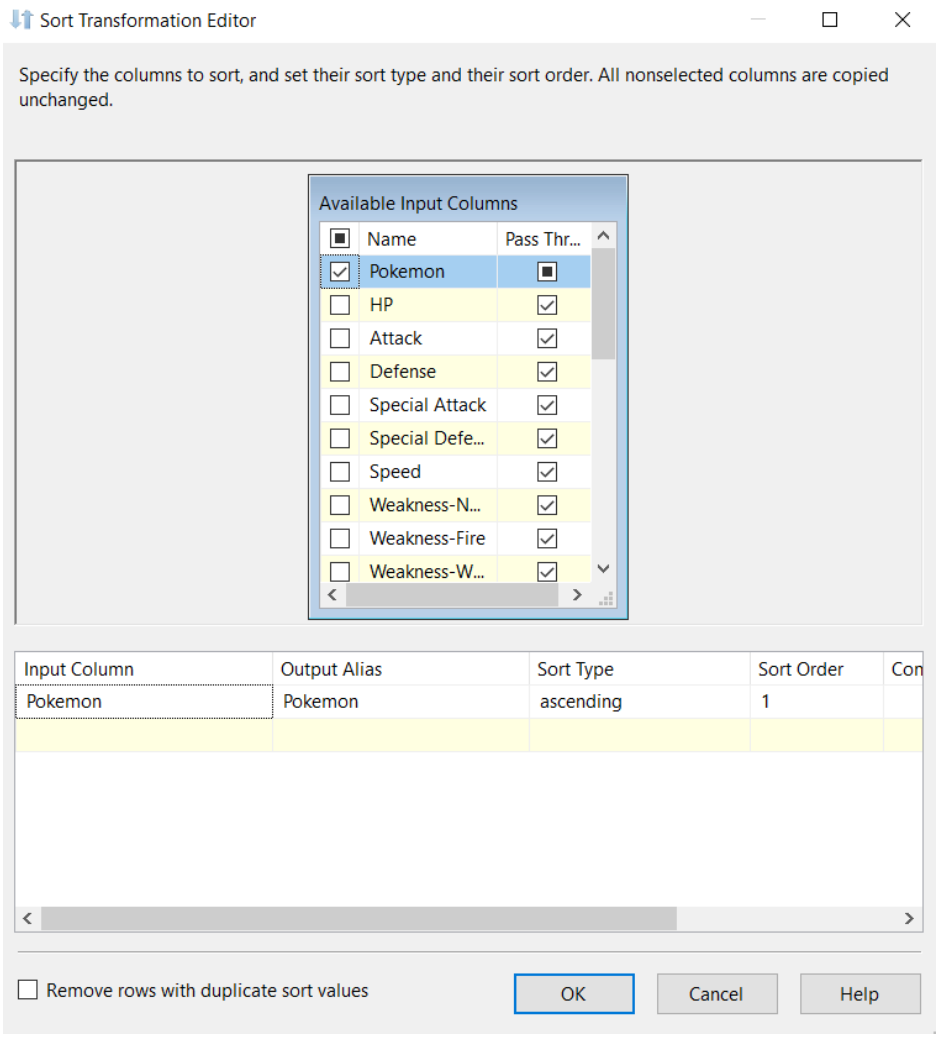


Description of the process

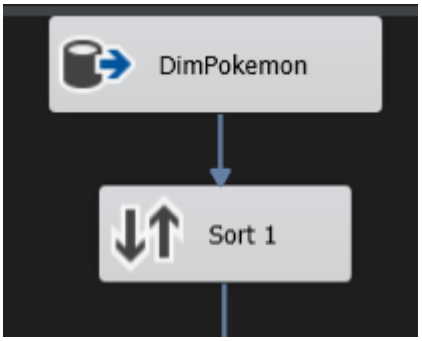
The data are obtained from Flat Files (gen9_pokemon_stats.csv and gen9_pokemon_moves.csv) and OLE DB sources. The data from the flat files are sorted by the date according to the order of the data it will be joined with later. Flat files source data contains the measures for the fact tables. The OLE DB source data consists of the dimension tables which are sorted by the pokemon name or move name data. OLE DB source data contains the surrogate keys which in this process are attached to the fact tables. These keys have the role of the foreign keys from the dimension tables and form together primary keys for the fact tables.

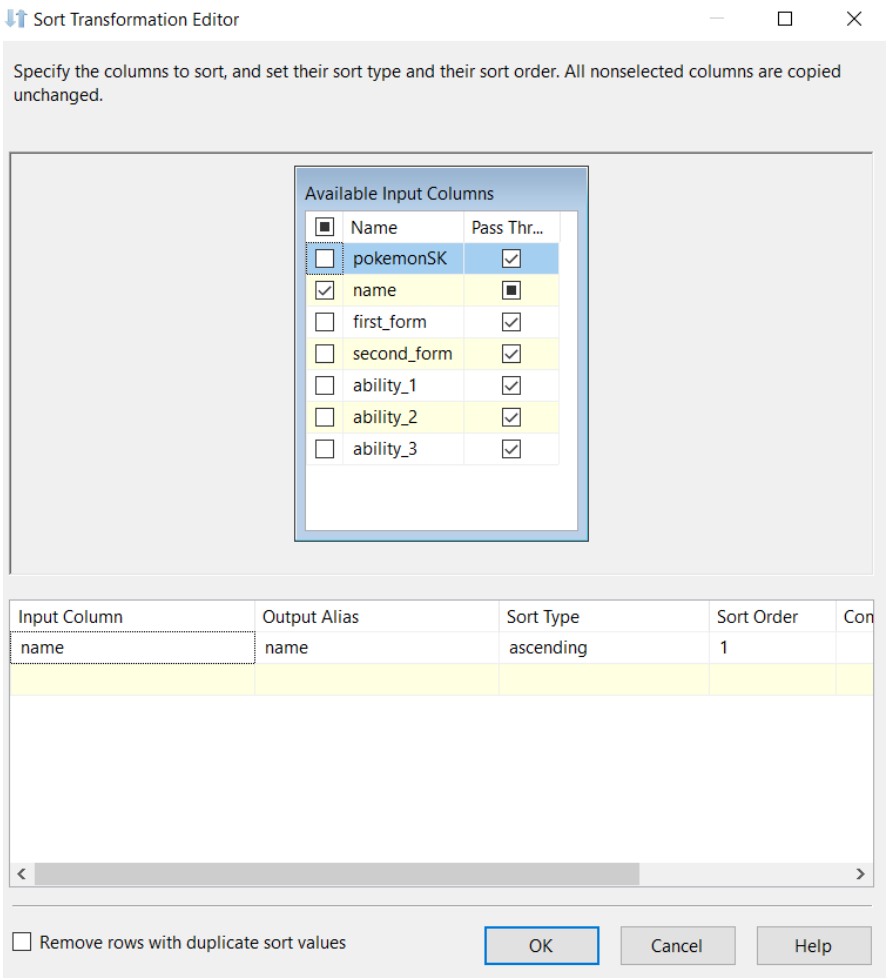
Flat files data sorting example:



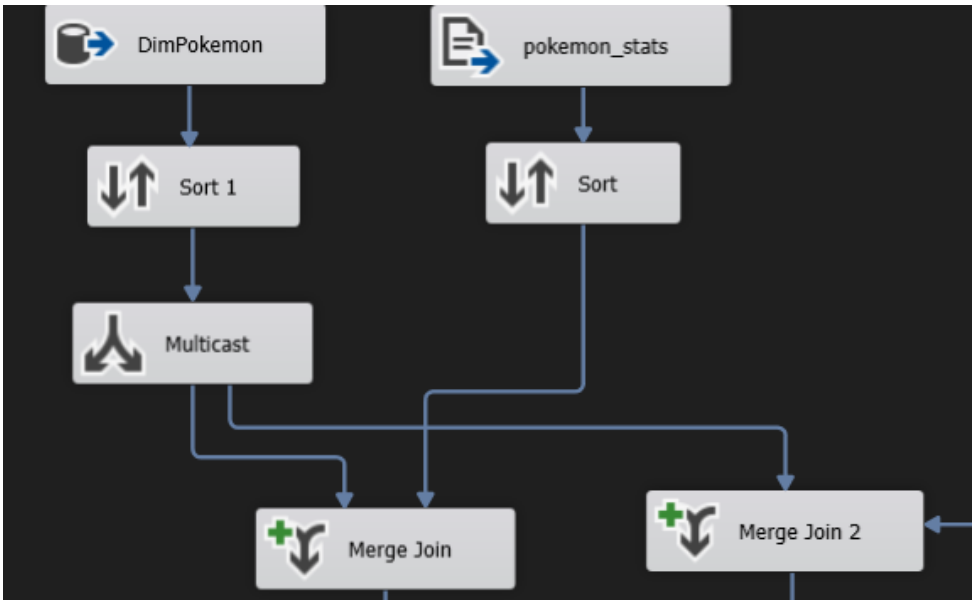


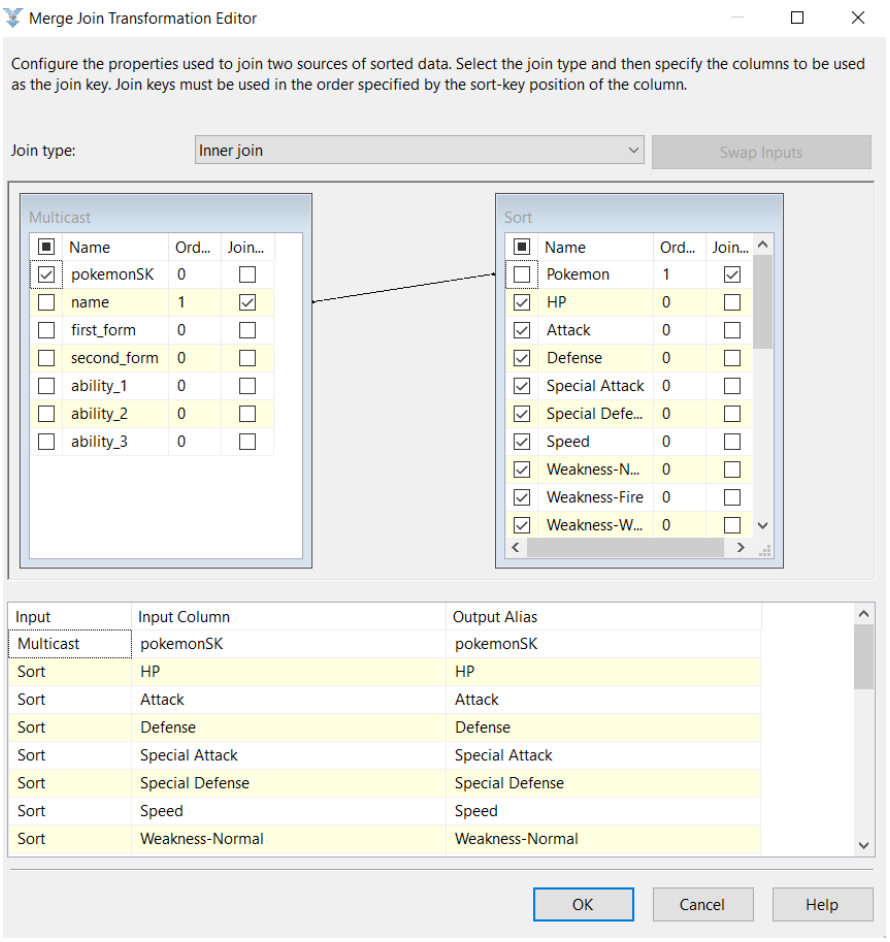
OLE DB data sorting example:



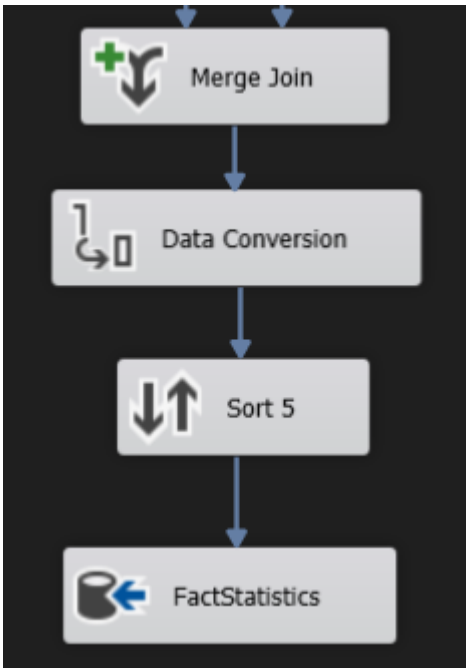


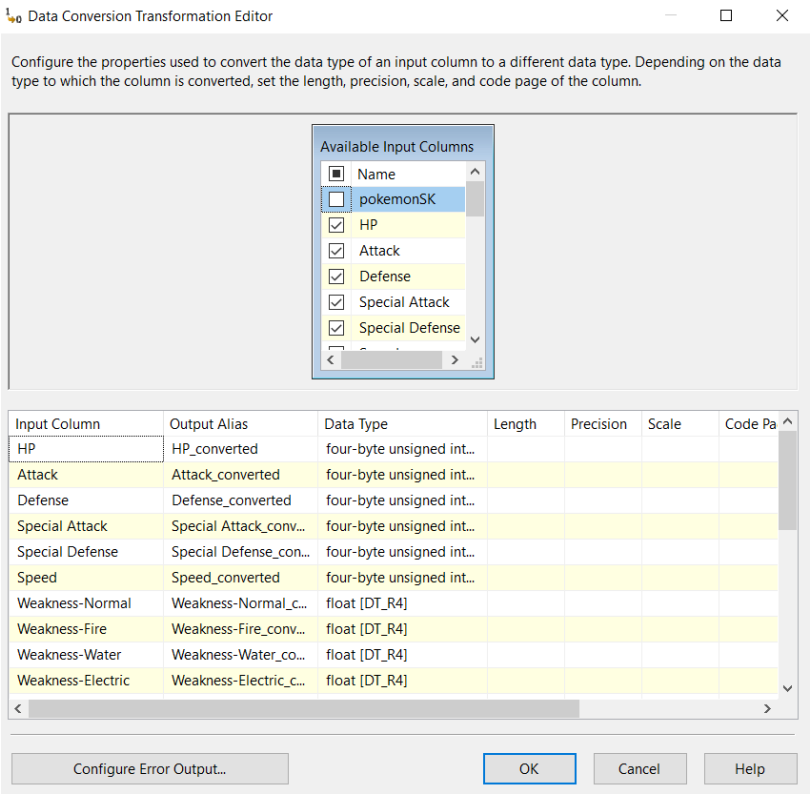
The data from the OLE DB source is multicast to be Merge joined with the data from the Flat File source. The main goal of this process is to obtain the data with the surrogate keys from the dimension tables. **The example of the multicasting and joining is shown below:**





At the last stage of the fact tables creation process the final data conversion and data sorting takes place and the data are loaded into appropriate database tables (created previously using SQL scripts):




Data Conversion Transformation Editor
Configure the properties used to convert the data type of an input column to a different data type. Depending on the data type to which the column is converted, set the length, precision, scale, and code page of the column.
Available Input Columns
Name
pokemonSK
HP
Attack
Defense
Special Attack
Special Defense
Input Column
Output Alias
Data Type
Length
Precision
Scale
Code Pa
HP
HP_converted
four-byte unsigned int...
Attack
Attack_converted
four-byte unsigned int...
Defense
Defense_converted
four-byte unsigned int...
Special Attack
Special Attack_conv...
four-byte unsigned int...
Special Defense
Special Defense_con...
four-byte unsigned int...
Speed
Speed_converted
four-byte unsigned int...
Weakness-Normal
Weakness-Normal_c...
float [DT_R4]
Weakness-Fire
Weakness-Fire_conv...
float [DT_R4]
Weakness-Water
Weakness-Water_co...
float [DT_R4]
Weakness-Electric
Weakness-Electric_c...
float [DT_R4]
Configure Error Output...
OK
Cancel
Help