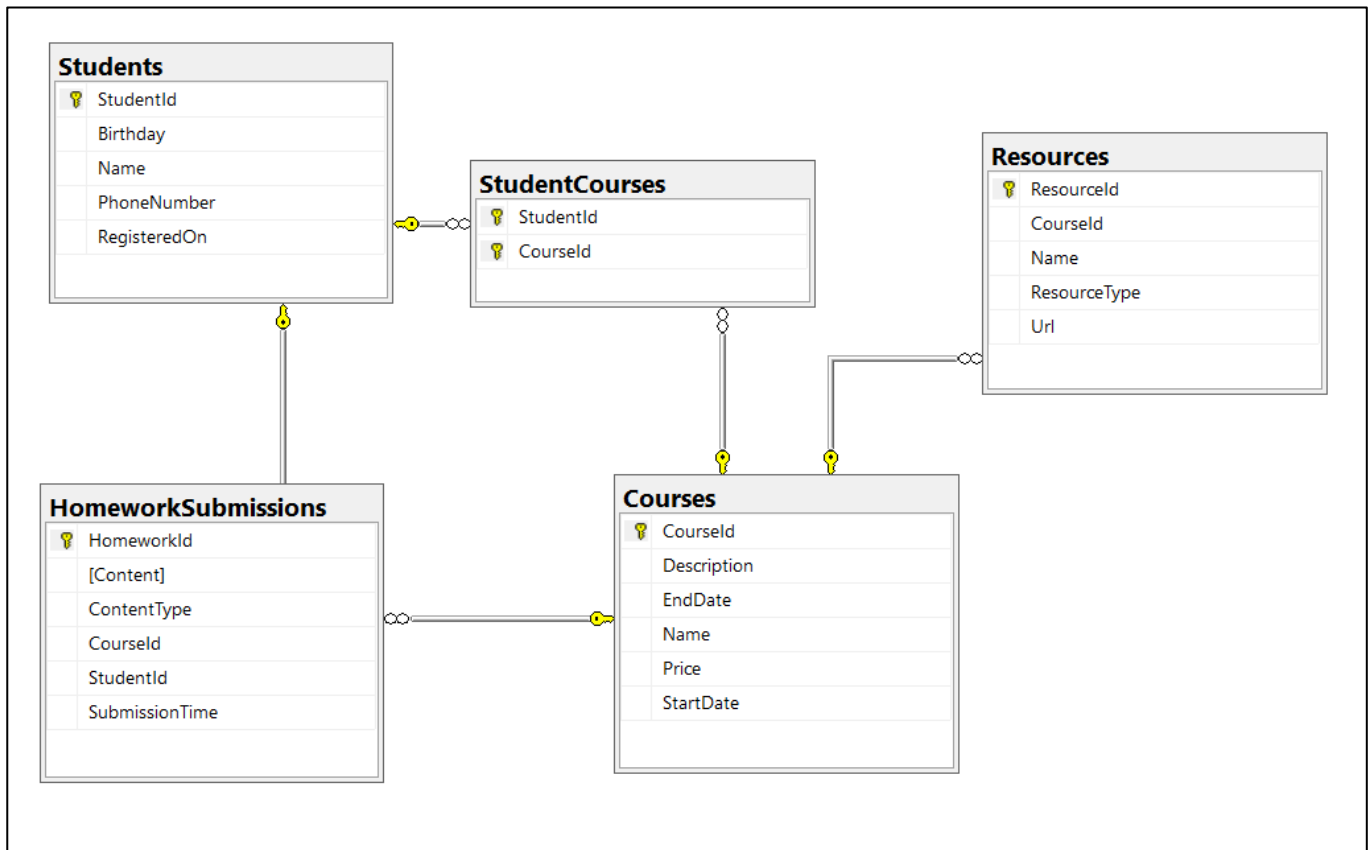


# Exercises: Entity Relations

This document defines the **exercise assignments** for the ["Databases Advanced – EF Core" course @ Software University](#).

## 1. Student System

Your task is to create a database for the **Student System**, using the **EF Core Code First** approach. It should look like this:



## Constraints

Your **namespaces** should be:

- **P01\_StudentSystem** – for your Startup class, if you have one
- **P01\_StudentSystem.Data** – for your DbContext
- **P01\_StudentSystem.Data.Models** – for your models

Your **models** should be:

- **StudentSystemContext** – your DbContext
- **Student**:
  - StudentId
  - Name (up to 100 characters, unicode)
  - PhoneNumber (exactly 10 characters, not unicode, not required)
  - RegisteredOn
  - Birthday (not required)

- **Course:**
  - CourseId
  - Name (up to 80 characters, unicode)
  - Description (unicode, not required)
  - StartDate
  - EndDate
  - Price
- **Resource:**
  - ResourceId
  - Name (up to 50 characters, unicode)
  - Url (not unicode)
  - ResourceType (enum – can be Video, Presentation, Document or Other)
  - CourseId
- **Homework:**
  - HomeworkId
  - Content (string, linking to a file, not unicode)
  - ContentType (enum – can be Application, Pdf or Zip)
  - SubmissionTime
  - StudentId
  - CourseId
- **StudentCourse** – mapping class between **Students** and **Courses**

Table relations:

- **One student** can have **many CourseEnrollments**
- **One student** can have **many HomeworkSubmissions**
- **One course** can have **many StudentsEnrolled**
- **One course** can have **many Resources**
- **One course** can have **many HomeworkSubmissions**

You will need a constructor, accepting **DbContextOptions** to test your solution in **Judge!**

## 2. Seed Some Data in the Database

Write a **seed method** that fills the database with sample data.

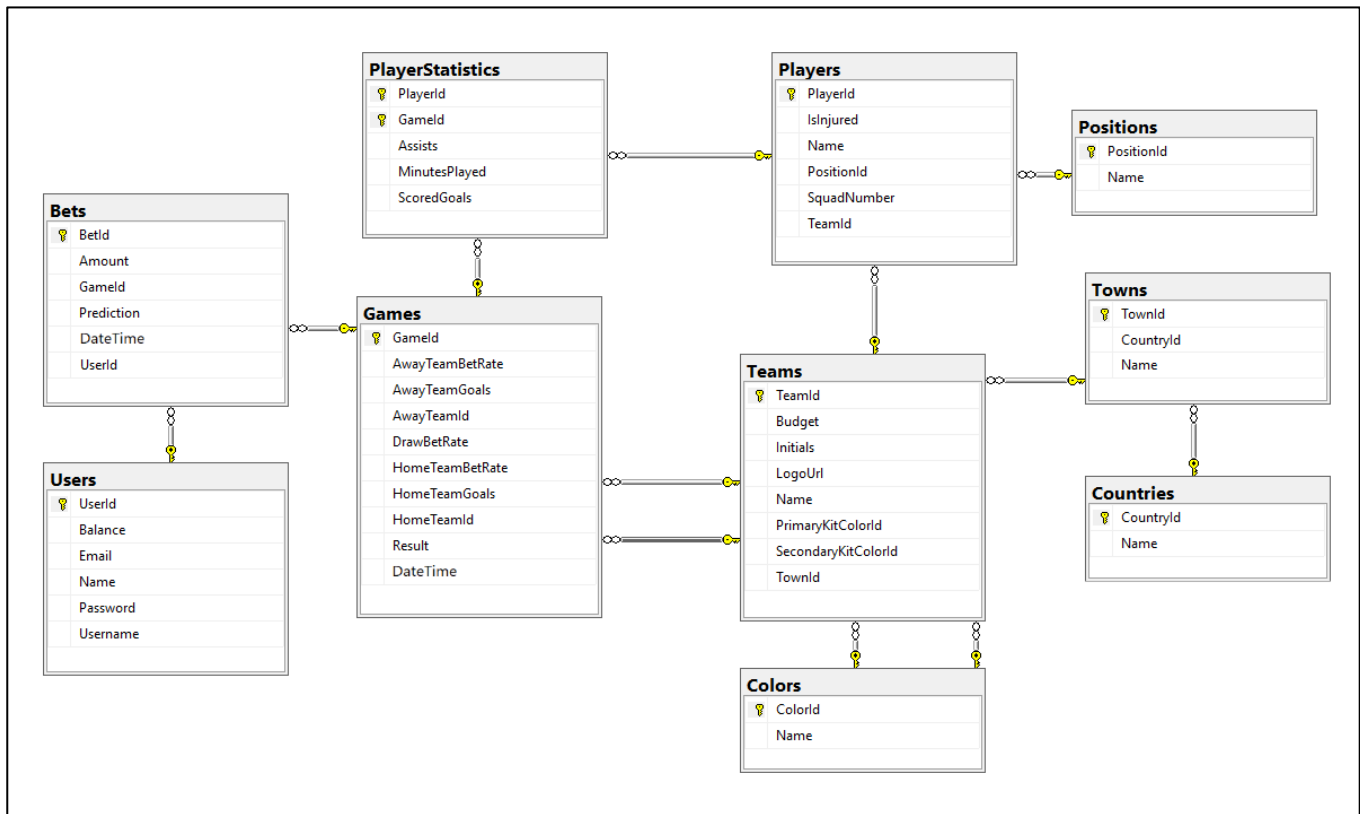
Fill a few **students**, **courses**, **resources** and **homework submissions**.

### Bonus

Create a console application that reads information about **courses** and **students**.

## 3. Football Betting

Your task is to create a database for a **Football Bookmaker System**, using the **Code First** approach. It should look like this:



## Constraints

Your namespaces should be:

- **P03\_FootballBetting** – for your Startup class, if you have one
- **P03\_FootballBetting.Data** – for your DbContext
- **P03\_FootballBetting.Data.Models** – for your models

Your models should be:

- **FootballBettingContext** – your DbContext
- **Team** – TeamId, Name, LogoUrl, Initials (JUV, LIV, ARS...), Budget, PrimaryKitColorId, SecondaryKitColorId, TownId
- **Color** – ColorId, Name
- **Town** – TownId, Name, CountryId
- **Country** – CountryId, Name
- **Player** – PlayerId, Name, SquadNumber, TeamId, PositionId, IsInjured
- **Position** – PositionId, Name
- **PlayerStatistic** – Gameld, PlayerId, ScoredGoals, Assists, MinutesPlayed
- **Game** – Gameld, HomeTeamId, AwayTeamId, HomeTeamGoals, AwayTeamGoals, DateTime, HomeTeamBetRate, AwayTeamBetRate, DrawBetRate, Result)
- **Bet** – BetId, Amount, Prediction, DateTime, UserId, Gameld
- **User** – UserId, Username, Password, Email, Name, Balance

Table relationships:

- A **Team** has one **PrimaryKitColor** and one **SecondaryKitColor**
- A **Color** has many **PrimaryKitTeams** and many **SecondaryKitTeams**

- **A Team** residents in one **Town**
- **A Town** can host **several Teams**
- **A Game** has one **HomeTeam** and one **AwayTeam** and a **Team** can have **many HomeGames** and **many AwayGames**
- **A Town** can be placed in **one Country** and a **Country** can have many **Towns**
- **A Player** can play for **one Team** and **one Team** can have many **Players**
- **A Player** can play at one **Position** and one **Position** can be played by **many Players**
- **One Player** can play in **many Games** and in each **Game**, **many Players** take part (**PlayerStatistics**)
- **Many Bets** can be placed on **one Game**, but a **Bet** can be only on **one Game**
- Each bet for given game must have **Prediction** result
- **A Bet** can be placed by only **one User** and one **User** can place many **Bets**

Separate the **models**, **data** and **client** into **different layers** (projects).