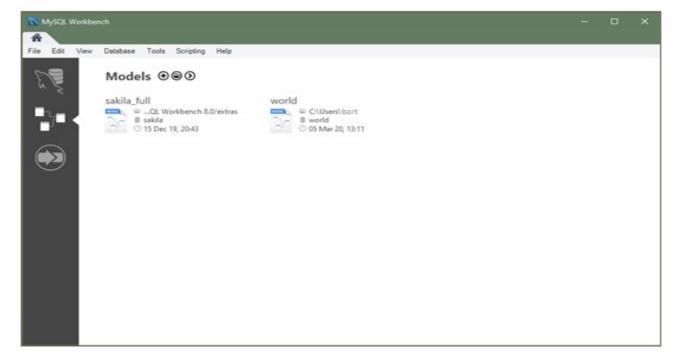
Cours MySql Workbench

○ **9.1 Modeling Interface**

- 9.1.1 Model Editor
- 9.1.2 EER Diagram Editor
- 9.1.3 Creating Tables
- 9.1.4 Creating Foreign Key Relationships
- 9.1.5 Creating Views
- 9.1.6 Creating Routines and Routine Groups
- 9.1.7 Creating Layers
- 9.1.8 Creating Notes
- 9.1.9 Creating Text Objects
- 9.1.10 Creating Images

MySQL Workbench represents each active data model as an icon in the models view of the home screen tab. The following figure shows the <code>sakila_full</code> and <code>world</code> database models. Both models derive from MySQL database samples (see https://dev.mysql.com/doc/index-other.html), which you can download and use to explore the MySQL Workbench modeling interface.

Figure 9.1 Data Models on the Home Screen



The sakila database sample includes a model file (sakila.mwb) in the product package. After you set up the database using the instructions provided on the download page, MySQL Workbench adds the sakila_full icon to the models view automatically. For all of the other database samples, such as world or employee data, you must create the MySQL Workbench (.mwb) file first before you can view the database objects in a model or add an EER diagram for it.

To create a MySQL Workbench model file for MySQL database samples:

- 1. Download the MySQL database you intend to use as a model. Each database has a setup guide (see https://dev.mysql.com/doc/index-other.html).
- 2. Start MySQL Workbench and select the models view (from the side panel of the home screen tab.
- 3. Click the arrow icon and select Create EER Model from Database as shown in the figure that follows.

Figure 9.2 Create EER Model from Database



A wizard-like dialog presents the following steps: Connection Options, Connect to DBMS, Select Schemas, Retrieve Objects, Select Objects, Reverse Engineer, and Results. Click Show Logs to assist with the operations.

4. Modify the default values as needed, select a schema (and objects), and then click Finish to close the wizard. MySQL Workbench adds an icon for each model you create.

Modeling concepts and interface elements are described in the next sections.