

UG END SEM EXAM

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Branch : CSE-B

Subject : DBMS

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Q.10Ans →

- a) Data : It refers to all the single items that are stored in a database, either individually or as a set.
- b) Data model : It defines how the logical structure of a database is modeled.
- c) Entity Instance : It is referred to a single occurrence of an entity.
- d) Full ~~the~~ functional dependency : It is a state of database normalisation that ~~one~~ equates to the normalisation of standard of second normal form.
- e) Atomicity : It is a feature of database systems dictating where a transaction must be all-or-nothing.
- f) Pseudo transitivity : It is a rule used in DBMS which is such that if  $X$  determines  $Y$  and  $YZ$  determines  $W$ , then  $XZ$  determines  $W$ , i.e., If  $X \rightarrow Y$   
 $YZ \rightarrow W$   
Then,  $XZ \rightarrow W$

Q.20

Ans. →

(a) → SELECT E.ename, E.age FROM Emp E, Works W1, Works W2,  
 DEPT D1, Dept D2 WHERE E.eid = W1.eid AND  
 W1.did = D1.did AND D1.dname = 'Hardware' AND  
 E.eid = W2.eid AND W2.did = D2.did AND D2.dname = 'Software';

Tuple Relation:

$$\{ t \mid \exists e \in \text{Emp} \wedge w \in \text{Works} \wedge d \in \text{Dept} (t.\text{ename} = e.\text{ename} \\ \wedge t.\text{age} = e.\text{age} \wedge e.\text{eid} = w.\text{eid} \wedge w.\text{did} = d.\text{did} \wedge \\ d.\text{dname} = \text{'hardware'} \wedge d.\text{dname} = \text{'software'}) \}$$

(b) → SELECT E.NAME FROM Emp E WHERE E.SALARY > 100000;

Relational Algebra:

$$\pi_{\text{name}} (\sigma_{\text{salary} > 100000} (\text{Emp}))$$

(c) → ~~SELECT DISTINCT managerid FROM Emp;~~  
~~SELECT DISTINCT managerid FROM Dept;~~  
 SELECT DISTINCT managerid FROM Dept;

Q.30Ans

(a) → Primary key : (Player-ID, Team-ID) combination.

(b) → Fully functional :

(Team-ID, Player-ID) → Player-name, Citizen-Country ID,  
Citizen-Country Name, Role.

Partial dependencies:

(Team-ID, Player-ID) → City-code, city-name, team-name, web, owner-id, owner-name, coach-id, coach-name.

All the above attributes depend only on Team-id.

Transitive dependencies:

- i) team-id → city-code, city-code → city-name.
- ii) team-id → owner-id, owner-id → owner-name.
- iii) team-id → coach-id, coach-id → coach-name.

(c) → After decomposition:

IP1 (team-id, player-id, player-name, role, citizen-country ID, citizen-country Name).

TEAM (team-ID, city-code, city-name, team-name, owner-id, owner-name, coach-ID, coach-name).

Q.4.

(a)

Ans  $\rightarrow$  Armstrong rules are as follows:i) Axiom of reflexivity: If  $B \subseteq A$ Then,  $A \rightarrow B$ ii) Axiom of augmentation: If  $A \rightarrow B$ Then  $AC \rightarrow BC$ iii) Axiom of transitivity: If  $X \rightarrow Y$ And,  $Y \rightarrow Z$ Then,  $X \rightarrow Z$ 

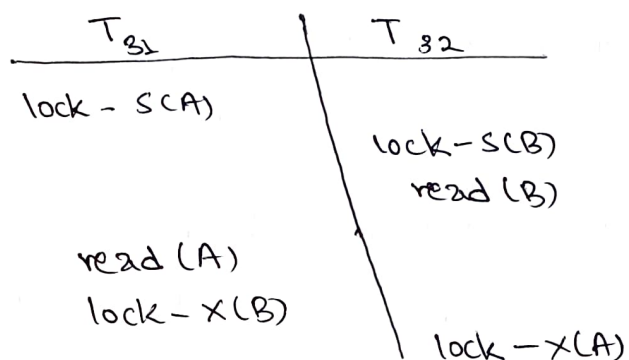
Other rules that are derived from Armstrong's rules are as follows:

i) Union: If  $X \rightarrow Y$ and  $Y \rightarrow Z$ Then,  $X \rightarrow YZ$ ii) Composition: If  $A \rightarrow B$ And  $X \rightarrow Y$ Then,  $AX \rightarrow BY$ iii) Decomposition: If  $X \rightarrow YZ$ Then,  $X \rightarrow Y$ And,  $X \rightarrow Z$ iv) Pseudo Transitivity: If  $X \rightarrow Y$ And,  $YZ \rightarrow W$ Then,  $XZ \rightarrow W$



Qo4oAns

(b) → Consider the following partial schedule:



This shows that the executions of these transactions can result in conflict serialisable schedule.

Qo5o

Ans →

