

1. Term Paper (CP1)

Databázové systémy

A4B33DS

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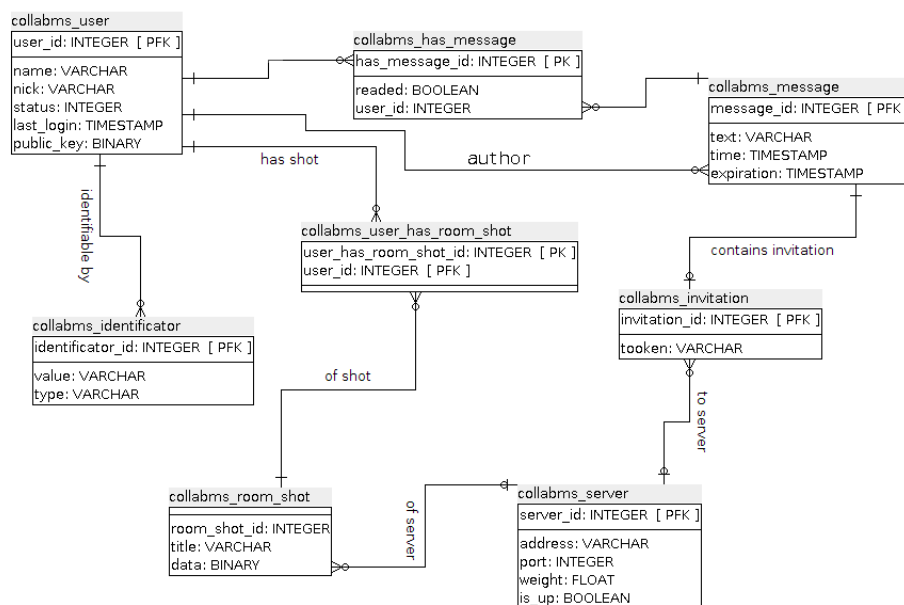
1 Logical Modeling

User is a single person and this person can use multiple devices, moreover some devices can be represented by multiple unique indentificators (for instance phone number). That's why there is table "collabms_identificator" which represents one indentificator and every user has zero or more indentificators (relation 1:0..N).

Every user can have messages targeting him and each message can be received to one or more users. This relation (M:N) is provided by "collabms_has_message" table. Messages have authors therefore message linking to user (relation 1:1).

Hence users are able to invite others to painting room, there is "collabms_invitation" table. Message can contain invitation so that message may link to invitation (0..1:1 relation). The table linking to "collabms_server" (relation 1:1) because this table represents invitation to room on some *server*.

The table "collabms_user_has_room_shot" provide M:N relation between users and room shots. Room shot is a save of room or its screenshot.



Obrázek 1: Logical Modeling

2 SQL Script Creating Database

```
CREATE SEQUENCE collabms_has_message_id_seq;
```

```
CREATE TABLE collabms_has_message (  
    has_message_id INTEGER NOT NULL  
        DEFAULT nextval('collabms_has_message_id_seq'),  
    readed BOOLEAN DEFAULT false NOT NULL,  
    message_id INTEGER NOT NULL,  
    user_id INTEGER NOT NULL,  
    CONSTRAINT has_message_id PRIMARY KEY (has_message_id)  
);
```

```
ALTER SEQUENCE collabms_has_message_id_seq  
    OWNED BY collabms_has_message.has_message_id;
```

```
CREATE SEQUENCE collabms_message_id_seq;
```

```
CREATE TABLE collabms_message (  
    message_id INTEGER NOT NULL  
        DEFAULT nextval('collabms_message_id_seq'),  
    text VARCHAR NOT NULL,  
    time TIMESTAMP NOT NULL,  
    expiration TIMESTAMP NOT NULL,  
    author INTEGER NOT NULL,  
    invitation INTEGER NOT NULL,  
    CONSTRAINT message_id PRIMARY KEY (message_id)  
);
```

```
ALTER SEQUENCE collabms_message_id_seq  
    OWNED BY collabms_message.message_id;
```

```
CREATE SEQUENCE collabms_invitation_id_seq;
```

```
CREATE TABLE collabms_invitation (  
    invitation_id INTEGER NOT NULL  
        DEFAULT nextval('collabms_invitation_id_seq'),  
    token VARCHAR NOT NULL,
```

```

        CONSTRAINT invitation_id PRIMARY KEY (invitation_id)
    );

ALTER SEQUENCE collabms_invitation_id_seq
    OWNED BY collabms_invitation.invitation_id;

CREATE SEQUENCE collabms_user_id_seq;

CREATE TABLE collabms_user (
    user_id INTEGER NOT NULL
        DEFAULT nextval('collabms_user_id_seq'),
    name VARCHAR NOT NULL,
    nick VARCHAR NOT NULL,
    status INTEGER DEFAULT 0 NOT NULL,
    last_login TIMESTAMP NOT NULL,
    public_key BYTEA NOT NULL,
    CONSTRAINT user_id PRIMARY KEY (user_id)
);

ALTER SEQUENCE collabms_user_id_seq
    OWNED BY collabms_user.user_id;

CREATE SEQUENCE collabms_user_has_room_shot_id_seq;

CREATE TABLE collabms_user_has_room_shot (
    user_has_room_shot_id INTEGER NOT NULL
        DEFAULT nextval('collabms_user_has_room_shot_id_seq'),
    user_id INTEGER NOT NULL,
    room_shot INTEGER NOT NULL,
    CONSTRAINT user_has_room_shot_id PRIMARY KEY (user_has_room_shot_id)
);

ALTER SEQUENCE collabms_user_has_room_shot_id_seq
    OWNED BY collabms_user_has_room_shot.user_has_room_shot_id;

CREATE SEQUENCE collabms_room_shot_id_seq;

```

```

CREATE TABLE collabms_room_shot (
    room_shot_id INTEGER NOT NULL
        DEFAULT nextval('collabms_room_shot_id_seq'),
    title VARCHAR NOT NULL,
    data BYTEA NOT NULL,
    server INTEGER NOT NULL,
    CONSTRAINT room_shot_id PRIMARY KEY (room_shot_id)
);

ALTER SEQUENCE ccollabms_room_shot_id_seq
    OWNED BY collabms_room_shot.room_shot_id;

CREATE SEQUENCE collabms_server_id_seq;

CREATE TABLE collabms_server (
    server_id INTEGER NOT NULL
OWNEDDEFAULT nextval('collabms_server_id_seq'),
    address VARCHAR NOT NULL,
    port INTEGER DEFAULT 30125 NOT NULL,
    weight REAL DEFAULT 1 NOT NULL,
    is_up BOOLEAN DEFAULT true NOT NULL,
    CONSTRAINT server_id PRIMARY KEY (server_id)
);

ALTER SEQUENCE collabms_server_id_seq
    OWNED BY collabms_server.server_id;

CREATE SEQUENCE collabms_identificator_id_seq;

CREATE TABLE collabms_identificator (
    identificator_id INTEGER NOT NULL
        DEFAULT nextval('collabms_identificator_id_seq'),
    value VARCHAR NOT NULL,
    type VARCHAR DEFAULT PHONENUMBER NOT NULL,
    user_id INTEGER NOT NULL,
    CONSTRAINT identificator_id PRIMARY KEY (identificator_id)
);

ALTER SEQUENCE collabms_identificator_id_seq
    OWNED BY collabms_identificator.identificator_id;

```

3 Commented Referential Integrity

Table collabms_has_message is weak referential type. If we delete user or message from database him messages should be deleted too.

```
ALTER TABLE collabms_has_message ADD CONSTRAINT user_id  
FOREIGN KEY (user_id) REFERENCES collabms_user (user_id)  
ON DELETE CASCADE ON UPDATE CASCADE;
```

```
ALTER TABLE collabms_has_message ADD CONSTRAINT message_id  
FOREIGN KEY (message_id) REFERENCES collabms_message (message_id)  
ON DELETE CASCADE ON UPDATE CASCADE;
```

Message should not be deleted after deleting user because it will be still useful for recipients.

```
ALTER TABLE collabms_message ADD CONSTRAINT author  
FOREIGN KEY (author) REFERENCES collabms_user (user_id)  
ON DELETE SET NULL UPDATE CASCADE;
```

Message should not be deleted after deleting invitation because it can be still useful for recipients (containing additional message).

```
ALTER TABLE collabms_message ADD CONSTRAINT invitation  
FOREIGN KEY (invitation) REFERENCES collabms_invitation (invitation_id)  
ON DELETE SET NULL UPDATE CASCADE;
```

Delete user's room shots after deleting room shot or user.

```
ALTER TABLE collabms_user_has_room_shot ADD CONSTRAINT user_id  
FOREIGN KEY (user_id) REFERENCES collabms_user (user_id)  
ON DELETE CASCADE ON UPDATE CASCADE;
```

```
ALTER TABLE collabms_user_has_room_shot ADD CONSTRAINT room_shot  
FOREIGN KEY (room_shot) REFERENCES collabms_room_shot (room_shot_id)  
ON DELETE CASCADE ON UPDATE CASCADE;
```

Room shot can be still useful after server deletion.

```
ALTER TABLE collabms_room_shot ADD CONSTRAINT server  
FOREIGN KEY (server) REFERENCES collabms_server (server_id)  
ON DELETE SET NULL ON UPDATE CASCADE;
```

Identificator should be removed after deletion of user because it identifies just him.

```
ALTER TABLE collabms_identificator ADD CONSTRAINT user_id  
FOREIGN KEY (user_id) REFERENCES collabms_user (user_id)  
ON DELETE CASCADE ON UPDATE CASCADE;
```