­­­Description of Mini-world by Jason Wherry

A Mini-world is defined to be some part of the real world about which data is stored in a Database (DB). I have created a Database design for an organization that I am a member of called the Engineering Ambassadors. The full name of the organization is the ‘Karol A. and Jo Ondick Engineering Ambassadors Program’ which exists under the umbrella of the Russ College of Engineering and Technology at Ohio University. This program is made up of students who are selected by their department (Computer Science, Mechanical Engineering, etc.) within the Russ College as well as other current Ambassadors. This Database will be used to track the details of the organization such as the information of each Ambassador (attributes), their respective committee (holds 3-4 Ambassadors), and other associations that the students have with the Russ College. Furthermore, the miniworld will contain **X** entities, **N** distinct attributes, and **Y** relationships where **X**, **N**, and **Y** are integers. An entity is an object that is distinguishable from other objects by a specific set of attributes. Two examples of entities in the DB is AMBASSADOR and COMMITTEE. A relationship is an association among entities. One relationship in the DB is each Ambassadors’ association with the Committees. The Database will have entity sets, which are sets of all entities of the same type. One large entity set is AMBASSADORs. The kinds of data stored in this miniworld are characters and integers, such as an Ambassador’s name and age. In order to visualize the Database, I used a popular conceptual model called an ER diagram (entity-relationship diagram). The ER diagram assists us to understand the logical structure of the Database graphically.