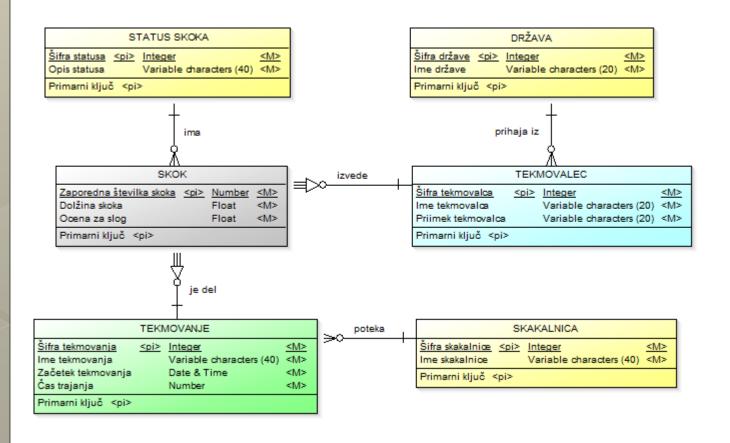
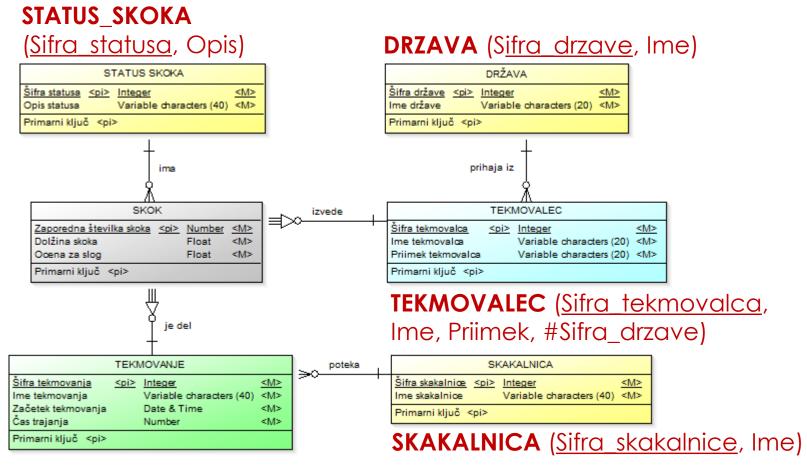
Smučarski skoki

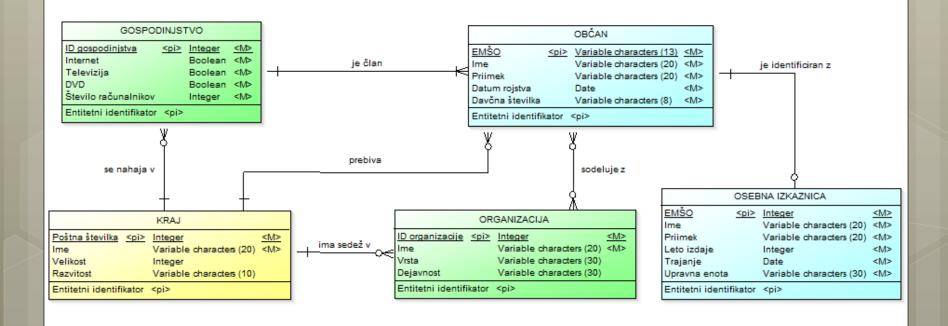




TEKMOVANJE (<u>Sifra tekmovanja</u>, Ime, Zacetek, Cas_trajanja, #Sifra_skakalnice)

SKOK (<u>Zap st</u>, Dolzina, Ocena, <u>#Sifra tekmovalca</u>, <u>#Sifra tekmovanja</u>, <u>#Sifra statusa</u>)

Gospodinjstvo



ie identificiran z

sin

Variable characters (20)

Variable characters (20)

Variable characters (30) <M>

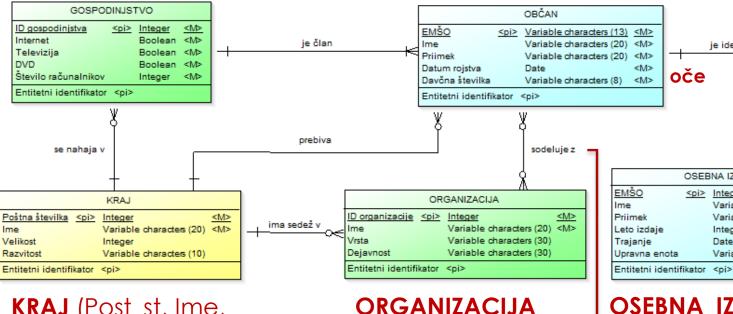
<M>

<M>

oče

GOSPODINJSTVO

(<u>ID gosp</u>, Internet, TV, DVD, St_rac, #Post_st) **OBCAN** (EMSO, Ime, Priimek, Datum_roj, Dav_st, #ID_gosp, #Post st)



KRAJ (Post st, Ime, Velikost, Razvitost)

(ID_org, Ime, Vrsta, Dejavnost, #Post st)

SODELUJE ←

(<u>#EMSO</u>, <u>#ID_org</u>)

OSEBNA IZKAZNICA

OSEBNA IZKAZNICA

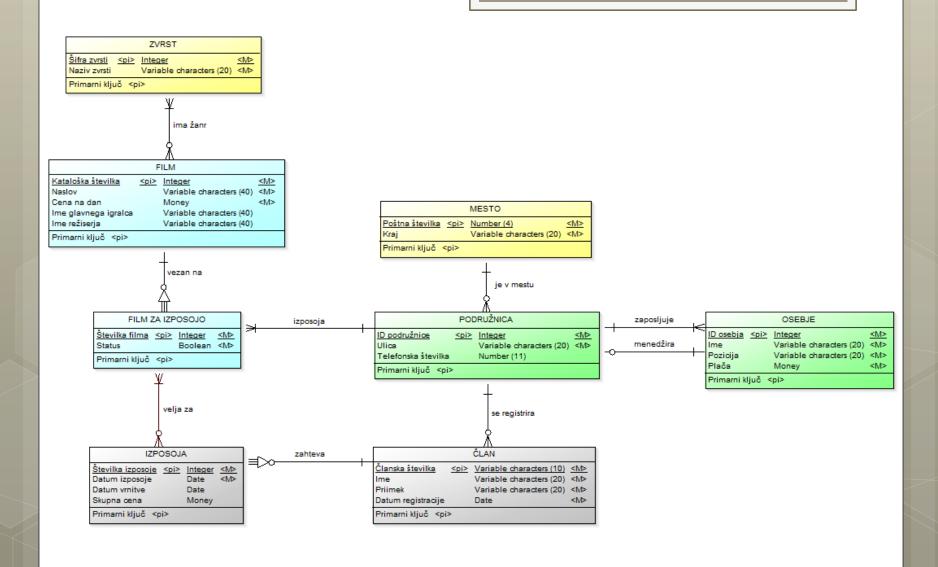
Integer

Date

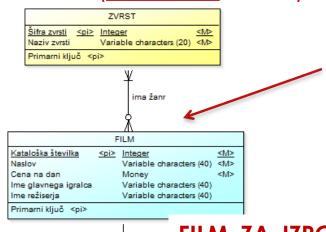
<pi> Integer

(#EMSO, Ime, Vrsta, Leto_izdaje, Trajanje, Upravna enota)

Videoteka







FILM (<u>Kat st</u>, Naslov, Cena_na_dan, Glavni_igralec, Reziser)

IMA_ZANR (#Kat_st, #Sifra_zvrsti)

MESTO (Post_st, Kraj)

MESTO			
Poštna številka	<pi><pi><</pi></pi>	Number (4)	<m></m>
Kraj		Variable characters (20)	<m></m>

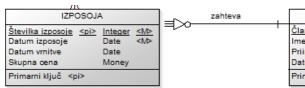
FILM_ZA_IZPOSOJO (St filma, Status, #Kat st, #ID_podruznice)

FILM ZA IZPOSOJO

Številka filma Spi> Integer Sholean Sholean

POSTAVKA_IZPOSOJE (#St_filma,

#Kat st, #St izposoje, #Clan st)



IZPOSOJA (<u>St_izposoje</u>, D_izposoje, D_vrnitve, Cena_skupaj, <u>#Clan_st</u>)
 Članska številka
 variable characters (10)

 Ime
 Variable characters (20)

 Priimek
 Variable characters (20)

 Datum registracije
 Date

 Primarni ključ <pi>

se registrira

ČLAN (<u>Clan st</u>, Ime, Priimek, Datum_reg, #ID_podruznice)

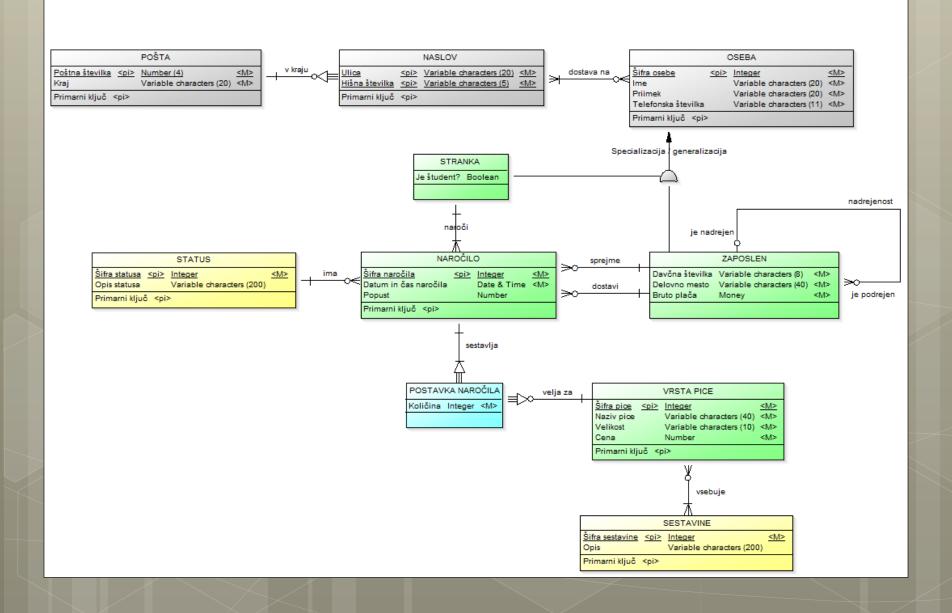
OSEBJE (<u>ID osebja</u>, Ime, Pozicija, Placa, #ID_podruznice)

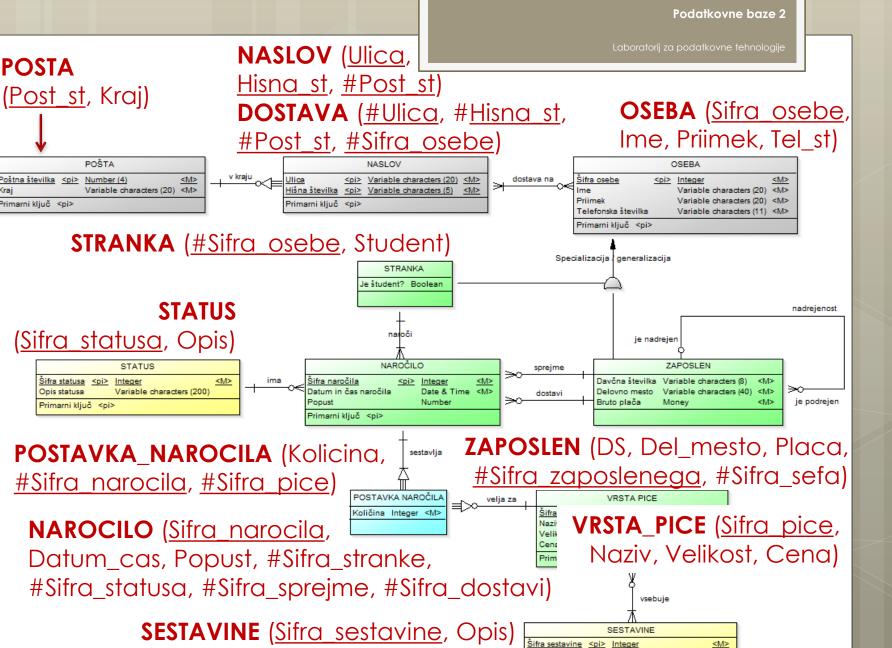


PODRUZNICA

(<u>ID_podruznice</u>, Ulica, Tel_st, #Post_st, #ID_manager)

Picerija





Variable characters (200)

Primarni ključ <pi>

SESTAVINE (Sifra sestavine, Opis) VSEBUJE (#Sifra pice, #Sifra sestavine)

POSTA

Primarni ključ <pi>

POŠTA

Integer

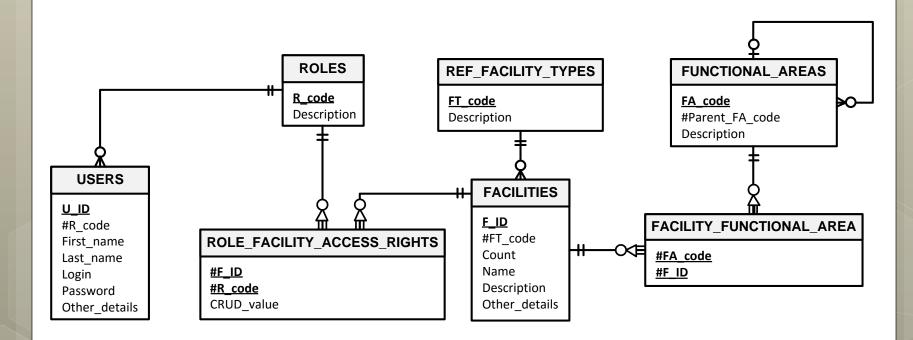
Poštna številka <pi> Number (4)

Opis statusa

Primarni ključ <pi>

Vzvratno inženirstvo

Reverse engineering - naloga preslikave logičnega modela v konceptualni model.



ROLES (<u>R_code</u>, Description) **REF_FACILITY_TYPES** (<u>FT_code</u>, Description)

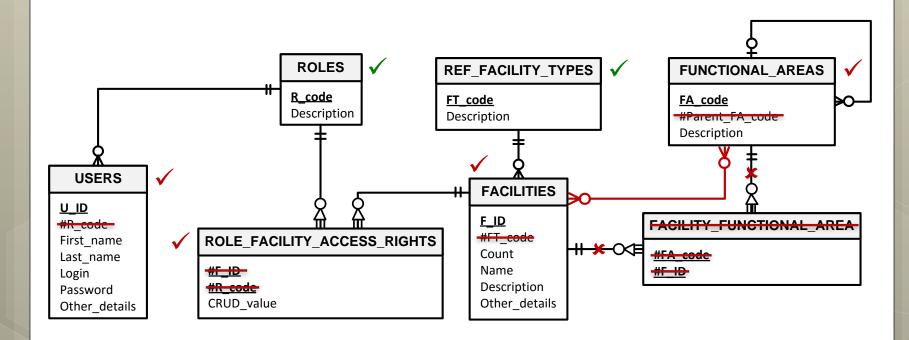
FUNCTIONAL_AREAS (FA code, #Parent_FA_code, Description)

USERS (<u>U ID</u>, #R_code, First_name, Last_name, Login, Password, Other_details)

FACILITIES (F_ID, #FT_code, Count, Name, Description, Other_details)

ROLE_FACILITY_ACCESS_RIGHTS (#F_ID, #R_code, CRUD_value)

FACILITY_FUNCTIONAL_AREA (#FA_code, #F_ID)



- √ ROLES (R code, Description)
- √ REF_FACILITY_TYPES (FT_code, Description)
- ✓ FUNCTIONAL_AREAS (FA code, #Parent_FA_code, Description)
- ✓ USERS (U ID, #R_code, First_name, Last_name, Login, Password, Other_details)
- ✓ FACILITIES (F_ID, #FT_code, Count, Name, Description, Other_details)
- ✓ ROLE_FACILITY_ACCESS_RIGHTS (#F_ID, #R_code, CRUD_value)
- **FACILITY_FUNCTIONAL_AREA** (#FA_code, #F_ID)