Q1   **1)**

MovieTitle, Director -> Producer

SPTitle, Author -> SPTitle, Author

SPTitle, Author, Scene# -> StoryLocation, FilmLocation

SPTitle, Author, Scene#, Take# -> Date, Time

ActorName -> Phone, Address, AgentName

SPTitle, Author, Scene#, ActorName -> appears-in

MovieTitle, Director -> MovieOf_SPTitle, MovieOf_Author

2)

MovieTitle,Director->Producer

SPTitle,Author,Scene#->StoryLocation

SPTitle,Author,Scene#->FilmLocation

SPTitle,Author,Scene#,Take#->Date

SPTitle,Author,Scene#,Take#->Time

ActorName->Phone

ActorName->Address

ActorName->AgentName

SPTitle,Author,Scene#,ActorName->appears-in

MovieTitle,Director->MovieOf_SPTitle

MovieTitle,Director->MovieOf_Author

3)

[MovieTitle,Director | Producer,MovieOf_SPTitle,MovieOf_Author]

[SPTitle,Author,Scene# | StoryLocation,FilmLocation]

[SPTitle,Author,Scene#,Take# | Date,Time]

[ActorName | Phone,Address,AgentName]

[SPTitle,Author,Scene#,ActorName | appears-in]

Q2

1)

code ->bookTitle, publisher, date

songID -> songTitle, composer

code, songID -> length, page

userID -> password, userName, emailAddress

code, userID -> pdfFileName, pageOffset

2)

code->bookTitle

code->publisher

code->date

songID->songTitle

songID->composer

code,songID->length

code,songID->page

userID->password

userID->userName

userID->emailAddress

code,userID->pdfFileName

code,userID->pageOffset

3)

[code | bookTitle,publisher,date]

[songID | songTitle,composer]

[code,songID | length,page]

[userID | password,userName,emailAddress]

[code,userID | pdfFileName,pageOffset]

Q3   **1)**

stdnum -> email, name, city, strnum, street, postcode, area_code, office_code, station_code

email -> stdnum, name, city, strnum, street, postcode, area_code, office_code, tation_code

postcode -> city

area_code, office_code -> city

course_section -> term

course_num -> department_name

period, room_num, term -> course_num, course_name, course_section

room_num -> building

stdnum, course_num, course_section -> enrolled

stdnum, course_num -> grade

2)

stdnum->email

stdnum->station_code

email->stdnum

email->name

email->strnum

email->street

email->postcode

email->area_code

email->office_code

email->tation_code
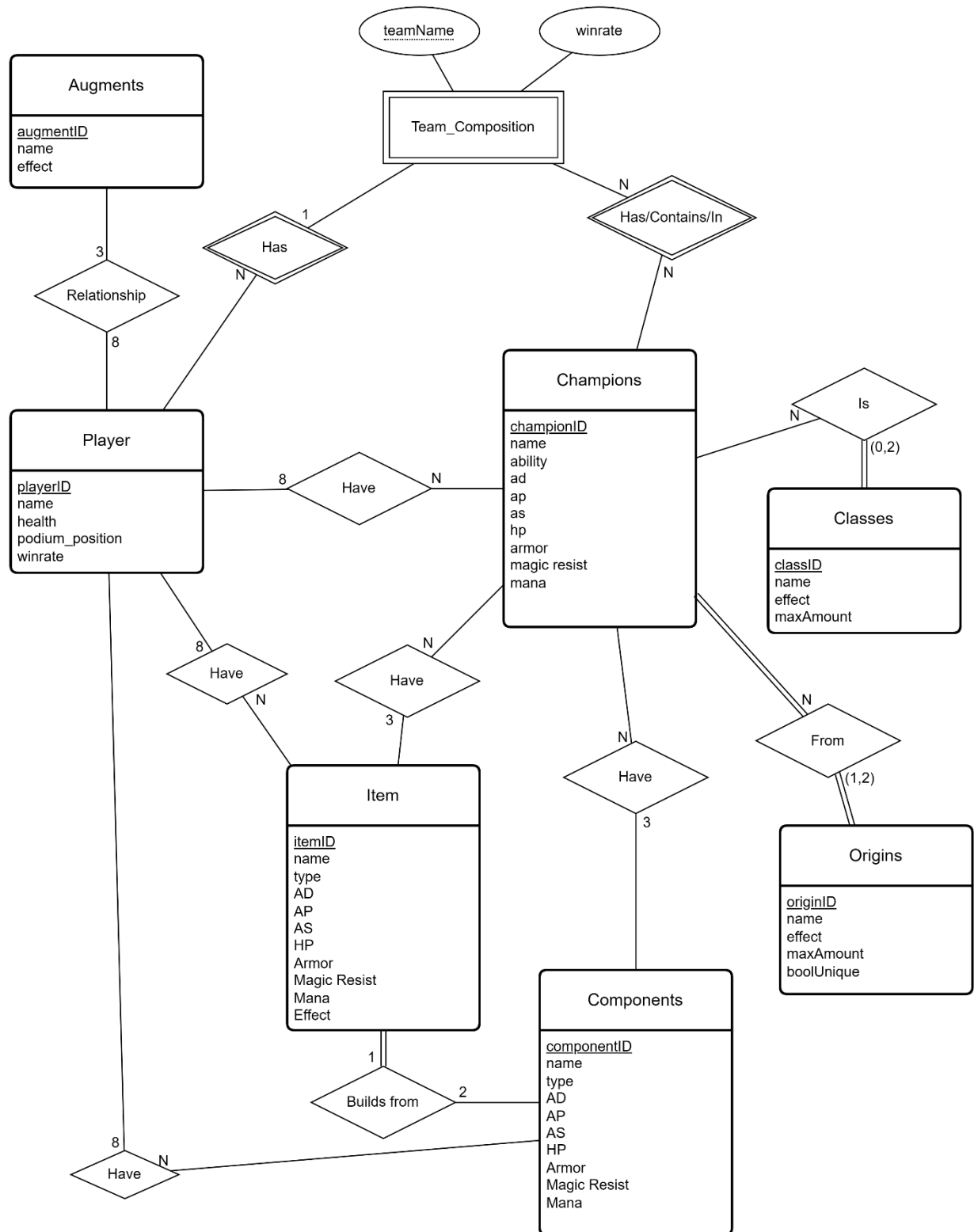
postcode->city

area_code,office_code->city

course_section->term

course_num->department_name

period,room_num,term->course_num

period,room_num,term->course_name

period,room_num,term->course_section

room_num->building

stdnum,course_num,course_section->enrolled

stdnum,course_num->grade

3)

[stdnum | email,station_code]

[email | stdnum,name,strnum,street,postcode,area_code,office_code,tation_code]

[postcode | city]

[area_code,office_code | city]

[course_num | department_name]

[period,room_num,term | course_num,course_name,course_section]

[room_num | building]

[stdnum,course_num,course_section | enrolled]

[stdnum,course_num | grade]

[course_section | term] //redundant

Q4) For context, this is for League of Legends: Teamfight Tactics.

attribute	comment
championID	Champion ID number
Champion_name	Champion name
Champion_ability	Champion has 1 ability to use when full
Champion_ad	Attack damage stat for the champion, determins physical damage
Champion_ap	Ability power stat for the champion, determines magic damage
Champion_as	Attack speed stat for the champion
Champion_hp	Health stat for the champion
Champion_armor	Armor stat for the champion, reduces physical damage
Champion_magic resist	Magic resist stat for the champion, reduces magic damage
Champion_mana	Mana stat for the champion, needs mana to cast spells.
playerID	Player account ID
Player_name	Name of the player, show to other players
Player_health	how much health the player has, players deal damage to other players when all of opponent's champions are dead. Champions do not directly damage players. When player health reaches 0, player loses the game
Player_podium_position	There are 8 players in a game, podium position is just what place you are in based on how much health you have. Highest HP player is 1st, dead players are last. Dead players are determined by how much negative health they have at time of death.
Player_winrate	Tracked stat how much a player places first.
itemID	Item ID number
Item_name	Name of item
Item_type	6 types of items: component, completed, radiant, artifact, cursed, special
Item_AD	Attack damage stat of the item
Item_AP	Ability power stat of the item
Item_AS	Attack speed stat of the item
Item_HP	Health stat of the item
Item_Armor	Armor stat of the item
Item_Magic Resist	Magic resist stat of the item
Item_mana	Mana stat of the item
Item_effect	The bonus effect of the item.
componentID	ID of an component for an item
Component_name	Name of item component
Component_type	2 types of components: normal and special
Component_AD	Attack damage stat of the item
Component_AP	Ability power stat of the item
Component_AS	Attack speed stat of the item

Component_HP	Health stat of the item
Component_Armor	Armor stat of the item
Component_Magic Resist	Magic resist stat of the item
Component_Mana	Mana stat of the item
classID	ID of the class for a champion
Class_name	Name of the champion class
Class_effect	Classes give effect to champions. For example, mage class champions get to cast their ability twice for each cast
Class_maxAmount	The maximum breakpoint for the effect bonus of a class. For example, having more than 7 mages will not give any bonuses
originID	ID of the origin for a champion
Origin_name	Name of the origin of a champion, they are like factions
Origin_effect	Origins give effects to champions, similar to classes
Origin_maxAmount	Same as Class_maxAmount
Origin_boolUnique	Certain champions have a unique origin, which only that one specific champion has. True if its unique, False otherwise
augmentID	ID of an augment a player can get
Augment_name	Name of the augment
Augment_effect	Effect of the augment. Augments are like powerups and strengthen the player or allow the player to buff up their champions.
teamName	We will store different player teamcomps with a name, generally based off of the 2 highest values of classes/origins. For example: Mage Vanguard (class class), Noxian Fighters(origin class)
Team_Composition winrate	Winrate of a team compoisition, regardless of which player plays it

2)

See table for most of the constraints and assumptions

Additionally:

A champion must have 1-2 origins

A champion must have 0-2 classes

A champion can have 0-3 items

Each player will have 1 team composition, the teams can be the exact same.

Each player will have 3 augments, multiple players can have the same augment

Champions are identified by their ID, there are cases of champions having the same name but different ID, this would be a case of a champion having two variations.

I don't want to do this anymore.

3)

Please free me.

championID -> Champion_name, Champion_ability, etc

classID -> Class_name, Class_effect, Class_max amount

originID -> Origin_name, Origin_effect, etc.

itemID -> Item_name, etc.

componentD -> Component_name, etc.

augmentID -> Augment_name, Augment_effect

playerID -> Player_name, Player_health, Player_podium_position, Player_winrate

playerID, teamName -> Team_Composition winrate

4) Don't do this.

championID->Champion_name

championID->Champion_ability

championID->Champion_etc

…

classID->Class_name

classID->Class_effect

classID->Class_max

classID->amount

originID->Origin_name

originID->Origin_effect

originID->Origin_etc

…

itemID->Item_name

itemID->Item_etc

...

componentD->Component_name

componentD->Component_etc.

...

augmentID->Augment_name

augmentID->Augment_effect

playerID->Player_name

playerID->Player_health

playerID->Player_podium_position

playerID->Player_winrate

playerID,teamName->Team_Composition

playerID,teamName->winrate

5) hahaha

[championID | Champion_name,Champion_ability,Champion_etc]

[classID | Class_name,Class_effect,Class_max,amount]

[originID | Origin_name,Origin_effect,Origin_etc.]

[itemID | Item_name,Item_etc.]

[componentD | Component_name,Component_etc.]

[augmentID | Augment_name,Augment_effect]

[playerID | Player_name,Player_health,Player_podium_position,Player_winrate]

[playerID,teamName | Team_Composition,winrate]