Name of Project: Online Video Game Store Team: Make Database Great Again (14)

Team members: Thanh Kha (70), Yutong He(89), Zetian Xiao (90), Linxiao Bai (40)

The Mapping From ER Diagram To Relations:

Customer(<u>id: int</u>, name: varchar(20), P.No: int, email: varchar(20), address: varchar(30), points: int, username: varchar(20), password: varchar(20), privilege.lvl: int) → Customer

Employee(<u>id: int</u>, name: varchar(20), salary: float, Dept.No: int, phone: int, SID: int) → Employee('Work_For' Department)

Department(<u>Dept.No: int</u>, name: varchar(20), phone: int) → Department(be 'Work_For' by Employee)

Company(id: int, name: varchar(20), country: varchar(20)) → Company

Transaction(<u>Tid: int</u>, CusID: int, ProID: int, rating: int, date: date) → Transaction('made' by Customer and 'involve' Product)

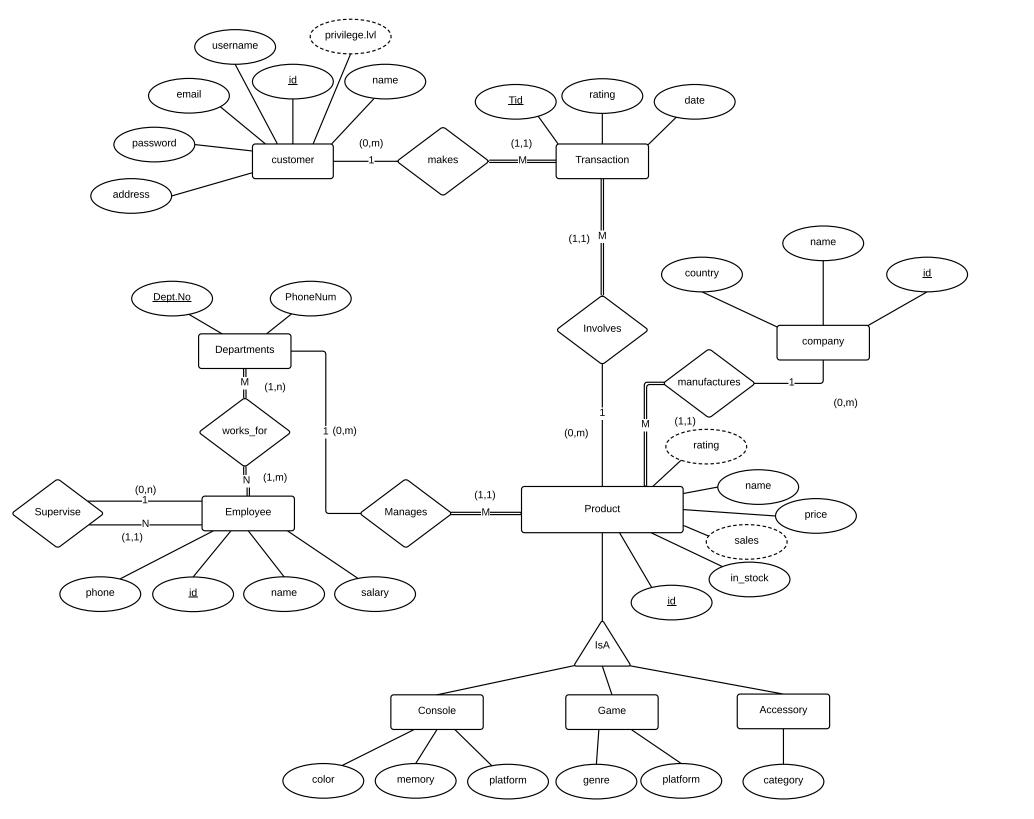
Product(<u>id: int,</u> name: varchasr(20), CompanyID: int, price: money, stock: int, sales: int, rating: float, EID:int) → Product('manufactured' by Company and 'Managed' by Department)

Game(<u>id: int</u>, name: varchar(20), platform: varchar(20), genre varchar(20)) → Game('is a' Product)

Console(<u>id: int</u>, name: varchar(20), platform: varchar(20), color: varchar(20), memory: varchar(10)) → Console('is a' Product)

Accessory(id: int, name: varchar(20), category: varchar(20)) → Accessory('is a' Product)

Our relation table has exceeded professor's expectation, so we think we can get some extra credits for it! ;-)



Customer

in in								
ID.	Name	P.No	Address	Username	Email	Password	Points	Privilege.lvl
INTEGER NOT NULLUnique id for each customer	VARCHAR(30)Customer's name	VARCHAR(II)Customer's phone number	VARCHAR(30) Customer's address	VARCHAR(20) NOT NULLID when logging into the store's website	VARCHAR(30) NOT NULLbasic information about the customer	VARCHAR(20) NOT NULLPassword associated with user ID for account.	INTEGER DEFAULT 0Total points recieved from purchases	INTEGER NOT NULLIndicates the level of the customerEach level is correspondi different discountPrivilege granted based cearned.
<u> </u>								- Carrious
Employee								
ID	Name	Salary	Phone	DepartmentID	SID			
INTEGER NOT NULLUnique id for each employee	VARCHAR(30) NOT NULL Employee's name	FLOAT DEFAULT 0How much the employee make	VARCHAR(11) NOT NULL Emplyee's phone number	INTEGER NOT NULLThe id of which department the employee works for	INTEGERID of the supervisor of the employee			
	ON UP	PDATE CASCADE—	ON DELETE SET NULL	1		J	ON DELETE, UPDATE O	CASCADE
Departments								
Dept.NO	Name	Phone						
INTEGER NOT NULL Unique id for each department	VARCHAR(30) NOT NULL Department's Name	VARCHAR(11) NOT NULLDepartment's phone number						
†	ON UPDATE CASCADE	ON DELETE SET NULL	<u></u>					
Company			Transaction	ON UPDATE CASCADE	ON DELETE SET DEFAULT-			
Company					1	1		
<u>ID</u>	Name	Country	<u>Tid</u>	Cusid	Prold	Rating	Date	·
INTEGER NOT NULLUnique id for each company	VARCHAR(30) NOT NULL Name of Company	VARCHAR(20)Country the company belongs to	INTEGER NOT NULLUnique for each transac	INTEGER DEFAULT "unknownID of the customer who buys	DEFAULT "unknown"	the rating customer mak	es to this DATE 1 star to DATEDay the transactio	n was made
Products <u>ID</u>	Name	Stock	ON DELETE SET DEFAULT Sales INTEGER	ON UPDATE CASCASE—————————————————————————————————	Rating FLOAT (1.1)	CompanyID	DID	
INTEGER NOT NULLUnique id for each product	VARCHAR(30) NOT NULL Name of the Product,	INTEGER DEFAULT 0The number of product in stock	DEFAULT 0The number of product sold, can be derived by the stock and the number of trasactions involving the product	FLOAT DEFAULT 0.0Price of the product	DEFAULT 0.0 -Derived from the average of the ratings made in transactions involving the product can be null	INTEGER NOT NULL DEFAULT 0unique id for company	NOT NULL DEFAULT 1 stock department ID of the department manag the product	les
111					—ON UPDATE CASCADE—	ON DE	LETE SET NULL	
CASCADE					—ON UPDATE CASCADE————————————————————————————————————	ON DE	LETE SET NULL	
CASECADE					—ON UPDATE CASCADE	ON DE	LETE SET NULL	
Game	Name	Platform	Genre	1	—ON UPDATE CASCADE	-ON DE	LETE SET NULL	
Game ID	Name	Platform	Genre	7	—ON UPDATE CASCADE—	—ON DE	LETE SET NULL	
Game	Name VARCHAR(30) NOT NULL Name of the game	Platform VARCHAR(20) -name of avialiable platform for the game	Genre VARCHAR(20) —Genre of the game		—ON UPDATE CASCADE—	ON DE	LETE SET NULL	
Game LD INTEGER NOT NULL	VARCHAR(30) NOT NULL	VARCHAR(20)name of avialiable platform for the game	VARCHAR(20)Genre of the game		—ON UPDATE CASCADE—	ON DE	LETE SET NULL	
Game ID INTEGER NOT NULLUnique id for each game	VARCHAR(30) NOT NULL Name of the game	VARCHAR(20)name of avialiable platform for the game	VARCHAR(20)Genre of the game	Memory	ON UPDATE CASCADE	ON DE	LETE SET NULL	
Game ID INTEGER NOT NULLUnique id for each game Console	VARCHAR(30) NOT NULL -Name of the game ON DELETE CASCA	VARCHAR(20) —name of avialiable platform for the game DE —————ON UPDATE CA	VARCHAR(20) —Genre of the game	Memory VARCHAR(ID) DEFAULT 'unknown'Advanced information of the console	ON UPDATE CASCADE	ON DE	LETE SET NULL	
CONSOLE INTEGER NOT NULL —Unique id for each game CONSOLE INTEGER NOT NULL —Unique id for each console	VARCHAR(30) NOT NULL -Name of the game ON DELETE CASCAL Name VARCHAR(30) NOT NULL -Name of the console	VARCHAR(20) —name of avialiable platform for the game ON UPDATE CA: Platform VARCHAR(20) —Type of console (Xbox, Ps4, etc)	VARCHAR(20) —Genre of the game SCADE Color VARCHAR(20) DEFAULT "unknown" —Color of the console	VARCHAR(10) DEFAULT "unknown"	ON UPDATE CASCADE	_ON DE	LETE SET NULL	
ASECADE Game ID INTEGER NOT NULLUnique id for each game Console INTEGER NOT NULLUnique id for each console	VARCHAR(30) NOT NULL -Name of the game ON DELETE CASCAL Name VARCHAR(30) NOT NULL -Name of the console	VARCHAR(20) —name of avialiable platform for the game ON UPDATE CA: Platform VARCHAR(20) —Type of console (Xbox, Ps4, etc)	VARCHAR(20)Genre of the game SCADE	VARCHAR(10) DEFAULT "unknown"	ON UPDATE CASCADE	_ON DE	LETE SET NULL	
Console ID INTEGER NOT NULL —Unique ld for each game	VARCHAR(30) NOT NULL -Name of the game ON DELETE CASCAL Name VARCHAR(30) NOT NULL -Name of the console	VARCHAR(20) —name of avialiable platform for the game ON UPDATE CA: Platform VARCHAR(20) —Type of console (Xbox, Ps4, etc)	VARCHAR(20) —Genre of the game SCADE Color VARCHAR(20) DEFAULT "unknown" —Color of the console	VARCHAR(10) DEFAULT "unknown"	ON UPDATE CASCADE	ON DE	LETE SET NULL	