Database Homework 1

∷ Tags

(1) The process of creating the "lego" database

· First Start up Postgresql

```
C:\Users\DELL>psql -U postgres
Password for user postgres:
psql (16.0)
Type "help" for help.
postgres=#
```

• create the database (change locale to English since we will be working with data in english, although maybe it doesn't matter)

```
postgres=# CREATE DATABASE legg
postgres=# LOCALE 'en_US.UTF-8'
postgres=# TEMPLATE template0;
CREATE DATABASE
                                                                                         List of databases
   Name | Owner | Encoding | Locale Provider | ICU Locale | ICU Rules | Access privileges
                                                                            Collate
                                                                                                                      Ctype
                                                            en_US.UTF-8
             | postgres | UTF8
   ostgres | postgres | UTF8
                                       | libc
                                                            | Chinese (Traditional)_Taiwan.950 | Chinese (Traditional)_Taiwan.950
   emplate0 | postgres | UTF8
                                       | libc
                                                              Chinese (Traditional)_Taiwan.950 | Chinese (Traditional)_Taiwan.950
                               | =c/postgres
                              template1 | postgres | UTF8
                                                              Chinese (Traditional)_Taiwan.950 | Chinese (Traditional)_Taiwan.950
                              | postgres=CTc/postgres
                                                            en_US.UTF-8
                                                                                                     en_US.UTF-8
 test
              postgres | UTF8
 (5 rows)
```

(2) The process of importing eight required .csv files into lego database

· create tables for each csv

```
lego=# \i create_tables.sql
CREATE TABLE
```

```
CREATE TABLE colors(
   id int,
   name VARCHAR(30),
   rgb VARCHAR(10),
   is_trans CHAR(1),
   PRIMARY KEY(id)
);
CREATE TABLE part_categories(
   id SERIAL,
    name VARCHAR(100),
   PRIMARY KEY(id)
);
CREATE TABLE themes(
   id SERIAL,
   name VARCHAR(100),
   parent_id int,
   PRIMARY KEY(id)
);
CREATE TABLE sets(
   set_num VARCHAR(30),
   name VARCHAR(100),
   year int,
   theme_id int,
   num_parts int,
   PRIMARY KEY(set_num)
   FOREIGN KEY(theme_id) REFERENCES themes
);
CREATE TABLE inventories(
   id int,
   version int,
   set_num VARCHAR(30),
   PRIMARY KEY(id),
   FOREIGN KEY(set_num) REFERENCES sets(set_num)
);
CREATE TABLE parts(
```

```
part_num VARCHAR(30),
    name VARCHAR(300),
    part_cat_id int,
    PRIMARY KEY(part_num),
    FOREIGN KEY(part_cat_id) REFERENCES part_categories(id)
);
CREATE TABLE inventory_parts(
    inventory_id int,
    part_num VARCHAR(30),
    color_id int,
    quantity int,
    is_spare CHAR(1),
    -- PRIMARY KEY(inventory_id, part_num, color_id),
    FOREIGN KEY(inventory_id) REFERENCES inventories(id),
    -- FOREIGN KEY(part_num) REFERENCES parts(part_num),
    FOREIGN KEY(color_id) REFERENCES colors(id)
);
CREATE TABLE inventory_sets(
    inventory_id int,
    set_num VARCHAR(30),
    quantity int,
    PRIMARY KEY(inventory_id, set_num),
    FOREIGN KEY(inventory_id) REFERENCES inventories(id),
    FOREIGN KEY(set_num) REFERENCES sets(set_num)
);
```

Chose datatypes for each attribute of each relation by going through the .csv file, making sure all data of the dataset can fit into these tables. For example, parts(name) is of type VARCHAR(300) because some of its entries exceed even 200 characters.

Next is to choose primary keys. For most tables it's quite simple to choose, however for *inventory_parts* there the only set of attributes that uniquely identifies all entries is choosing all attributes, so I chose to omit it initially.

For foreign keys I found that the schema diagram provided isn't completely aligned with the dataset, the diagram shows inventory_parts(part_num) references parts(part_num), however value 48002 exists only in *inventory_parts*, and is absent in *parts*.

COPY data from .csv files to tables

```
lego=# \i import.sql
COPY 135
COPY 11673
COPY 614
COPY 57
COPY 11681
COPY 25993
COPY 580251
COPY 2846
```

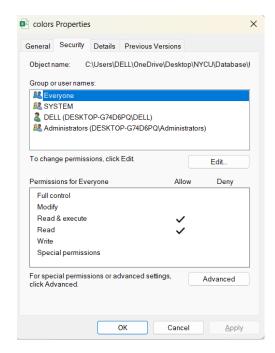
```
\encoding UTF-8

COPY colors(id, name, rgb, is_trans)
FROM 'C:\Users\DELL\OneDrive\Desktop\NYCU\Database\HW1\csvs\colors.csv'
DELIMITER ','
CSV HEADER;
```

Similar syntax is used for each .csv file, as shown in the example code above.

A issue I ran into is *permission denied*, solved it by going into the properties of each .csv file and enable its for everyone to read. as shown in the picture on the right.

Another Issue I encountered is encoding. It keeps showing that certain character sequences are in BIG5 encoding, even though they all seem to be in UTF-8 when inspected with Notepad. Solved it by adding the command \encoding UTF-8 in the beginning of import.sql.



(3) extract the name of the set and name of the theme of all the LEGO sets published in 2017

```
\encoding UTF-8
\O ./results/query_result_4a.txt

SELECT
    sets.name as set_name,
    themes.name as theme_name

FROM
    sets,
    themes
WHERE
    year = 2017 and theme_id = id;
```

set_name	theme_name
	+
Assembly Square	Modular Buildings
Carousel	Creator
Creative Builder Box	Classic
Creative Box	Classic
Blue Creative Box	Classic
Red Creative Box	Classic
Green Creative Box	Classic
Orange Creative Box	Classic
Demolition Site	Juniors

Vulture Droid foil pack	Star Wars Episode 3
A-Wing	Star Wars Rebels
Wishing Well	Friends
(296 rows)	

partial query output for 4a

full query output: <u>Database-HW1/results/query_result_4a.txt at master · Kent-mak/Database-HW1 (github.com)</u>

(4) extract the total number of LEGO sets in each year from 1950 to 2017, in descending order of total number of LEGO sets

```
\encoding UTF-8
\o ./results/query_result_4b.txt
```

```
SELECT
    year,
    count(year) as num_of_sets
FROM
    sets
WHERE
    year >= 1950 and year <= 2017
GROUP BY year
ORDER BY num_of_sets DESC;</pre>
```

1959	4			
1953	4			
1960	3			
(66 rows)				

partial query output for 4b

full query output: <u>Database-HW1/results/query_result_4b.txt at master · Kent-mak/Database-HW1 (github.com)</u>

(5) extract the name of the most popular theme, defined by the number of sets in the themes.

SQL statement

```
\encoding UTF-8
\o ./results/query_result_4c.txt
WITH sets_themes(theme_id, theme_count) AS
    (
        SELECT
            theme_id,
            count(theme_id) AS count
        FROM
        GROUP BY theme_id
    )
SELECT
FROM
    themes
WHERE
    id = (
        SELECT theme_id
        FROM sets_themes
        WHERE theme_count = (SELECT max(theme_count) FROM sets_themes)
    );
```

```
name
-----
Gear
(1 row)
```

query output for 4c

(6) extract the average number of parts in a set for each theme, with the name of the theme and the average number of parts per set. In ascending order of average number of parts in a set

```
\encoding UTF-8
\o ./results/query_result_4d.txt
WITH avg_num_parts_of_theme(id, avg_num_parts) AS
    (
        SELECT
            theme_id,
            avg(num_parts) as avg_num_parts
        FROM
            sets
        GROUP BY
           theme_id
    )
SELECT
    avg_num_parts
FROM
    themes,
    avg_num_parts_of_theme
    themes.id = avg_num_parts_of_theme.id
ORDER BY avg_num_parts ASC;
```

name	avg_num_parts
Wooden Box Set	-1.00000000000000000000
Mindstorms	0.0000000000000000000000000000000000000
Train	0.0000000000000000000000000000000000000
Samsonite	0.0000000000000000000000000000000000000
Key Chain	0.181818181818181818

partial query output for 4d

full query output: <u>Database-HW1/results/query_result_4d.txt at master · Kent-mak/Database-HW1 (github.com)</u>

(7) find out the name of the colors that are most used in the unique LEGO parts, and list the top 10.

```
\encoding UTF-8
\o ./results/query_result_4e.txt
WITH unique_parts(part_num, color_id) AS
        SELECT DISTINCT
            part_num,
            color_id
        FROM
            inventory_parts
    )
SELECT
    name
FROM
        SELECT
            count(color_id) as count
        FROM
            colors,
            unique_parts
        WHERE
            id = color_id
        GROUP BY name
        ORDER BY count DESC
LIMIT 10;
```

```
white
Black
Yellow
Red
[No Color]
Blue
Light Bluish Gray
Dark Bluish Gray
Light Gray
Tan
(10 rows)
```

query output for 4e

(8) find out the name of the colors that are most used in the LEGO parts, for each theme, and list the top 1 for each theme (please provide the name of the theme, too).

```
\encoding UTF-8
\o ./results/query_result_4f.txt
WITH color_in_theme(theme_name, color_name, quantity) AS
        SELECT
            themes.name as theme_name,
            colors.name as color_name,
            sum(quantity) as quantity
        FROM
            inventory_parts,
            inventories,
            sets,
            themes,
            colors
        WHERE
            inventory_id = inventories.id
            and inventories.set_num = sets.set_num
            and theme_id = themes.id
            and colors.id = color_id
        GROUP BY
            theme_name,
            color_name
        ORDER BY theme_name ASC
    theme_max_quantity(theme_name, max_quantity) AS
    (
```

```
SELECT
            theme_name,
            max(quantity) as max_quantity
            color_in_theme
        GROUP BY
            theme_name
    )
SELECT
    theme_name,
    max(color_name) as color_name
FROM
    (
        SELECT
            color_in_theme.theme_name as theme_name,
            color_name
        FROM
            color_in_theme,
            theme_max_quantity
        WHERE
            quantity = max_quantity
            and color_in_theme.theme_name = theme_max_quantity.theme_name
GROUP BY theme_name;
```

theme_name	color_name
	-+
12V	Black
4 Juniors	White
4.5V	Black
9V	Black
Advent	Red

X-Men	Black
X-Pod	Black
Xalax	Black
Znap	Black
(379 rows)	

partial query output for 4f

full query output: <u>Database-HW1/results/query_result_4f.txt at master · Kent-mak/Database-HW1 (github.com)</u>