Lotto Database ReadMe

Below are the entities and entity descriptions for the Lottery data model.

Games:

Games have the following attributes; GameId (primary key, identity), GameName, Rules, GameDescription, and Cost.

States have the following attributes; StateId (primary key, identity), StateName

Games and States are related with the associative table, StateToGame. StateToGame has a unique identifier, Id (primary key, identity), as well as a column for StateId and GameId, which reference the appropriate columns from the Games and States entities.

Games have odds associated to them, which users can read as string values. The Odds entity has the following attributes; GameOddsId (primary key, identity), GameID (foreign key of Games), Match, Prize, and Odds (all strings describing the amount of numbers matched, the prize, and the odds).

All Games have drawings which occur on various dates. The Drawing entity stores date information, jackpot value, and game name with the following attirbutes; DrawingId (primary key, id), DrawingDate, Jackpot, and GameId (foreign key of Games).

All Drawings consist of various numbers. The Number entity represents a single number in a drawing, associated with the drawing by referencing the specific DrawingId. It has the following attributes; NumberId (primary key, identity), Number, NumberTypeId (foreign key of NumberType, described below), and DrawingId (foreign key of Drawing).

Lastly, the NumberType table is a lookup table for the type of number in the Number table. For example a normal ball (single number in a drawing) would have the type “normal” under NumberTypeId of 1. The attributed are as follows; NumberTypeId (primary key, identity) and NumberType (the string describing the number type).

The SQL code included in this repo has all the information needed to generate this database and all its relationships.