# Used Car Dealership Database

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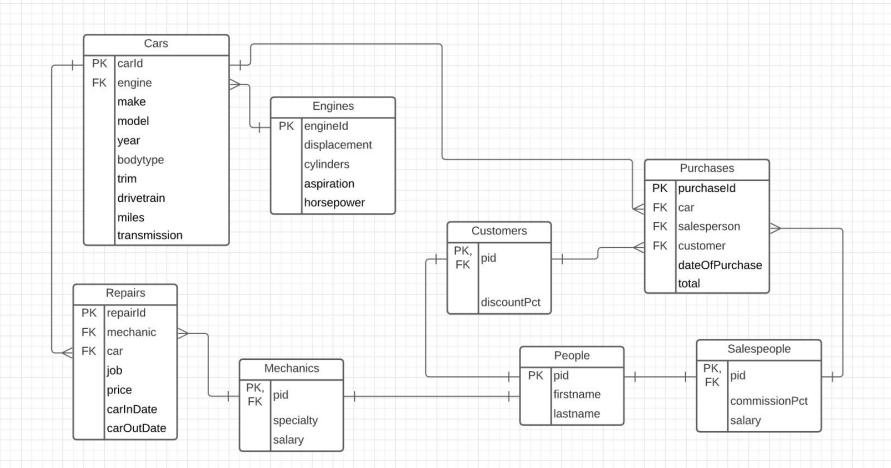
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#### **Executive Summary**

The goal of this design project is to create a database that accurately represents and functions as a database for a used car dealership. The database will allow the owner of the dealership to view, update, or delete cars, purchases, employees, customers and other information that pertains to the company. The database will be normalized to ensure future expandability and reliable long-term use.

# **Entity Relationship Diagram**



## **Tables**

#### **Engines**

The engines table holds information about engines which will then be referenced by individual cars in the cars table.

Dependencies:

engineId -> liters, cylinders, aspiration, horsepower

```
create table Engines (
    engineId integer not null,
    liters float(2) not null,
    cylinders integer not null,
    aspiration text not null,
    horsepower integer not null,
    primary key (engineId)
);
```

engineid [PK] integer	liters real	cylinders integer	aspiration text	horsepower integer
1	3.2	6	NA	260
2	6.2	8	SC	707
3	2	4	Turbo	306
		[PK] integer real 3.2 2 6.2	[PK] integer         real         integer           1         3.2         6           2         6.2         8	[PK] integer         real         integer         text           1         3.2         6         NA           2         6.2         8         SC

#### Cars

The cars table holds information about cars in the dealership. It has a primary key carld and a foreign key engine which references engineId.

Dependencies: <u>carld</u>-> engine, make, model, year, color, bodytype, trim, drivetrain, miles, transmission

```
create table Cars (
               integer not null,
    carId
    engine
               integer not null references Engines (engineId),
                       not null,
    make
    model
               text
                       not null,
               integer not null,
    year
    color
               text
                       not null,
    bodytype
               text
                       not null,
    trim
               text
                       not null,
    drivetrain text
                       not null,
               integer not null,
    transmission text not null,
 primary key (carId)
```

4	carid [PK] integer	engine intege		make text	model text	year integer	color text	bodytype text	trim text	drivetrain text	miles integer	transmission text
1	1		1	Acura	TL	2003	silver	sedan	Type-S	FWD	106000	Automatic
2	2		2	Dodge	Challenger	2015	black	coupe	Hellcat	RWD	5000	Manual
3	3		2	Dodge	Charger	2015	red	sedan	Hellcat	RWD	11000	Automatic
4	4		3	Honda	Civic	2020	white	hatchback	Type-R	FWD	9000	Manual

#### People

The people table simply holds the primary key pid and the names of the people in the database. Pid here has a one-to-one relationship with pid in Salespeople, Customers, and Mechanics

Dependencies: firstname, lastname

```
pid ->
```

4	pid [PK] integer	firstname text	lastname text
1	1	Matthew	Medina
2	2	Alan	Labouseur
3	3	Maggie	Hurst
4	4	Robert	Beringer
5	5	Enzo	Ferarri
6	6	Charles	Monette

#### Salespeople

The salespeople table has a primary key of pid which references pid in People. It includes extra information for people who are salespeople such as commission percentage and salary

Dependencies: commissionPct, salary

<u>pid</u> ->

```
create table Salespeople (
   pid          integer not null references People(pid),
   commissionPct    integer not null,
   salary          integer not null,
   primary key (pid)
);
```

4	pid [PK] integer	commissionpct integer	salary integer
1	1	10	60000
2	6	12	50000

#### **Customers**

The customers table takes pid from People as a foreign key and uses it as a primary key. The only column currently exclusive to customers is discountPct.

Dependencies: discountPct

<u>pid</u> ->

```
create table Customers (
    pid     integer not null references People(pid),
    discountPct integer not null,
    primary key (pid)
);
```

4	pid [PK] integer	discountpct integer	•
1	2		50
2	3		5

#### **Mechanics**

The mechanics table uses foreign key pid from the People table as it's primary key. The mechanics table shows us which people are mechanics as well as their specialties and salaries.

Dependencies: specialty, salary

```
<u>pid</u> ->
```

```
create table Mechanics (
   pid          integer not null references People(pid),
   specialty text not null,
   salary    integer not null,
   primary key (pid)
);
```

4	<b>pid</b> [PK] integer	(del	specialty text	ø.	salary integer	of a
1		4	General		70	000
2		5	Engines		100	000

#### **Purchases**

The purchases table has an artificial primary key of purchaseld as well as foreign keys of car, salesperson, and customer. Additional information given is the date of the purchase and the total.

Dependencies:

purchaseld

-> car, salesperson, customer, dateOfPurchase, total

4	purchaseid [PK] integer	•	car integer	salesperson integer	customer integer	<b>S</b>	dateofpurchase date	total integer
1		1	2	1		3	2017-09-23	53999
2		2	4	6		2	2020-11-02	32999

#### Repairs

The repairs table is a log of repairs done on cars in the dealership. The artificial primary key is repairld. Mechanic and car are foreign keys and the rest is information about the repair.

Dependencies: <u>repairId</u> -> mechanic, car, job, price, carInDate, carOutDate

```
create table Repairs (
    repairId
                integer not null,
                integer not null references Mechanics(pid),
    mechanic
                integer not null references Cars(carId),
    car
    job
                text not null,
                integer not null,
    price
                date not null,
    carInDate
    carOutDate
                date not null,
  primary key (repairId)
```

4	repairid [PK] integer	mechanic integer	car integer	job text	price integer	carindate date	caroutdate date
1	1	4	1	brakes	200	2019-02-13	2019-02-13
2	2	5	3	oil change	50	2020-04-14	2020-04-15

### **Views**

#### **Available Cars**

This view allows available cars to be quickly selected by showing all cars which do not appear in the purchases table.

4	carid integer		engine integer		make text	model text	2	year integer	color text	bodytype text		rim ext	drivetrain text	miles integer	transmission text	•
1		1		1	Acura	TL		2003	silver	sedan	Т	ype-S	FWD	106000	Automatic	
2		3		2	Dodge	Charger		2015	red	sedan	Н	ellcat	RWD	11000	Automatic	

#### **Employees**

The view for employees allows you to easily query for people who are either mechanics or salespeople and therefore work for the dealership.

4	pid integer	firstname text	text
1	1	Matthew	Medina
2	4	Robert	Beringer
3	5	Enzo	Ferarri
4	6	Charles	Monette

#### **Stored Procedure**

getCommission

This stored procedure getCommission calculates the amount of commission a salesperson earned in a purchase. The function parameters are an integer which will be the purchaseld and a refcursor. The function uses the given purchaseld to find the total and the commissionPct from the salespeople table to return the commission earned.

```
create or replace function getCommission(int, refcursor) returns refcursor as
$$
declare
    purchase
                            := $1;
    resultset refcursor := $2;
begin
    open resultset for
        select p.total * (.01 * s.commissionPct) as commissionEarned
        from Purchases p, Salespeople s
        where p.salesperson = s.pid and purchaseId = purchase;
    return resultset;
end;
$$
language plpgsql;
select * from getCommission(1, 'results');
fetch all from results;
```

# Roles

#### Manager

The manager role is generally for higher ups who work for the dealership and need to interact with the database on a basic level. Managers can add cars, engines, purchases, and repairs to the database as well as update and delete them.

```
grant insert, select, update, delete
on cars, engines, purchases, repairs
to manager;
```

#### **Public**

The publicview role was made for the general public. This would be integrated with the dealership's website and allow people to view the cars, engines, and details on the page.

```
create role publicview;
grant select
on cars, engines
to publicview;
```

#### **Implementation**

Creating and working with this database was a challenge. The final result is a database that is normalized, fully functional, and ready for expansion if it's needed. There isn't currently much data in the database yet, but the tables will fill over time as the dealership does business.

#### What can be done better?

One section that could be done better in the database is the engines table. The solution right now has one engine in multiple cars which is meant to reflect how two cars can have the same model of engine. The main issue with this is even if two cars have the same engine, one could theoretically have performance mods that increase the horsepower, which would force us to create a new engine entry in the database. Other future improvements could see are adding more data to the people table for real world functionality and adding more tables like engines for more car parts.