

Entities, Relationships and Django models

Web Application Development 2

Entity-Relationship Model

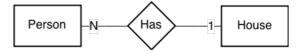
- Provides an abstract representation of the data and how they are related to each other
 - Developed by Peter Chen in 1976
- Lend themselves to being implemented in a database
- Three main components:
 - Entities
 - Relationships
 - Attributes

Notations

- Lots of different notations
 - Chen
 - Bachman
 - Barker
 - Martin
 - etc
- Each propose different ways to draw the ER model
 - We will be using a Compressed Chen Notation

Example ER Diagram

Many people live in one house



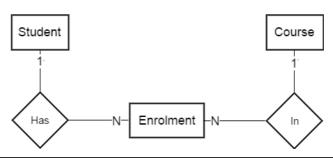
- Rectangles represent Entities
- Diamonds represent Relationships
- 1,N or M, represents the cardinality of the relationship
 - N and M mean Many
 - Different notations use crows feet, etc.

Many to Many

- Many courses are taken by many students
 - Can be represented like this:

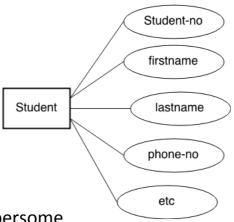


- Or like this:



Chen vs Compressed Chen

• Chen Notation shows attributes as circles/ellipses



• This gets pretty cumbersome

Chen vs Compressed Chen

 So in compressed Chen, we only put entities and relationships in the diagram and then separately list the attributes

Field	Туре
Student No	Char (8)
Firstname	Char (128)
SecondName	Char (128)
Phone-no	Char (15), formatted
etc	

 This way we can neatly represent the attributes and their types

Converting to Django Models

- In Django, every model is automatically assigned an id
- To create relationships between models, you refer to the model not the id
- e.g., given the House model then:
 class Person(models.Model):
 house = models.ForeignKey(House)
 denotes that many people live in one house

Example from Rango

```
class Category(models.Model):
    name = models.CharField(max_length=128, unique=True)
    views = models.IntegerField(default=0)
    likes = models.IntegerField(default=0)
    slug = models.SlugField(blank=True, unique=True)

class Page(models.Model):
    category = models.ForeignKey(Category)
    title = models.CharField(max_length=128)
    url = models.URLField()
    views = models.IntegerField(default=0)
```

Example one-to-one model



- A Place can optionally be a restaurant
- · We start with the Place model

```
from django.db import models

class Place(models.Model):
   name = models.CharField(max_length=50)
   address = models.CharField(max_length=80)

def __str__(self):
    return "%s the place" % self.name
```

Example one-to-one model (cont)

The Restaurant model

 In Django, primary keys are normally autoassigned integers, but here the primary key of a restaurant is its Place

https://docs.djangoproject.com/en/2.2/topics/db/examples/one_to_one/

Example many-to-one model



 A newspaper reporter may write many articles, but each article is written by just one reporter

```
from django.db import models

class Reporter(models.Model):
    first_name = models.CharField(max_length=30)
    last_name = models.CharField(max_length=30)
    email = models.EmailField()

def __str__(self):
    return "%s %s" % (self.first_name, self.last_name)
```

Example many-to-one model (cont)

 Model metadata is optional "anything that's not a field", e.g. ordering options and human-readable singular / plural names

https://docs.djangoproject.com/en/2.2/topics/db/examples/many_to_one/

Example many-to-many model



 An article can be published in several places, and a publication may have several articles

```
from django.db import models

class Publication(models.Model):
    title = models.CharField(max_length=30)

def __str__(self):
    return self.title

class Meta:
    ordering = ('title',)
```

Example many-to-many model (cont)

```
class Article(models.Model):
   headline = models.CharField(max_length=100)
   publications = models.ManyToManyField(Publication)

def __ str __(self):
    return self.headline

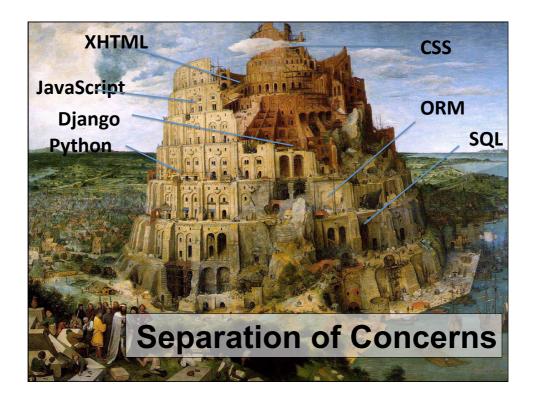
class Meta:
   ordering = ('headline',)
```

https://docs.djangoproject.com/en/2.2/topics/db/examples/many_to_many/



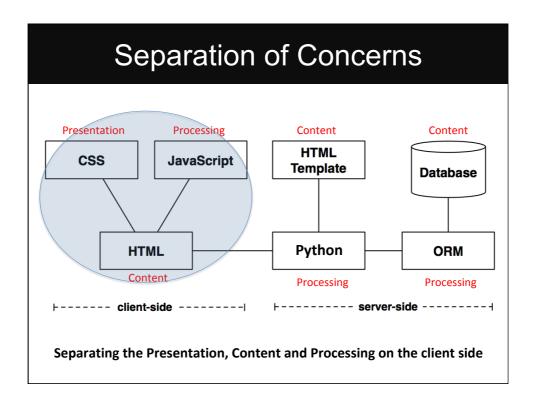
Cascading Style Sheets

Web Application Development 2



Web Development Technologies

- Whilst developing web applications, the minimum useful set of technologies for a sufficiently complex application is five:
 - Server-side Language (PHP, Ruby, Python, Java, etc)
 - Data Language (SQL)
 - Client-side Language (JavaScript)
 - Content Markup Language (XHTML)
 - Style Markup Language (CSS)
- This turns out to be a headache when developing, especially when the languages mix together in one web page / file
- Maintenance becomes particulary difficult and codebase is especially fragile to change



Style on the Web

- **Decisions of Style:** most aspects about any element of a web page can be controlled:
 - position, colour, size, font etc
- This can be achieved in any number of ways:
 - by using Cascading Style Sheets in combination with XHTML
 - by describing the page in XML and then using XSL to generate formatted XHTML
 - by using Cascading Style Sheets in combination with XML

Cascading Style Sheets

- Stylesheets describe the rendering of html elements
 - they specify stylistic aspects of individual elements or all elements of a particular kind
 - CSS consists of a set of **formatting rules**, which are specified in the following way:

```
selector {
    property1: value1;
    property2: value2;
    ...
}

h3 {
    color: yellow;
    size: 18px;
    ...
}
```

 selector indicates the element (or set of), property refers to the stylistic aspect, and value is the specific configuration.

Find and Apply Pattern

```
p {
                                       Apply to all 
   font-size: 12pt;
                                       elements
   font-face: "Verdana"; }
h1, h2, h3 {
                                       Apply to all <h1>, <h2>,
                                       <h3> elements
   color: red;
   font-size: 18px; }
*{ text-align: left; }
                                       Apply to all elements
                                       Apply to all elements
   padding: 45px 25px 0px 25px;
                                       with id="menu"
   border: none;
   height: 80px; }
```

Value and Units

- Units affect the colours, distances, and sizes of a whole host of properties of an element's style
- Numbers
 - can be integers or real numbers
- Percentages
 - real number followed by %
 - generally relative to some other number
 - e.g. font-size: 90% of the default or inherited value
- Colour
 - Name a colour (e.g. 'red'), functional rgb(255,0,0), or hexadecimal RGB codes (#FF0000). Property called color

Value and Units

- Length Units
 - inches (in), centimeters (cm), millimeters (mm), points (pt: 72pt = 1 inch), and picas (pc : 1pc = 12pt)
- Relative Length Units
 - em is relative to the given font-size value
 - e.g., font-size is 14pt, 1em = 14pt
 - ex is relative to the size of a lowercase x for the given font family
 - px is related to the size of a pixel on the device
 - px is generally the recommended unit to use



Inline CSS Specification

- **Inline**: style information is added directly to one particular element using its **style** attribute
- CSS syntax is used with the style attribute in an HTML tag

<h3 style="color: yellow; font-size: 18px">

- This only affects this element, and others of the same type are not affected.
- Useful to override existing style, but breaks the separation of content and presentation

Embedded CSS Specification

- **Embedded**: Style rules can be specified in the <head> section of the document
- These rules will be applied to the entire document

```
<html>
    <head>
        <style>
            h3 { color: yellow; font-size: 18px; }
            </style>
        </head>
        <body>
            ... <h3> This text will appear yellow, 18px </h3> ...
        </body>
    </html>
```

External CSS Specification

• External: In a separate document which can be shared by several pages. The file extension is ".css"

- This is generally the best method in terms of:
 - Separation of concerns
 - Maintenance
 - Performance