**Project Report for CMPSC 431W**

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[GitHub](https://github.com/johnmgrant/Database-Project)

[Asana](https://app.asana.com/0/47181635725430/list)

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# 1. Introduction

We will be creating a web application, named maetS, which is used to buy and sell content related to games. There will be two types of users: users (or more formally, consumers) and suppliers. These users will be able to buy, sell, and bid on games, merchandise, expansion packs, and user created content, meaning that the items that will populate our database will represent physical or digital items in the real world. Sellers will be able to set the price of the content they are selling as either as an auction or at a fixed priced. One possible outcome of user related content will be the fact that developers will be able to set the price of their product, resulting in a likely outcome of items being posted for free.

The web application will consist of a front end for users to interact with by registering for accounts as a user or a supplier. This implementation will sit on top of a backend that does the processing of queries to either add or request data from the database. There will be a backend consisting of the PHP server and our MySQL database. As stated, it is important that we develop functional schema to represent different sets of data, as shown in our Entity-Relationship diagram in Figure 21. Altogether, our final product, maetS will be a fully functional web application.

Our group hopes to fully demonstrate the implementation of core concepts of database design and implementation with maetS. You can see the tasks set out to each of our group members in our Asana page, as well as being able to see the fully functional final product on our Git-Hub (linked within the report). The report will continue to describe the function implementation by going in depth about our schema and the code implemented to represent the schema in MySQL. Following that will be our Entity-Relationship diagram and a few closing sections expressing our System Framework, a Reflection stating our experience as a group on this project as we implemented everything as previously described, and a Conclusion describing and summarizing what he had learned throughout the project.

# 2. Function Definitions

## 2.1. Sale Items:

The sale items will be the items that companies or users put up for sale. They will have the option to be either put up for a direct sale or for auction. Items that are being sold directly may be grouped if they are the same, and displayed from a single page. The page will act as an abstraction and define the group of the items, and when purchasing an item from that page it will sell the cheapest available copy.

## 2.2. Categories

The web application will have categories, which will help to organize the wide variety of items that we have to offer. Some examples of categories include:

* Video Games > Strategy > Single Player
* Merchandise > Clothing > Women's > T-shirts
* Merchandise > Collectables > Figurines
* Video Games > User Created Content> Mods > Paid > Skyrim > Weapons > Swords

## 2.3. Registered Users

Users who wish to use this web application will be required to register an account. This account will give them the ability to buy a sell items. Account information will include things such as email address, name, phone number, and credit cards. The users will be able to manage this information and make changes to it if necessary.

## 2.4. Suppliers

Suppliers will need to create an account in order to sell or auction their items. They will be able to view and manage the items they are selling.

## 2.5. Rating

Users will be able to rate each other based on previous sales.

## 2.6. Browsing

Users will be able to browse the content that sellers have put up for sale or auction. Browsing will be done based on the categories that were explained above.

## 2.7. Searching

Users will be able to search for content based on key words and categories.

## 2.8. Sale

Users will be able to buy content that is put up for sale.

## 2.9. Biding

Users will be able to bid on auctions.

## 2.10. Order and Sale Report

Weekly reports will be generated which describe the sales based on the category of the items.

## 2.11. Delivery

The delivery of items will be dependent on the type of content. Digital content will be delivered via email, whereas other content will be shipped from the seller to the buyer.

## 2.12. Shop

Users will be able to view a "shop" that lists all of the items that a seller has up for sale.

## 2.13. Wish list

Users will be able to save items that they want to buy later on their wish list. They will be able to set a ranking on each of the content, describing how much they want it.

# 3. Entity-Relation Diagram

Pictured here is the entity "User" and the relationship "User\_Transaction." The "User" entity represents any individual person who is registered with the site. This entity has all of the required attributes: username, which is a primary key and therefore is underlined, password, email address, name, date of birth, gender, income. The "User\_Transaction" relationship is between two users and one item. Transactions store both the transaction ID and the date of the transaction, which is used for the sales reports. The transaction ID, which is a primary key and therefore is underlined, will be a randomly generated number. As the transaction is between two users and one item, we have three bold arrows coming in to the transaction relationship to conform to the total participation and key constraints.

User

Email

DOB

Gender

Password

Username

Name

**Figure 1 – User and User Transaction**

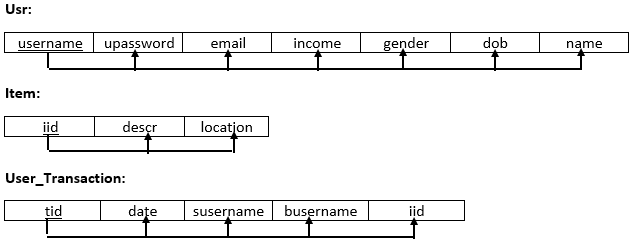
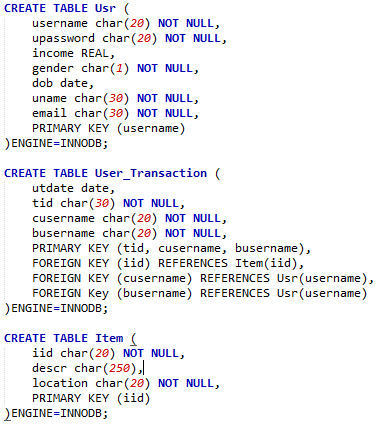
tid

User\_Transaction

Date

Item

Income

 Depicted below are the SQL statements used to represent “Usr” (User), “User\_Transaction”, and “Item” as well as the third normal form diagrams to represent the tables. The necessary conditions are met for the “User\_Transaction” relationship to hold the two users for every one item condition for the transaction by having two foreign keys of separate users and a foreign key for the item ID.

**Figure 2 – User\_Transaction SQL & Schema**

Pictured here are the "Item," "Sale\_Item," "Auction\_Item." The "Item" entity represents a general item that exists in the store. Items have an item id (iid), a description, and a location, which is where the item ships from. The "Sale\_Item" and "Auction\_Item" entities have an ISA relationship with "Item" and therefore inherit an item's description and location and can be used in any relationship that involves an "Item" entity. We have auction items separate from sale items because they require additional information that is not relevant to typical sale items and vice-versa. Sale items have a price attribute whereas auction items have a bid attribute. Auction items also have a bidder and an optional minimum price.

iid

Description

Item

Bid

Location

ISA

ISA

**Figure 3 - Item**

**– Item**

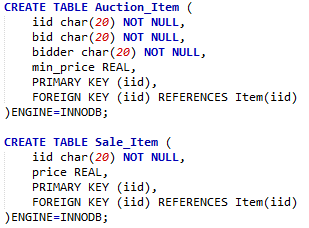
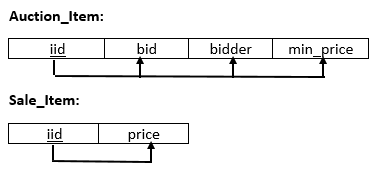
Min\_Price

Bidder

Price

Sale\_Item

Auction\_Item

 Below are the SQL statements for “Auction\_Item” and “Sale\_Item” depicted in the ER Diagram above. It is necessary that “Auction\_Item” and “Sale\_Item” have primary key of “Item” because an item in our web application can either be sold at a fixed price or be auctioned. The third normal form diagrams also represent the entities depicted on Figure 3 as well.

**Figure 4 – Item SQL & Schema**

**– Item**

Shown here are the "Category" entity and the "Categorized" and “Connected\_To” relationships. The entity has a name and id (cid) attribute. The attribute “cid” is the primary key. The relationship “Connected\_To” enables for a hierarchy of categories where one “parent” has many “children.” The “Categorized” relationship ties an item to a category, which will be used when browsing, or searching.

cid

name

Category

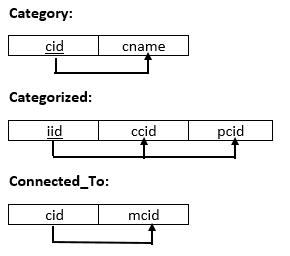
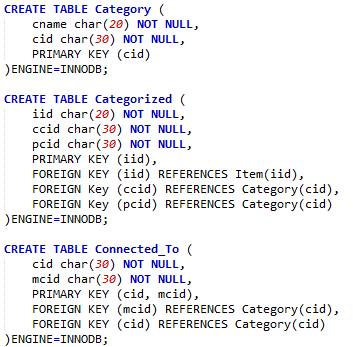
**Figure 5 – Category**

Item

Connected\_To

Categorized

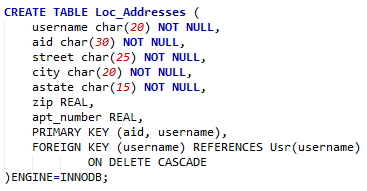
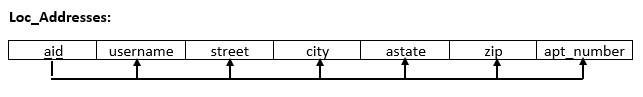
Shown here are the SQL statements to create the tables for “Category”, “Categorized”, and “Connected\_To” depicted in the ER Diagram for Figure 5. The conditions for “Categorized” are met by keeping the one-to-many participation constraint intact with foreign keys from “Item” and two from separate “Category” entities. Also, the third normal form diagrams representing the entities and relationships are depicted below.



**Figure 6 – Category SQL & Schema**

Shown here is the weak entity "Address" and the relationship "Located." An address has the attributes id (aid), street, city, apartment number, stat, and zip. An address has a total participation and key constraint with the “Located” relationship. The “Located” relationship also has total participation with users. An address is a weak entity and is therefore bolded and as such the “Located” relationship is bolded as well.

aid

“Loc\_Addresses”, which represents the “Located” relationship in Figure 7, is shown in the SQL statement. Because addresses is a weak entitiy, we have the foreign key from “Usr” to take on the condition ON DELETE CASCADE. The third normal form diagram is also blelow to represent the entitiy.

**Figure 7 – Address**

Apt\_Num

State

Zip

City

Street

User

Address

Located

**Figure 8 – Address SQL & Schema**

The “Phone” entity has an id (phid), which is the partial key and as such has a dotted underline. It also has a number attribute. The “Contacted\_At” relationship has total participation from the user and phone entities, as well as having a key constraint with the phone entity. Because the phone entity is a weak entity, it is bolded as well as the “Located” relationship.

**Figure 9 – Phone**

number

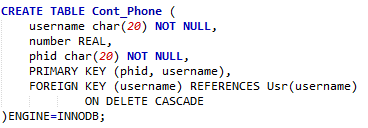
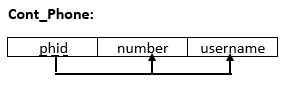
phid

Phone

Contacted\_At

User

“Cont\_Phone”, representing the “Contacted\_At” relationship for “User” and “Phone” in the ER diagram in Figure 9, is show in the SQL statement below. The weak relationship is held with the foreign key from “Usr” having the ON DELETE CASCADE condition to represent the weak relationship. The third normal form diagram for “Cont\_Phone” is also depicted below.



**Figure 10 – Phone SQL & Schema**

Shown here is the weak entity "Credit\_Card" and the relationship "Cashable." A credit card has a card number, which is a partial key as a credit card is a weak entity, card type, and expiration attributes. The “Cashable” relationship has total participation from the user and credit card and also has a key constraint on the credit card.

**Figure 11 – Credit Card**

type

number

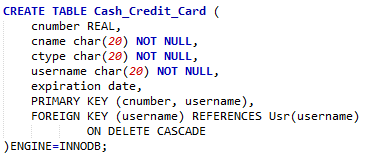
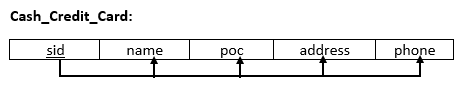
Expiration

Credit\_Card

Cashable

User

The “Cashable” relationship for a “User” and “Credit\_Card”, represented in the ER Diagram in Figure 11, is shown below in the SQL statement creating the “Cash\_Credit\_Card” table. The weak relationship is held with the foreign key from “User” having the ON DELETE CASCADE effect with it. The third normal form diagram representing the “Cash\_Credit\_Card” is depicted below as well.

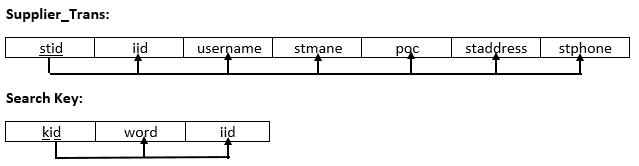
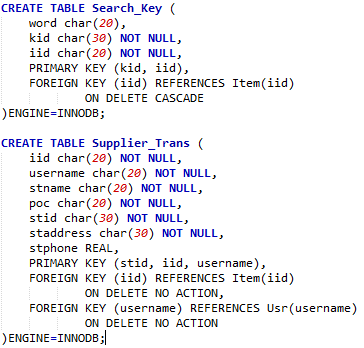


**Figure 12 – Credit Card SQL & Schema**

Shown here is the "Supplier" entity, "Keyword" weak entity, and the "Supplier\_Trans" and "Searched\_By" relationships. The supplier has an id (sid), which is the primary key, company name, address, person of contact, and phone number attributes. The “Supplier\_Trans” relationship has total participation and key constraints on the supplier, user, and item entities. The keyword entity has an id (kid), which is the partial key, and word attributes. The “Searched\_By” relationship has no participation or key constraints because an item can have multiple keywords and keywords can be applied to multiple items.

Address

POC

“Search\_Key” and “Supplier\_Trans”, depicted in the third normal form diagrams and SQL statements that create their tables below, represent the Supplier and Supplier Transaction in Figure 13 above. The weak relationship between “Item” and “Keyword” are held (with ON DELETE CASCADE with the foreign key referencing “Item”) as well as the participation constraints required by “Supplier\_Trans” which the foreign keys referenced in “Usr”, “Item”, and “Supplier.” 

**Figure 13 – Supplier and Supplier Transaction**

Keyword

Searched\_By

Item

User

Supplier

Supplier\_Trans

kid

word

sid

Phone

Name

Item

**Figure 14 – Keyword & Supplier SQL & Schema**

Shown here is the weak entity "Shop" and the relationships "Run\_By" and "Stocked\_By." Shops have an id (shid), which is the partial key, and name attributes. The “Run\_By” relationship has total participation and key constraints on both the user and shop. The “Stocked\_By” relationship has total participation and key constraint on items, but no constraints on the shop because many items can be in one shop, but an item can’t be in multiple shops.

**Figure 15 – Shop**

User

Runs\_Shop

Shop

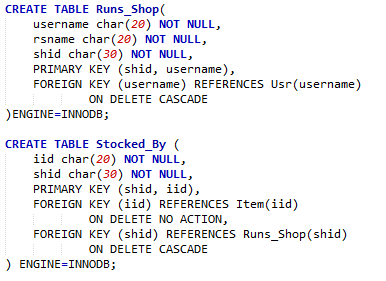
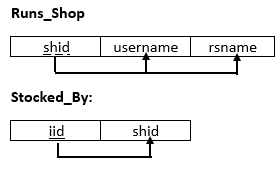
Item

Stocked\_By

shid

Name

“Runs\_Shop” and “Stocked\_By” described in the SQL statements below represent our Shop function. The weak relationship by “Runs\_Shop” is held with the foreign key referencing “Usr” with the condition of ON DELETE CASCADE. The “Stocked\_By” table also has the condition when referencing “Runs\_Shop” to have the effect of ON DELETE CASCADE. These have our conditions for the two relationships hold true. There are also the third normal form diagrams representing these tables as well.



**Figure 16 – Shop SQL & Schema**

Shown here is the weak entity "Wish\_List" and the relationships "Wishes\_For" and "Filled\_With." Wish lists have an id (wid), which is the partial key, attribute. The “Wishes\_For” relationship has total participation and key constraints on both the user and shop. The “Filled\_With” relationship has no constraints on the items or shop because many items can be in one wish list, and the same item can be in multiple wish lists.

wid

**Figure 17 – Wish List**

Ranking

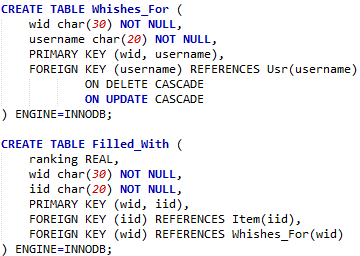
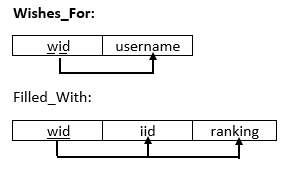
Filled\_With

Item

User

Wishes\_For

Wish\_List

 “Wishes\_For” and “Filled\_With” tables in the SQL statements described below represent our Wish List function we wished to implement. The weak relationship represented in “Wishes\_For” is held true when referencing the foreign key in “Usr” by having the effect of ON DELETE CASCADE as well as ON UPDATE CASCADE (incase the user is updated). The third normal form diagrams are depicted below representing these tables.

**Figure 18 – Wish List SQL & Schema**

The figure below shows the “User\_Stocked” and the “Supplier\_Stocked” relationships. The “User\_Stocked” relationship has total participation and key constraint on the item, but has no constraint on the user because one user can stock many items, but an item belongs to only one user. The “Suplier\_Stocked” relationship has total participation and key constraint on the item, but has no constraint on the supplier because one supplier can stock many items, but an item belongs to only one supplier.

**Figure 19 – Stocked**

Supplier

Supplier\_Stocked

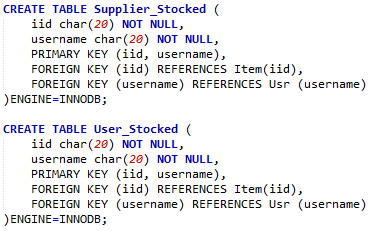
Item

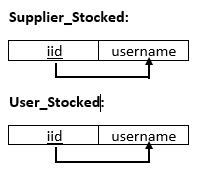
User

User\_Stocked

Item

# “Supplier\_Stocked” and “User\_Stocker” representing our item stocking functions and are described in both the SQL statements below as well as the third normal form diagrams. The participation constraints are held in both tables with foreign keys representing their respective item.





**Figure 20 – Stocked SQL & Schema**

# 

**Figure 21 – Full ER Diagram**

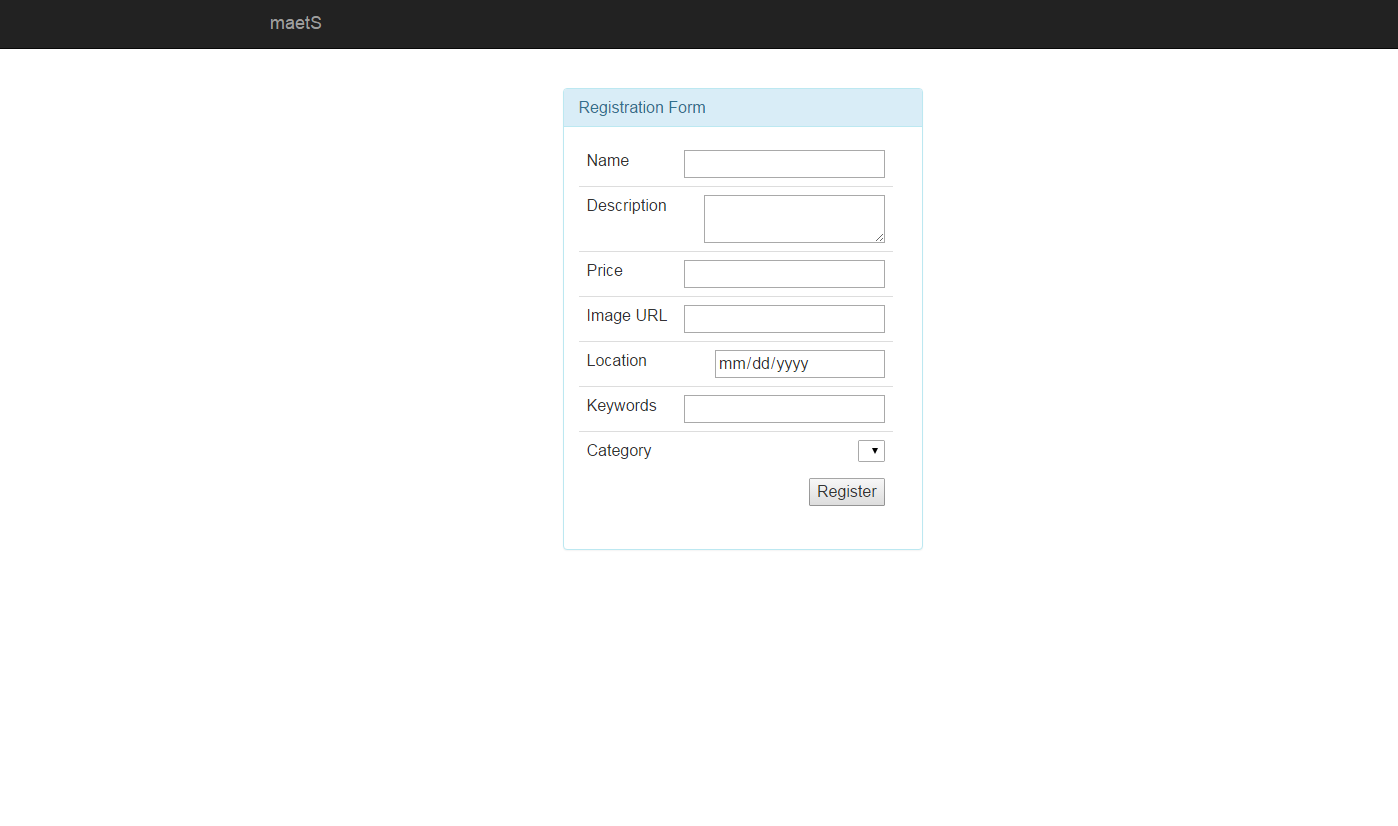
# 4. Technology Survey

Our final finished project for maetS will consist of various interfaces for both the frontend and backend of the web application. The languages we are leaning towards for the front end include the use of Javascript (JQuery, RequireJS, AngularJS, or Google Web Kit), HTML5, CSS (with Bootstrap). On the backend for maetS, we will being using some software called PHPMyAdmin to hold our Databases codes using MySQL. Another language we intend to use involves Java and Java resources. These resources include JSP (next Java in HTML) and to have Java interact with the database using JDBC.

# 5. System Framework

**Figure 22 – System Framework Model**

Overall, our project consists of four sections that, in combination, create a finished working product.  The first section pertains to the presentation tier, which uses a combination of HTML and CSS to display the information for different functions on a formatted web page.  We reused an already developed CSS stylesheet to neatly format our web pages and basic HTML code used to display different information.  Our web application uses Bootstrap to format a clean layout as you have seen in our demonstration. The second section interacts closely with the first section and uses JavaScript.  The JavaScript portion of our project is used to provide functionality for our web pages in terms of opening new windows, validating fields, providing actions when clicking certain buttons or links, and using bindings.  Together, these two sections create our presentation tier. This can be exemplified in below Figure 23 which shows an image of our user registration on our website. We use JavaScript to validate the data fields in the image and to take the submissions when the button to register is clicked.

The last two sections primarily focus on database communication and interaction.  Our PHP server formats queries to send to the database and retrieves the responses back from the database in a JSON format.  This third section links our frontend with our back end and would be considered part of the middle tier of our application.  As is clearly demonstrated below in Figure 24, you can see how the PHP server listens for input from the front to send to our database and listen for what data is returned in a JSON format. Lastly, the fourth section is our basic MySQL database, which stores all of our information for users, items, sales, and other relevant information for mateS.

**Figure 23 – Website Registration Screenshot**

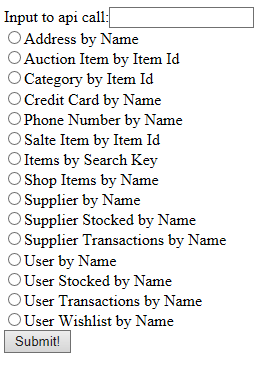
# 

**Figure 24 – PHP Code Screenshot**

# 6. Reflection

mateS was a great project to work on overall and develop our skills together as a working team and implementing our understanding of databases and web applications used to interact with said databases. Our original intention was to have our application to be part of a video game in which a store could interact with various video game player. The store would allow users to trade in game related content with each other by selling and auctioning the items or purchasing and bidding on the items; however, we changed our final product to become e-business web application, like eBay, that sold video game related items (either physical or virtual) to users.

We set many tasks to evenly distribute our work via our Asana group and set easily obtainable goals in each phase of our project so that there was room for improvement or change if necessary. One modification that we had made was the decision to change our database query language. Initially, we wanted to use a Java server to communicate with the backend, but, as we later found out, we figured it would be easier to use a PHP server to communicate with our MySQL database due to various members knowledge in implementing a PHP server. In its entirety, we did not modify most of our tasks because the overall structure of our project was formatted so that tasks that were developed for each phase would require, if any, minimal changes as we progressed

The proposed mateS project was to implement a website that allowed for users to buy or sell video game related products with each other.  All thirteen of our previously described functions were developed and implemented successfully throughout our final working product.  Phases of our project included setting up a project proposal, implementing a working database with functional schema and relations for our project and a functional frontend to communicate with the back end, and, finally, creating a completed web application to communicate with our database.  The second phase of our project really showed us the way in which we wanted to implement the front end to represent and interact with our backend. As you can see in Figure 25, this simple HTML page used basic inputs to send queries via our PHP server. This laid the foundation to maetS and hardcoding of our final product in phase three. Phase two is also where decided that a PHP server would word better for our web application

**Figure 25 – Phase 2 Implementation**

because versus a JDBC as a few of our group members had backgrounds in implementing said server.

Ultimately, each phase of the project was met with little difficulty as we appropriately planned out everything that is needed of each group member. Few of our goals were ever really changed as we assigned group members to specific tasked on the prior experience in coding web applications and effective understanding of database design. The only task that was not completed was our original intention of developing in game based store that interacts with video game users.

# 7. Conclusion

Our goal for maetS is to have one concise platform to sell games as well as game related content. The ability for users to auction or sell directly will enable them to distribute their items (either as digital content or a physical item) as they see fit. With our website and database design, we were able to achieve the goal in mind for maetS. Our simply idea to build an web application that sells video game related items to the public from phase one was accomplished with proper planning. As we further implemented the schema that would be coded into our MySql database in phase two, we saw how the front end could work and act using the various tools and languages to communicate and use the information from a database. Finally, as we programmed a working web application to represent and handle the information within said database and communicate with said database, our goal to achieve maetS was met in phase three. Overall, our group began to see how, in real world applications, databases are developed and maintained for efficiency and optimization in mind.

This report demonstrates our achievements and discoveries to deliver this platform. We used thorough planning on the functions of this web application, as previously described in our function definitions. Our entity-relationship diagrams showing with our schema programmed into our database demonstrates how we thought out our design process especially when adding and implementing the wish-list and shop functions. As you can see from our system framework, each level of our application (the presentation tier consisting of HTML & CSS as well as JavaScript, and the backend using a PHP server, and MySQL) work perfectly in sync to express our knowledge of the importance of the paramount characteristics that are in taken in mind when implementing our database. As you saw in our presentation of our finalized product, maetS was a great success not only in demonstration of our knowledge in the course, but also in seeing, on a small scale, the utilization of databases in the world of business, primarily e-businesses.