

# Data And Applications

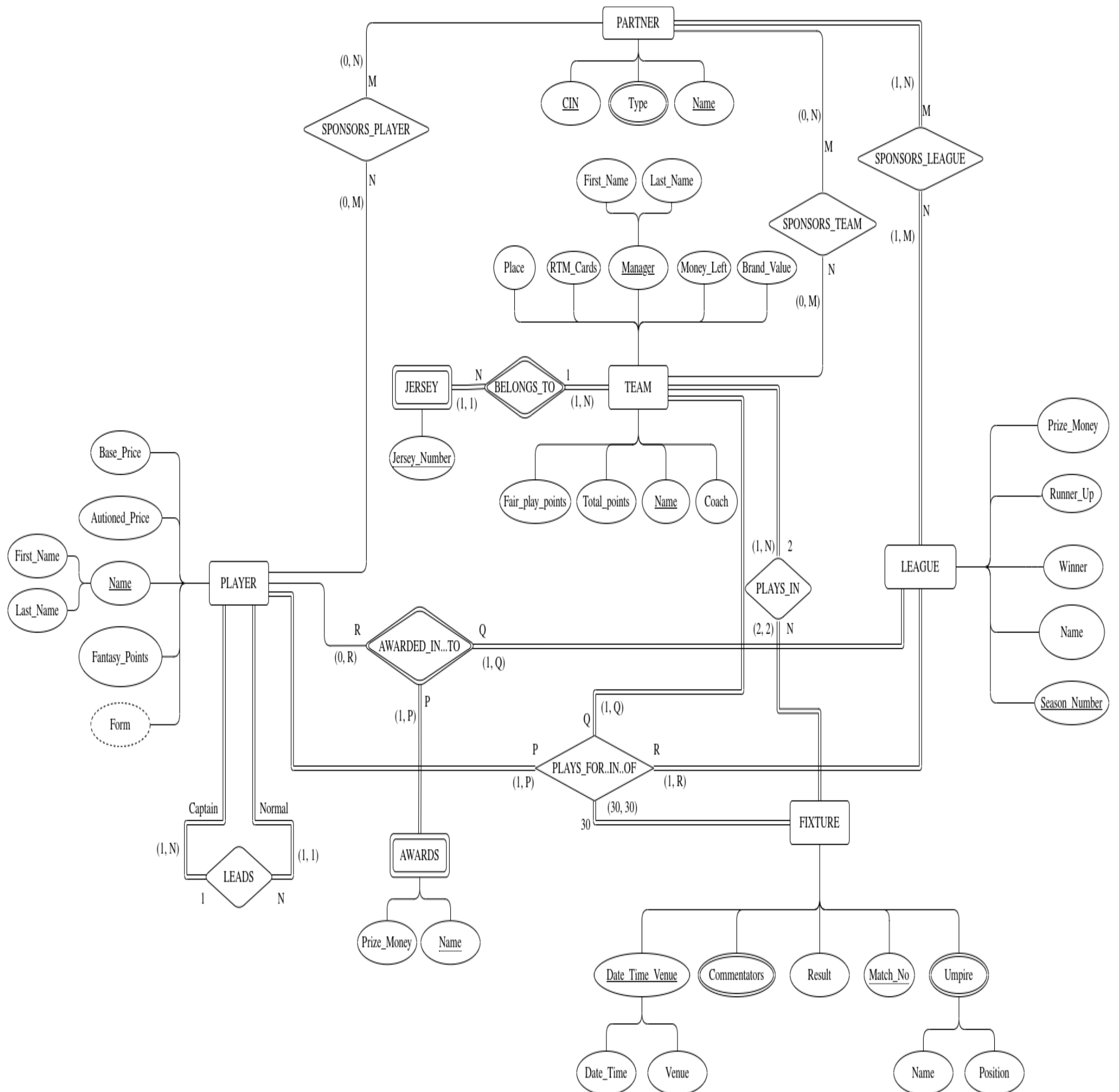
## Project Phase 2

### *IPL FANTASY LEAGUE*

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## How to read the ER diagram:

- “PARTNER” (Entity Type) “SPONSORS\_LEAGUE” (Relation) “LEAGUE” (Entity Type) with cardinality ratio M:N
- “PARTNER” (Entity Type) “SPONSORS\_TEAM” (Relation) “TEAM” (Entity Type) with cardinality ratio M:N
- “PARTNER” (Entity Type) “SPONSORS\_PLAYER” (Relation) “PLAYER” (Entity Type) with cardinality ratio M:N
- “TEAM” (Entity Type) “PLAYS\_IN” (Relation) “FIXTURE” (Entity Type) with cardinality ratio 2:N
- “JERSEY” (Weak Entity Type) “BELONGS\_TO” (Identifying Relation) “TEAM” (Strong Entity Type) with cardinality ratio N:1
- “PLAYER” (As Captain) (Entity Type) “LEADS” (Recursive Relation) “PLAYER” (As Normal Player) (Entity Type) with cardinality ratio 1:N
- “AWARDS” (Weak Entity Type) are “AWARDED\_IN” (Identifying Relation) “LEAGUE” (Strong Entity Type) “TO” “PLAYER” (Strong Entity Type) with cardinality ratio P:Q:R
- “PLAYER” (Entity Type) “PLAYS\_FOR” (Relation) “TEAM” (Entity Type) “IN” (Relation) “FIXTURE” (Entity Type) “OF” (Relation) “LEAGUE” (Entity Type) with cardinality ratio P:Q:30:R

## Modifications done to the schema:

- Removed the “OF” and the “PLAYS\_FOR...IN” relationship types due to redundancy because both the relationships are handled in the quaternary relationship type “PLAYS\_FOR...IN...OF”

## Note:

- We have not added the subclasses under the Entity Type “PLAYER” as it has not been taught in the class yet.