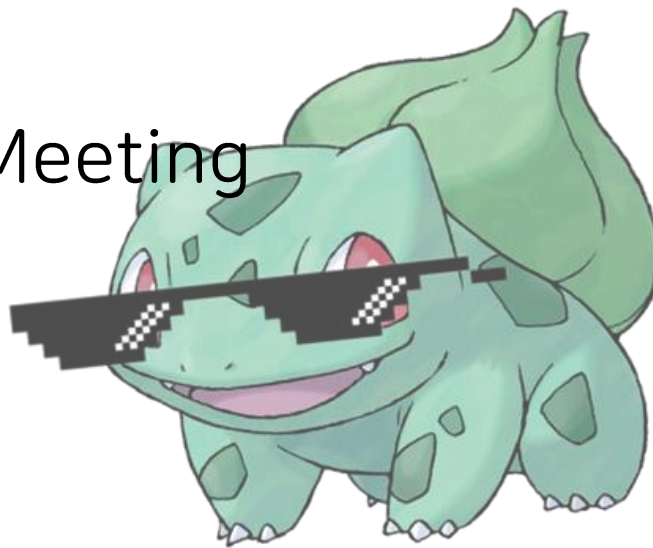
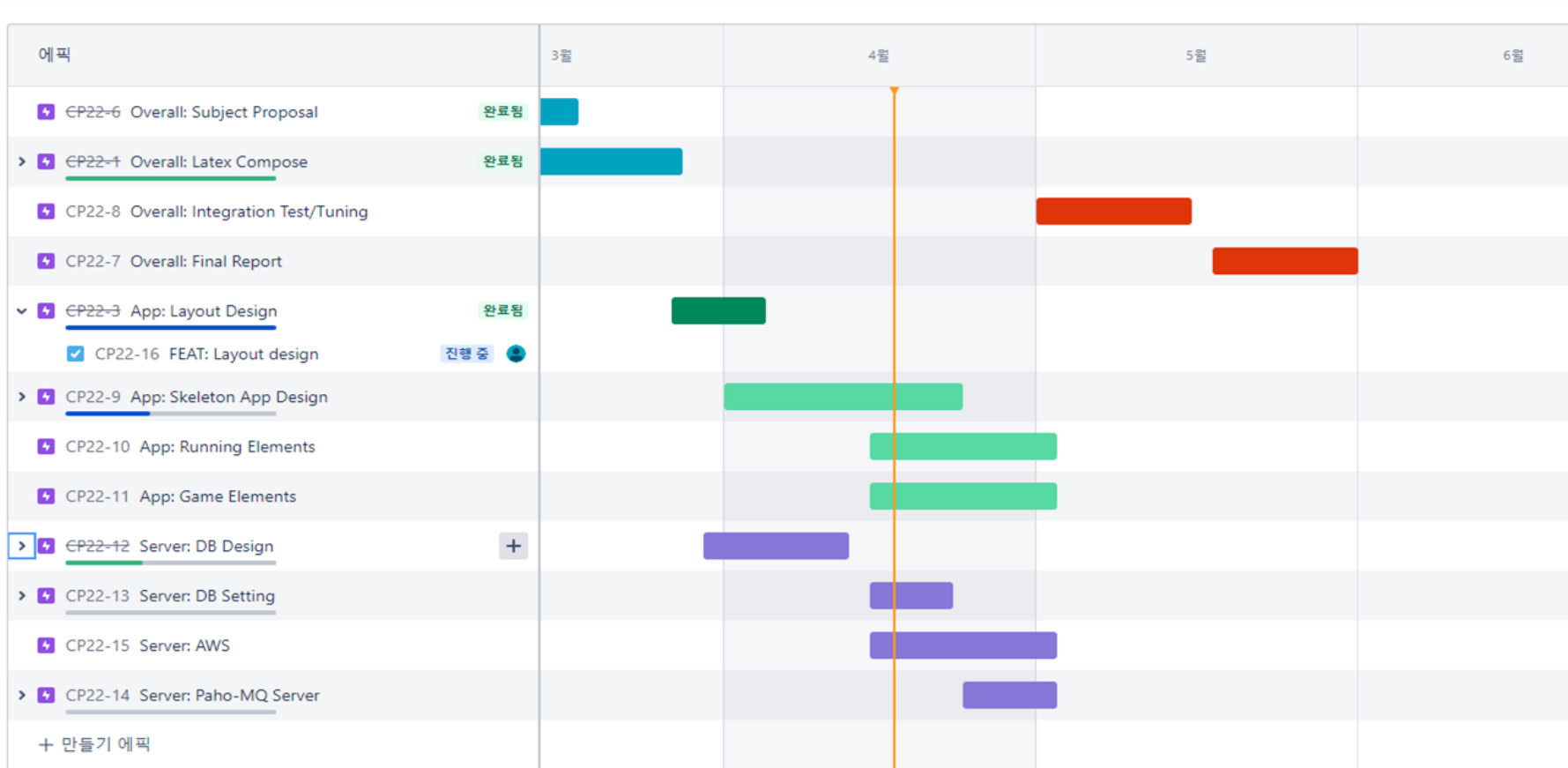


이상해C

04/19 Weekly Progress Meeting



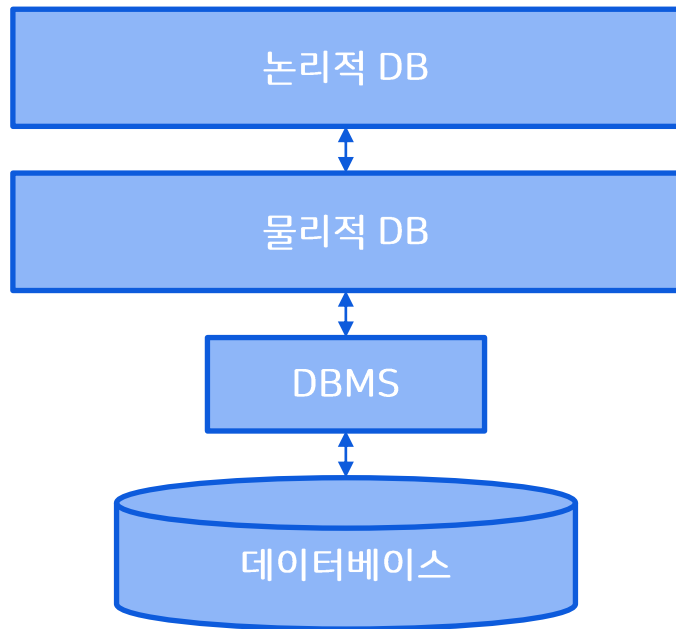
로드맵



목차

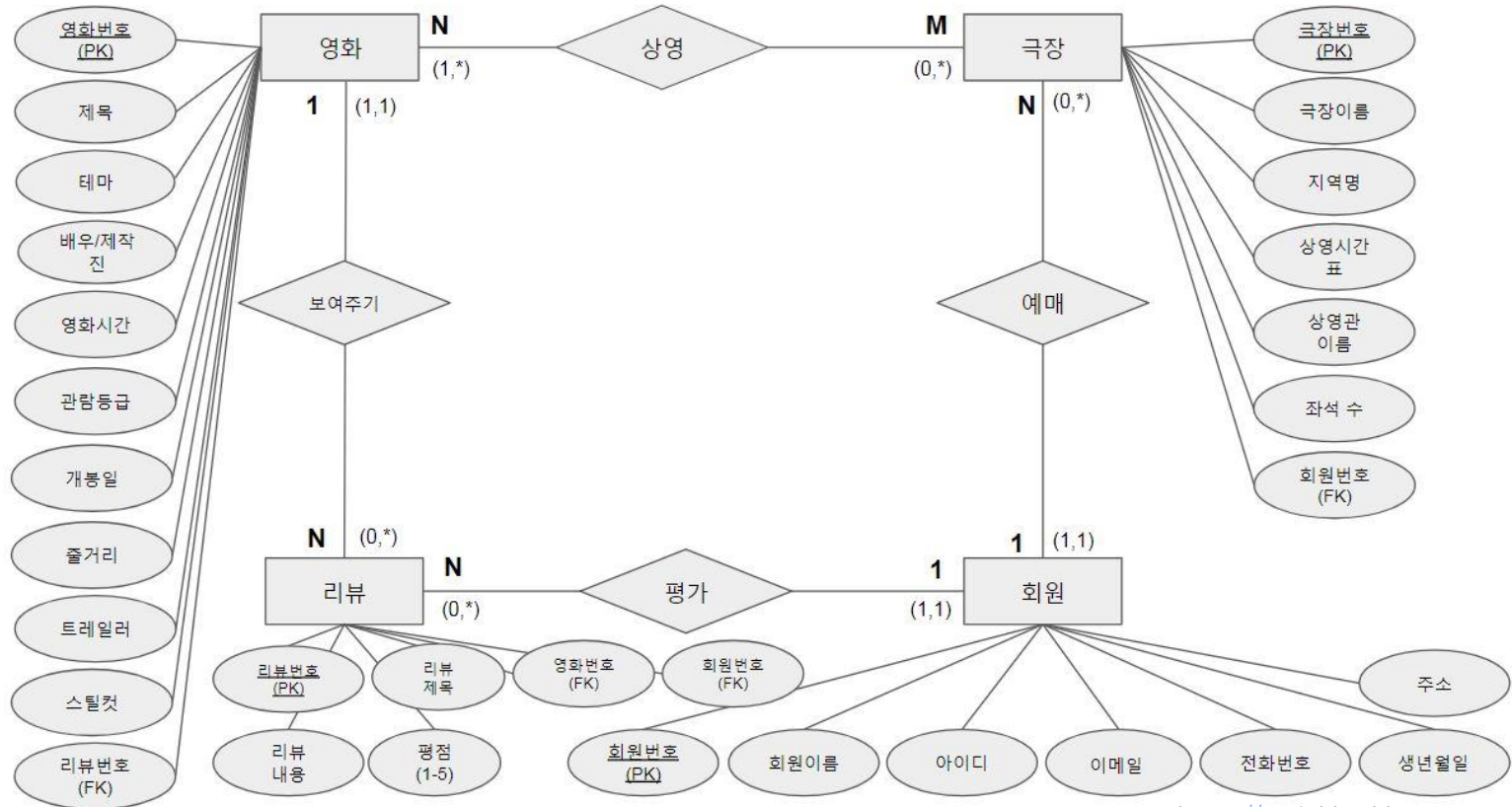
1. 데이터베이스 디자인
2. RDB / TSDB
3. 프론트엔드 진행사항
4. 다음 주 목표

1. 데이터베이스 디자인

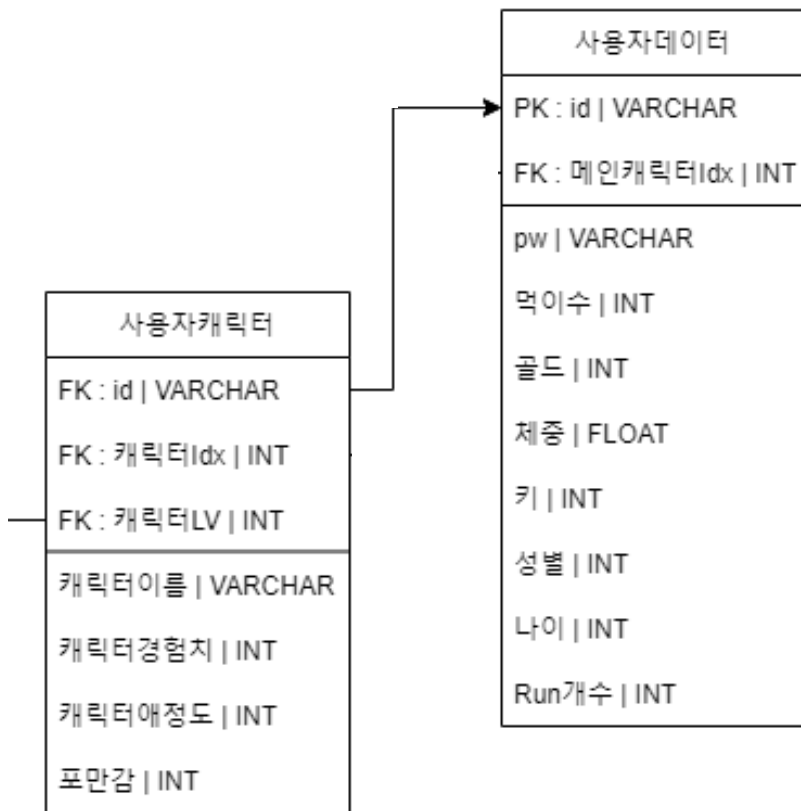


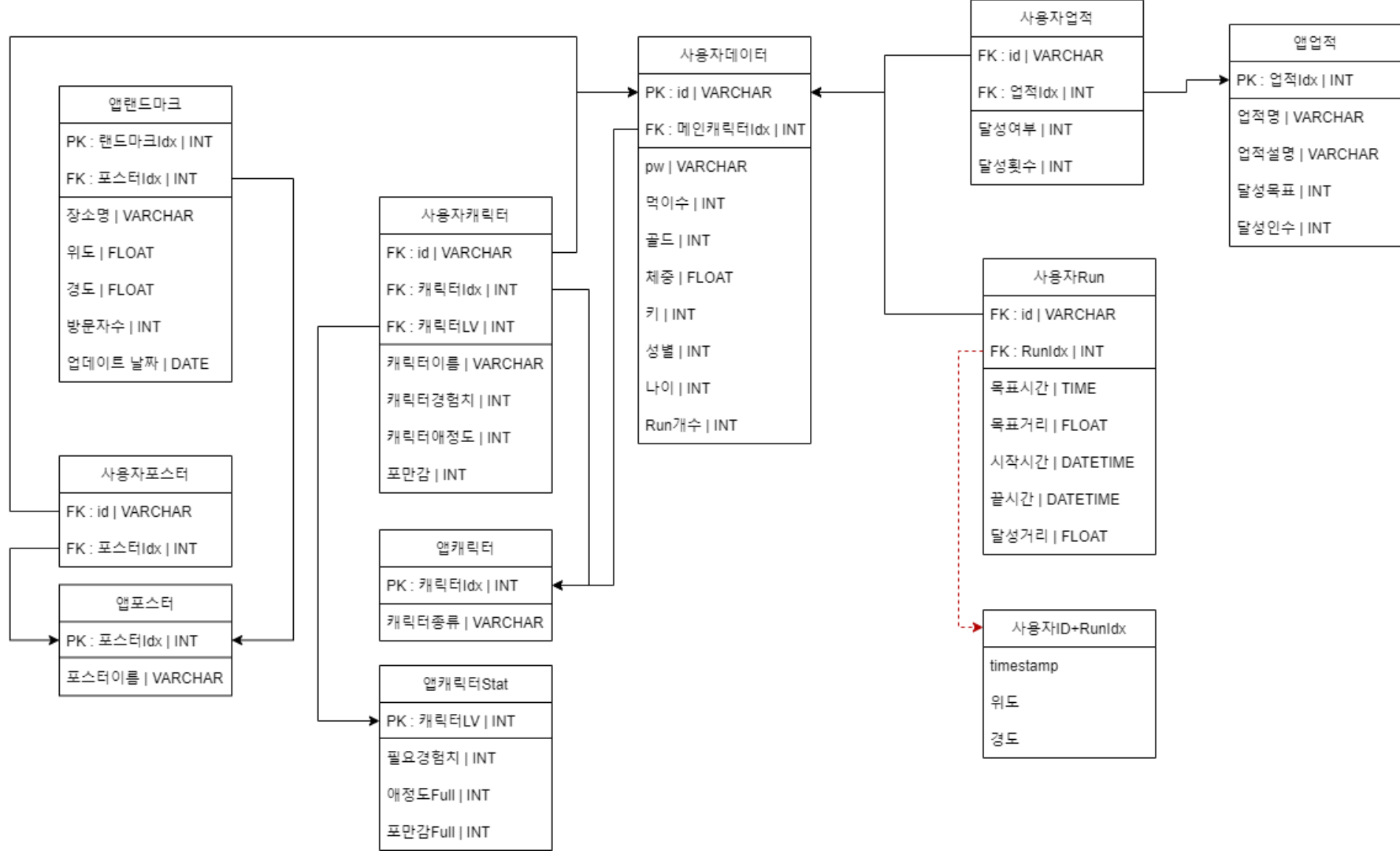
데이터베이스의 상세한 자료 모형을 만드는 과정
개념 - 논리 - 물리 DB 설계

1. 데이터베이스 디자인



1. 데이터베이스 디자인

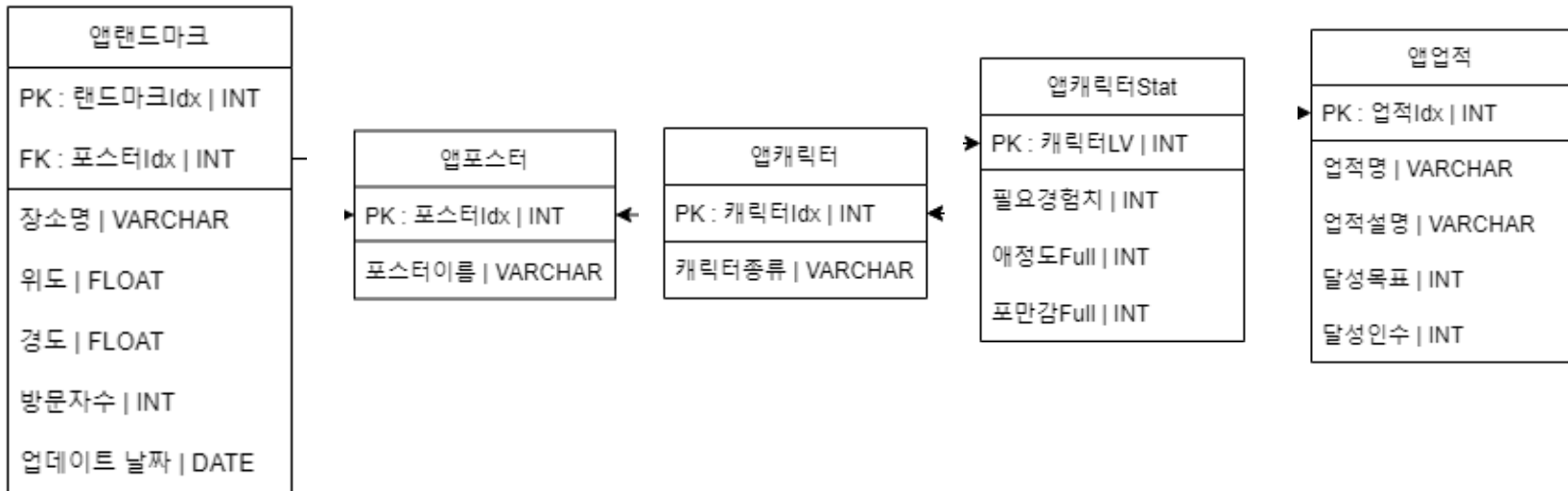




1-1. 앱

앱 전체의 데이터를 저장하기 위한 DB

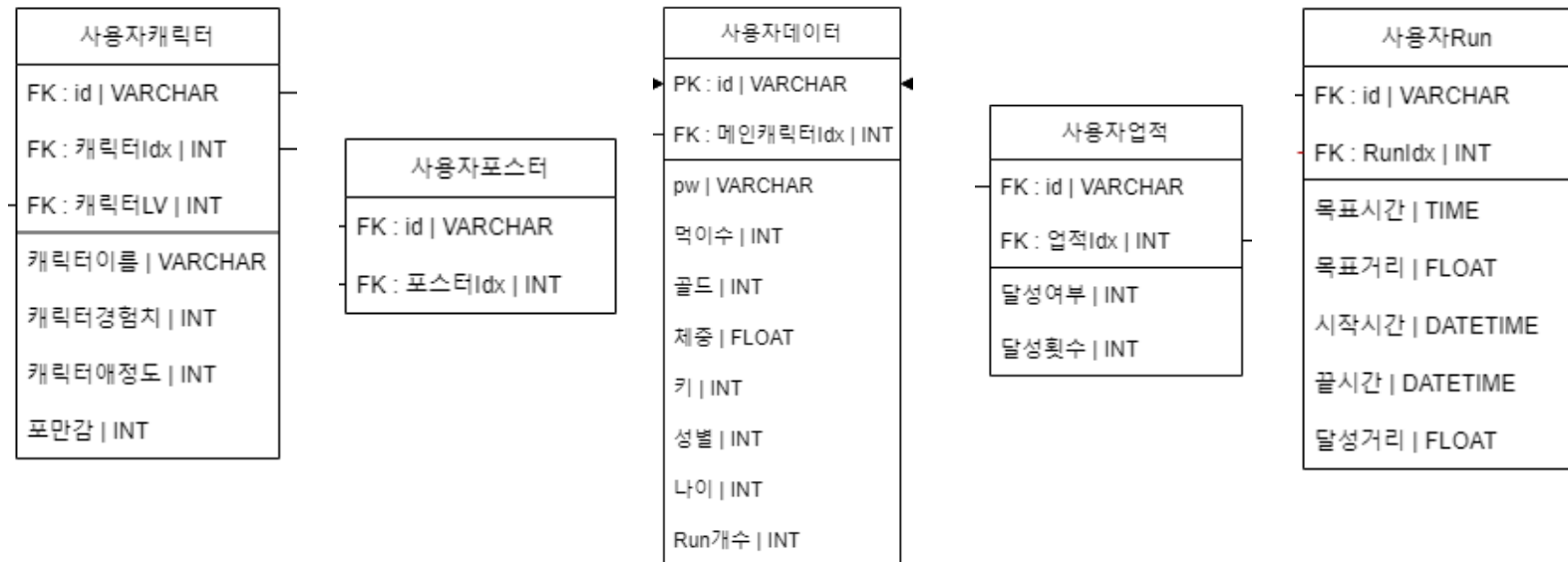
앱랜드마크, 앱포스터, 앱캐릭터, 앱캐릭터Stat, 앱업적



1-2. 사용자

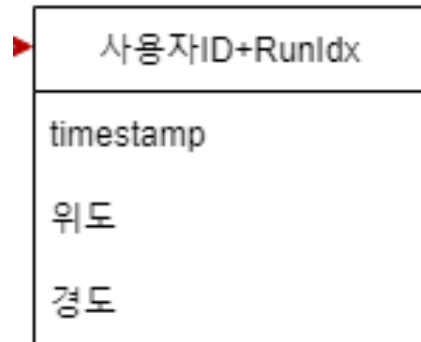
사용자의 개인 데이터를 저장하는 DB

사용자포스터, 사용자캐릭터, 사용자데이터, 사용자업적, 사용자Run



1-3. Run

달리기 중에 발생하는 데이터가 저장되는 테이블



사용자ID+RunIdx
timestamp
위도
경도

2. 관계형 DB - MySQL



```
import pymysql

conn = pymysql.connect(host='localhost', user='isrun', password='isrun', charset='utf8')
cursor = conn.cursor()

sql = "CREATE DATABASE developer"

cursor.execute(sql)

conn.commit()
conn.close()
```

3. TSDB

Time Series DataBase (시계열 데이터베이스)

NAVER

398,000 KRW

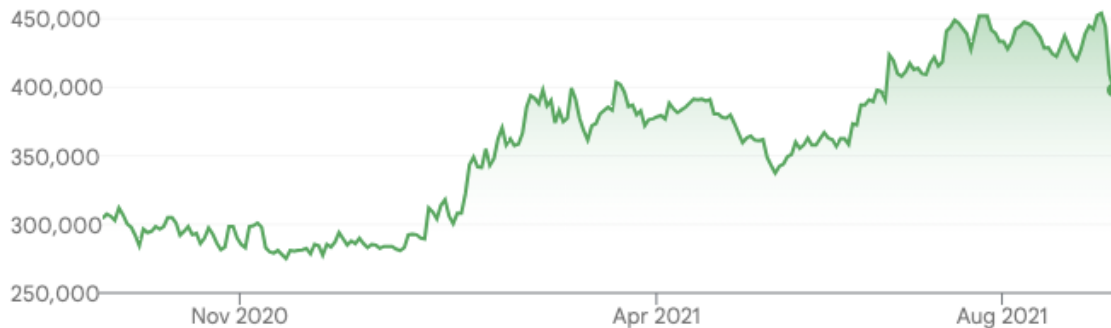
KRX: 035420

+94,000.00 (30.87%) ↑ past year

+ Follow

Sep 9, 1:27 PM GMT+9 · Disclaimer

1D | 5D | 1M | 6M | YTD | 1Y | 5Y | Max



3-1. influxDB

```
from datetime import datetime, timedelta
import pprint
import time
from influxdb import InfluxDBClient
```

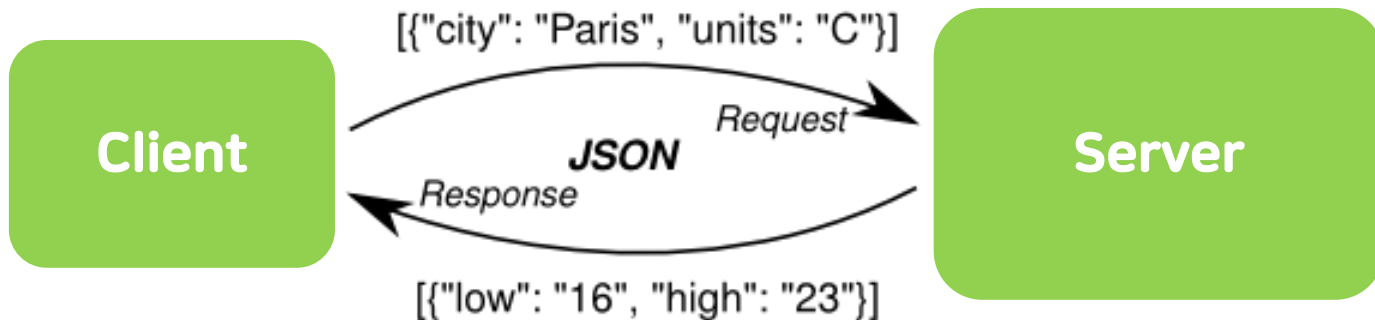
```
url = 'https://us-west-2-1.aws.cloud2.influxdata.com'
token = 'my-token'
org = 'my-org'
bucket = 'my-bucket'

with InfluxDBClient(url=url, token=token, org=org) as client:
    query_api = client.query_api()

    tables = query_api.query('from(bucket: "my-bucket") |> range(start: -1d)')

    for table in tables:
        for record in table.records:
            print(str(record["_time"]) + " - " + record.get_measurement()
                  + " " + record.get_field() + "=" + str(record.get_value()))
```

4. Call



Ex) U2S (2) SignIn / {"id":"xxx", "pw":"yyy"}

종류 QoS Topic

JSON

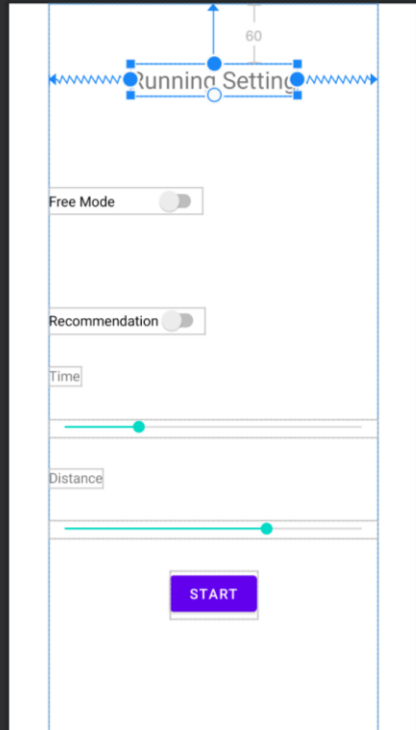
5. 프론트

```
android:layout_marginStart="40dp"
android:layout_marginEnd="40dp"
android:layout_width="match_parent"
android:layout_height="match_parent">

<TextView
    android:id="@+id/run_set_title"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="60dp"
    android:text="Running Setting"
    android:textSize="24dp"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />

<Button
    android:id="@+id/button2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="start"
    android:layout_marginBottom="114dp"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent" />

<Switch
    android:id="@+id/free_switch"
    android:layout_marginTop="60dp"
    android:layout_width="wrap_content"
```

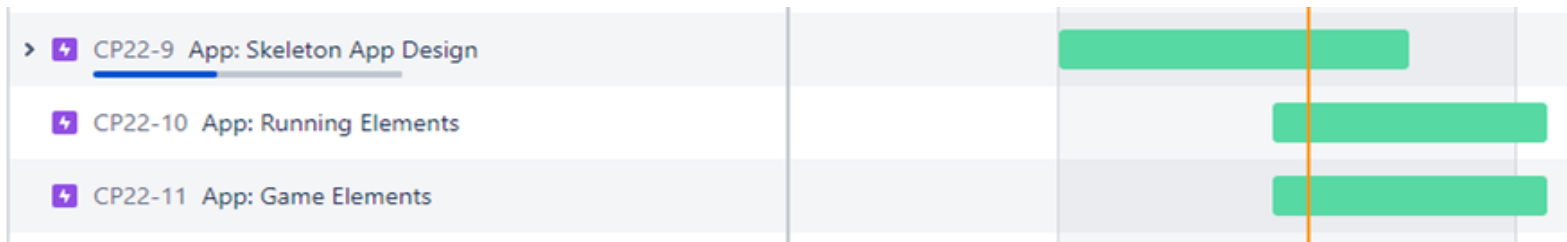


6. 이번 주 목표

- 백엔드 : ER 다이어그램대로 실제 논리 DB설계



- 프론트엔드 : 앱 스켈레톤 디자인은 계속하며
달리기, 게임 상호작용 요소 제작



감사합니다.