# **Entity- Relationship Model**

Group Q&A

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### Content

Section	Topic
1	Relational model
2	ERM theory
3	ERD process
4	Object orientation
5	Hybrid modeling
6	Derived design concept

#### Relational model: Review

Definition: a subset of D1×D2×...×Dn

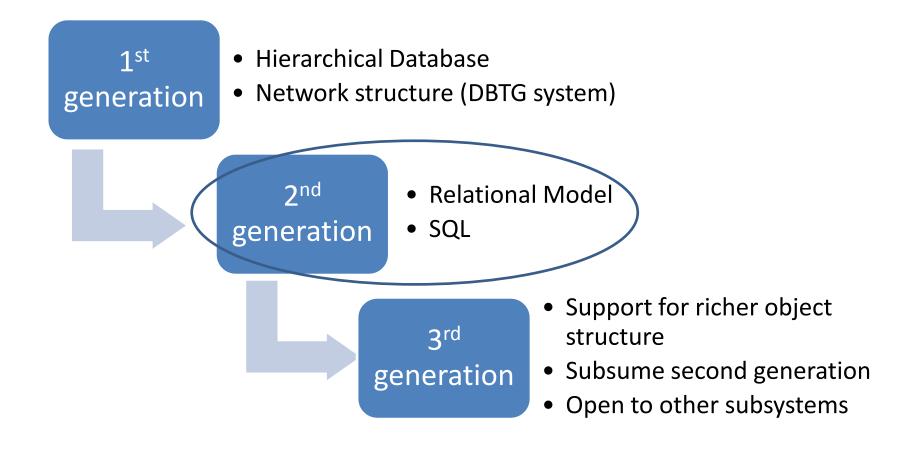
Terminology: attribute, tuple, etc.

Operation Set: union, selection, etc.

### Content

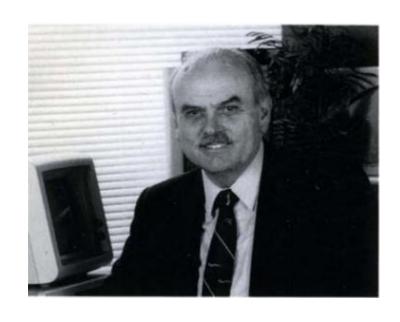
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#### ERM theory: Development of DBMS



# **ERM** theory: Comparison

E.F.Codd Peter Chen





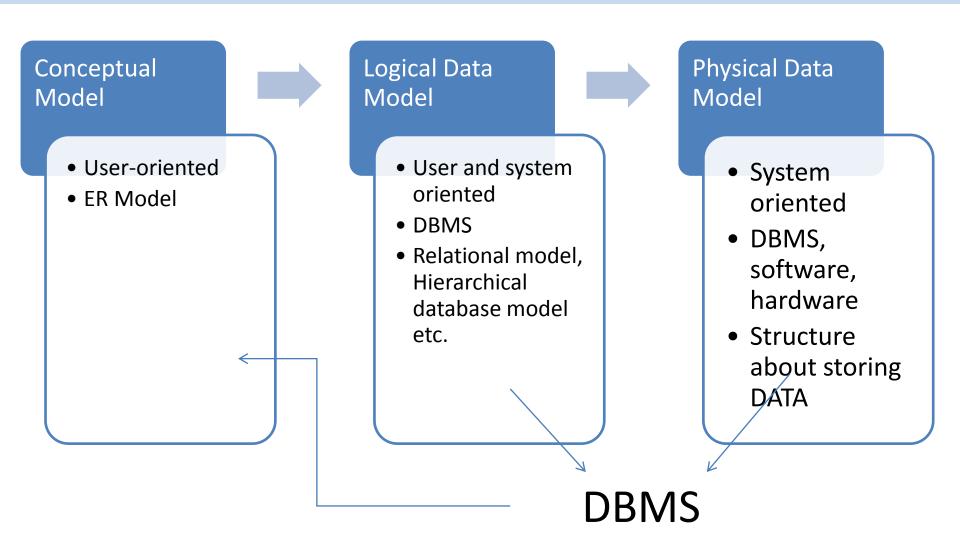
#### **ERM** theory: History

- Peter Chen (1976)
- Later improvement —Extended ER Model

Entity-relationship model

Extended ER Model

# ERM theory: Conceptual model



# **ERM** theory: Introduction

- Entity and entity set
- Relationship and relationship set
- Attribute and keys
- Mapping cardinality
- Relation, entity and relationship
- Model legend

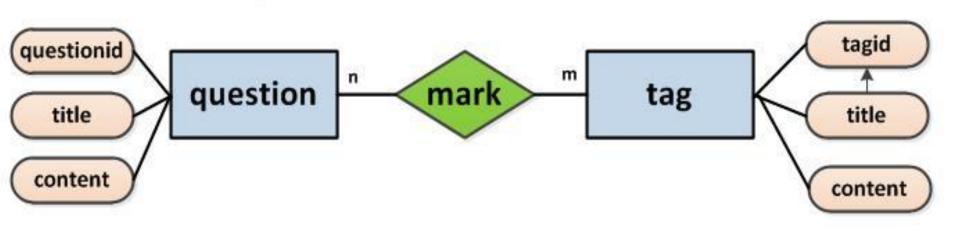
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# ERD process: Reason

#### •Why E-R diagram?

Displays the real world in similar way with human beings



# ERD process: Design philosophy

- Relative principle
- Consistency principle
- Simple principle

#### **Determine range of local structure**

**Question 2 Answer** 

**Asking Platform** 

**Answering Platform** 

#### **Define Entities**

Asking Platform	Requester, Question, Tag
Answering Platform	Responder, Answer, Question

#### **Allocate Attributes**

	requester	requester_id, requester_name, email, avatar					
Asking Platform	question question_id, question_title, question_content						
	tag	tag_id, tag_title, tag_content					
	responder	responder_id, responder_name, email, avatar					
Answering Platform	answer	answer_id, answer_title, answer_content					
. 13.5101111	question	question_id, question_title, question_content					

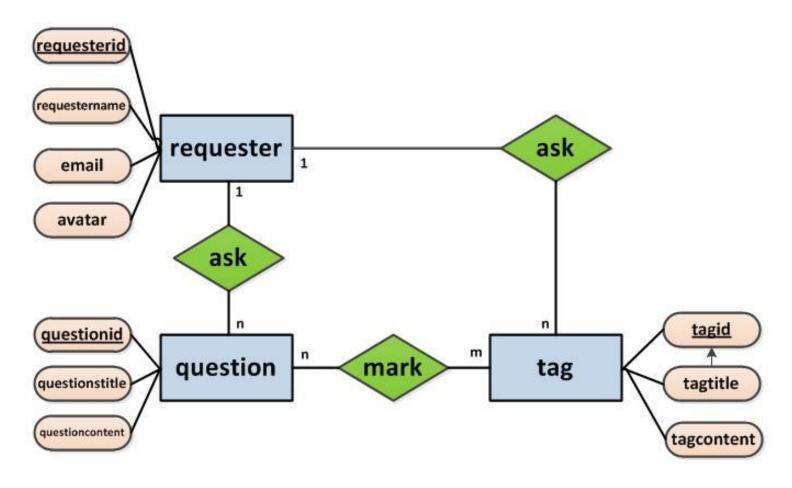
#### **Define Relationship**

Asking Platform  Answering Platform	requester to question	1 : n
	tag to question	n : m
	requester to tag	1 : n
	responder to answer	1 : n
	answer to question	n : 1

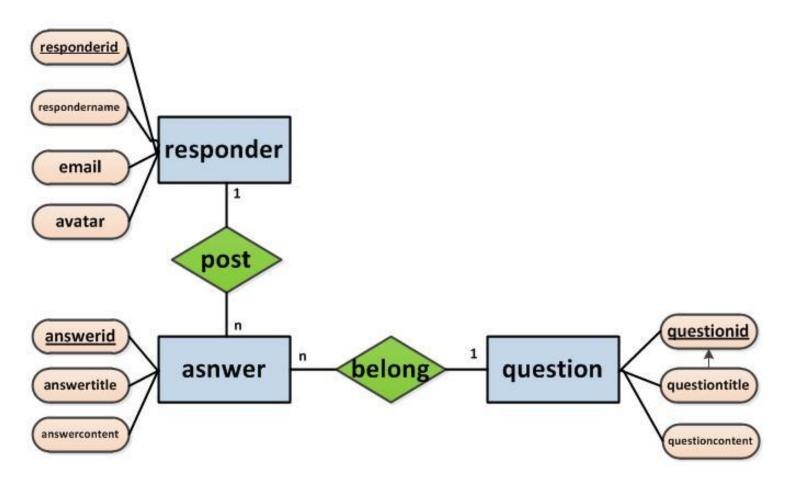
#### **Define Relationship**

Asking Platform	requester to question	1 : n
	tag to question	n : m
	requester to tag	1 : n
Answering Platform	responder to answer	1 : n
	answer to question	n : 1

#### **Local ERM Diagram – Asking Platform**



#### **Local ERM Diagram – Answering Platform**



**Global ERM Design** 

= Local Combination

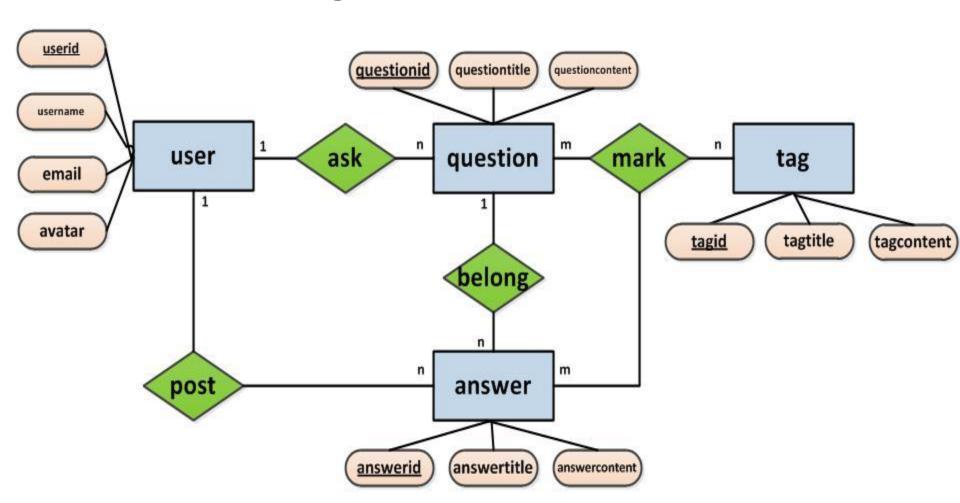
Conflicts

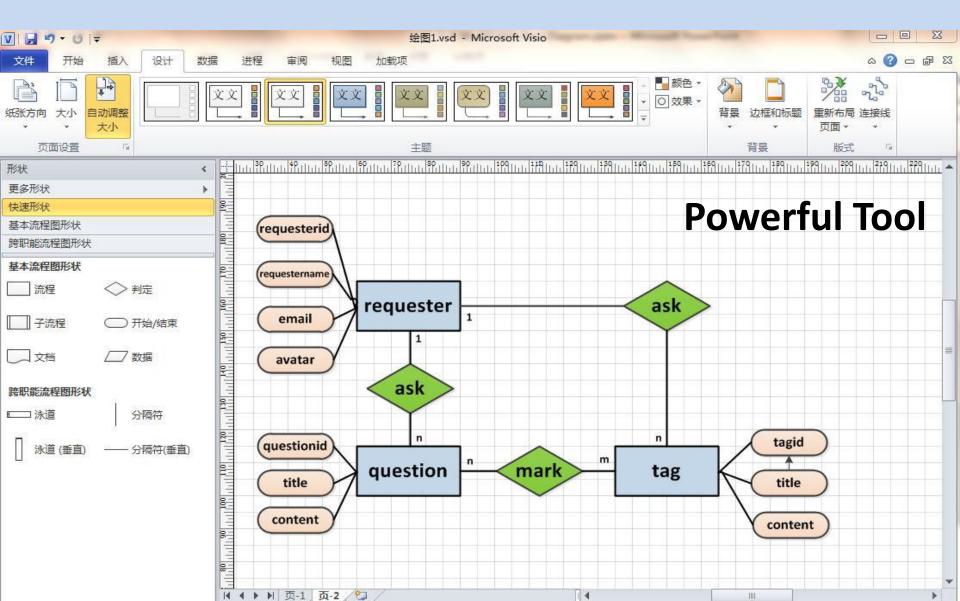
**Attribute** 

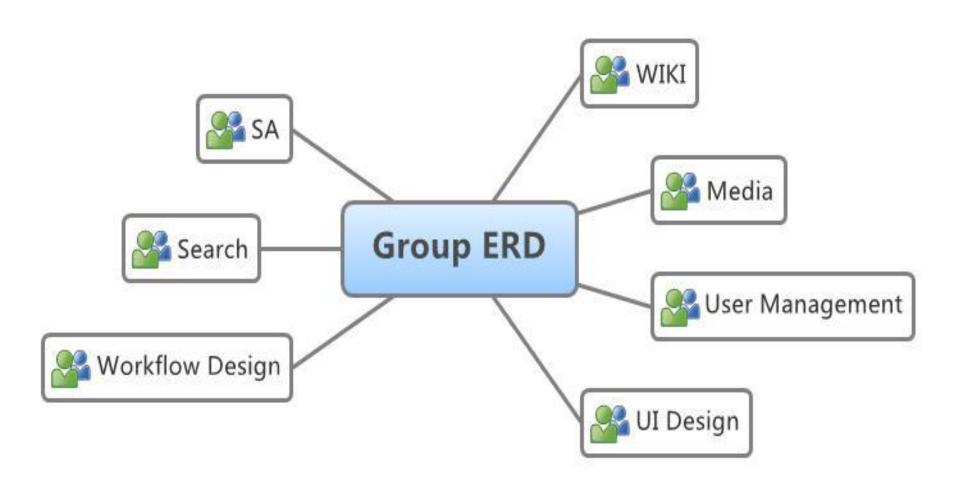
Name

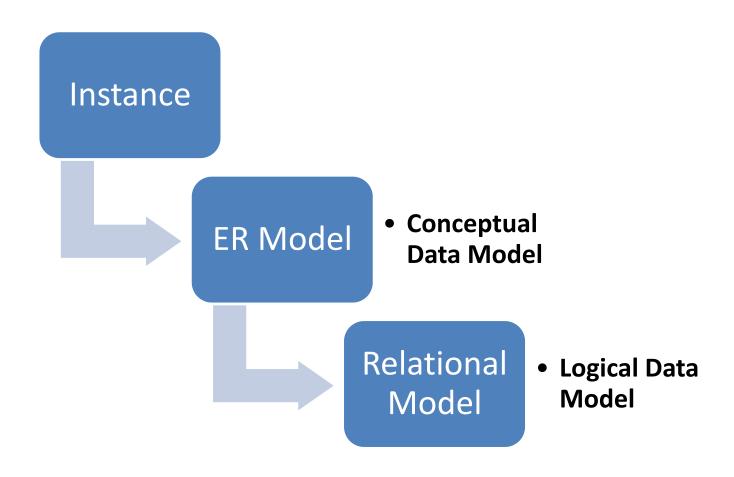
Structure

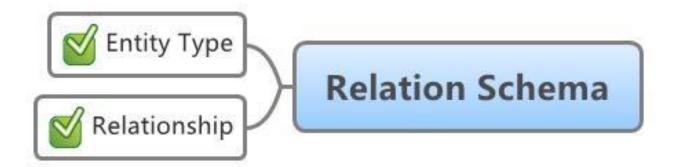
#### **Global ERM Design**



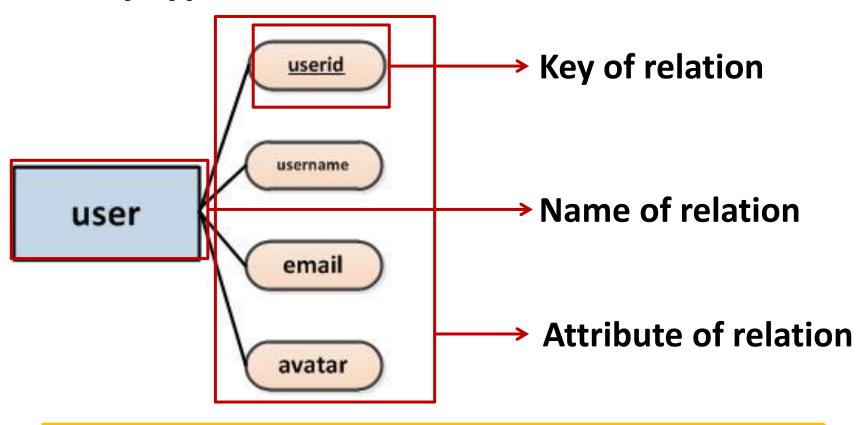






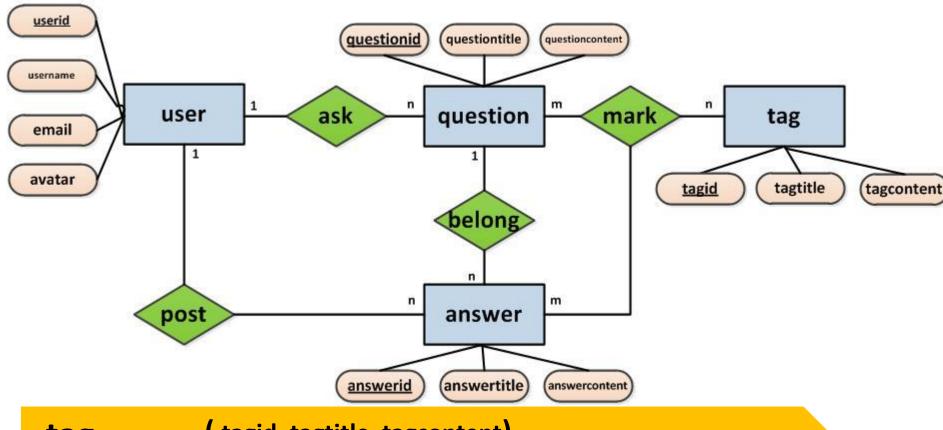


#### **Entity type to Relation schema**



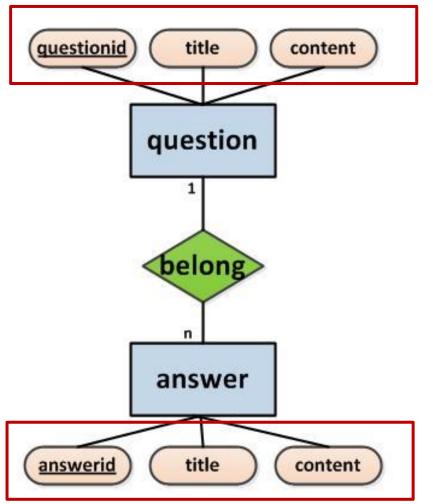
user (<u>userid</u>, username, email, avatar)

#### **Entity type to Relation schema**



tag (<u>tagid</u>, tagtitle, tagcontent)

Relationship to Relation schema



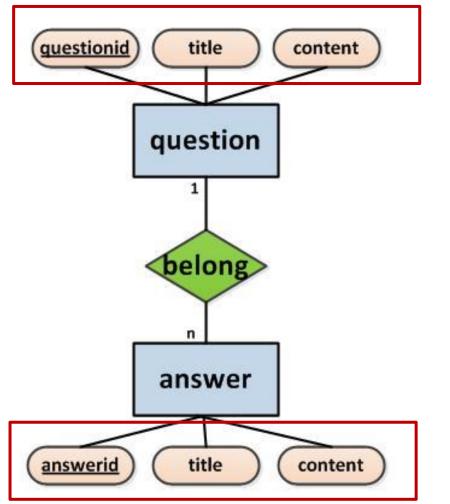
**Attribute of relationship** 

Attribute of itself



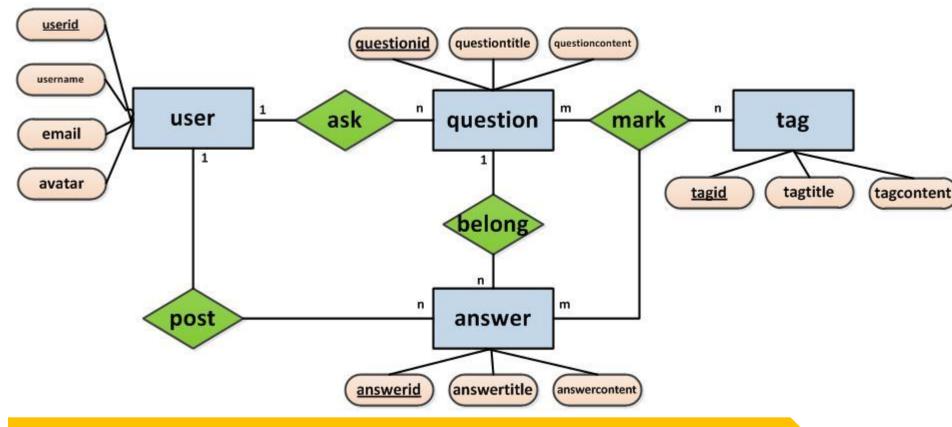
**Key attribute of relevant entity** 

#### Relationship to Relation schema



R	Key
1:1	either of relevant entities
1:n	n-side entity
n:m	union of keys of relevant entities

#### Relationship to Relation schema



mark ( <u>?</u>)

Number of entities + relationship

Number of relation schema



#### Combine relation schema with same keys

belong (<u>answerid</u>, questionid)

Post (<u>answerid</u>, userid)

answer (answerid, answertitle, answercontent)



answer (answerid, userid, questionid, answertitle, answercontent)

#### **Relational Model in Q2A**

#	名字	类型	整理	属性	空	默认	额外	操作
1	postid	int(10)		UNSIGNED	否	无		🥒 修改 🥥 刪除
2	<u>title</u>	varchar(40)	utf8_general_ci		否	无		🤌 修改 🥥 删除
3	content	varchar(8000)	utf8_general_ci		否	无		🥒 修改 🥥 删除

#	名字	类型	整理	属性	空	默认	额外	操作
1	tag	varchar(80)	utf8_general_ci		否	无		❷ 修改
2	<u>title</u>	varchar(40)	utf8_general_ci		否	无		❷ 修改
3	content	varchar(8000)	utf8_general_ci		否	无		❷ 修改

<b>←</b> T	→ ▼	userid	created	createip	email	handle	avatarblobid	avatarwidth	avatarheight	passsalt	passcheck
	🥟 编辑 👫 复制 🔘 删除	1	2012-10-06 11:35:40	0	zhengrx9266@gmail.com	zrx10	NULL	NULL	NULL	2018pord5k71cfto	edcfa9affe3329

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# Object orientation

- What
- Why
- How
- Object-Oriented Model

# Object orientation: What

- A point of view
- Basic point
- Concepts
- Features

### Object orientation: Why

- Characteristics of OO
- 唯一性
- 分类性/抽象性
- 继承性
- 多态性

### Object orientation: How

- 几种面向对象的开发方法(略讲)
- Booch
- Coad
- OMT
- OOSE&UML

### Object orientation: OOM

- What is OOM
- 3 levels of OOM
- 对象模型
- 动态模型
- 功能模型

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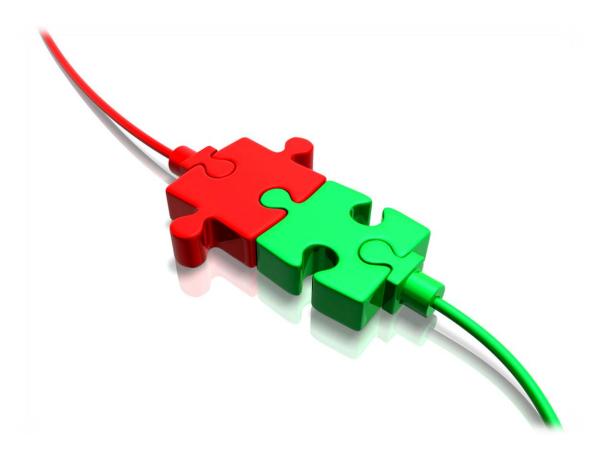
Multimedia Storage



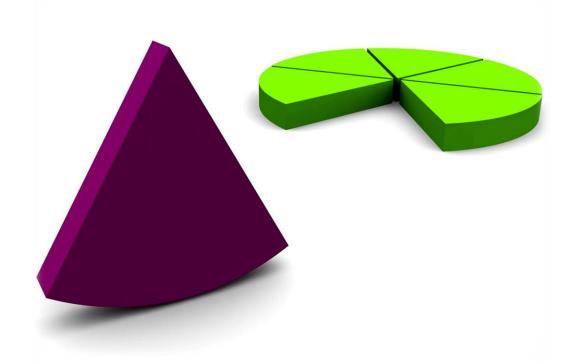
Code Compression



Data Relationship



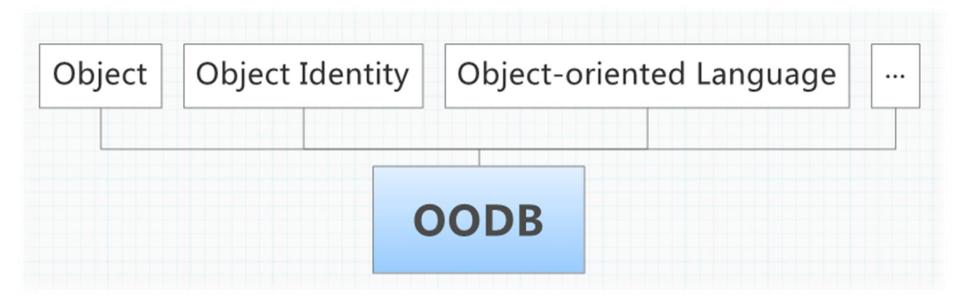
Semantic fault



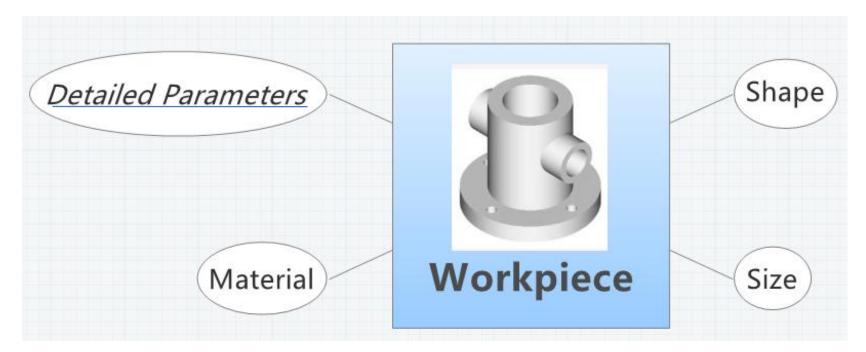
#### Automatic Detection



- OODB
- ORDB
- ORM



Engineering Professions



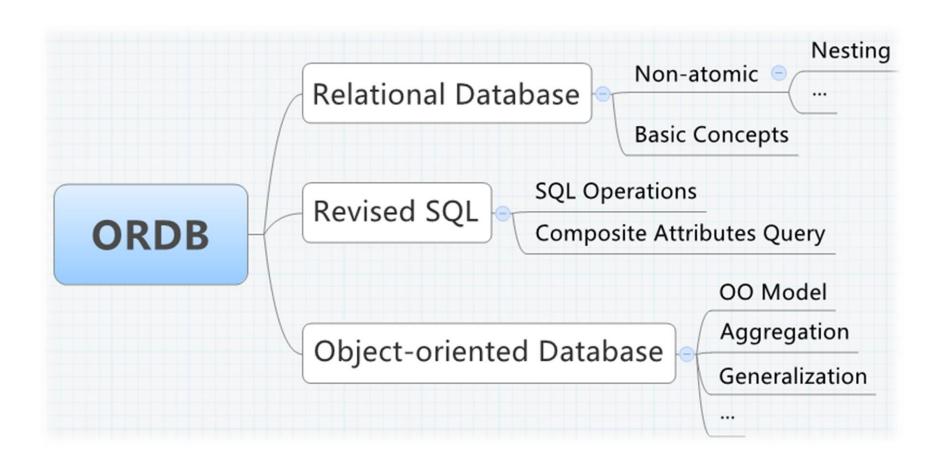


Limited Modeling Language

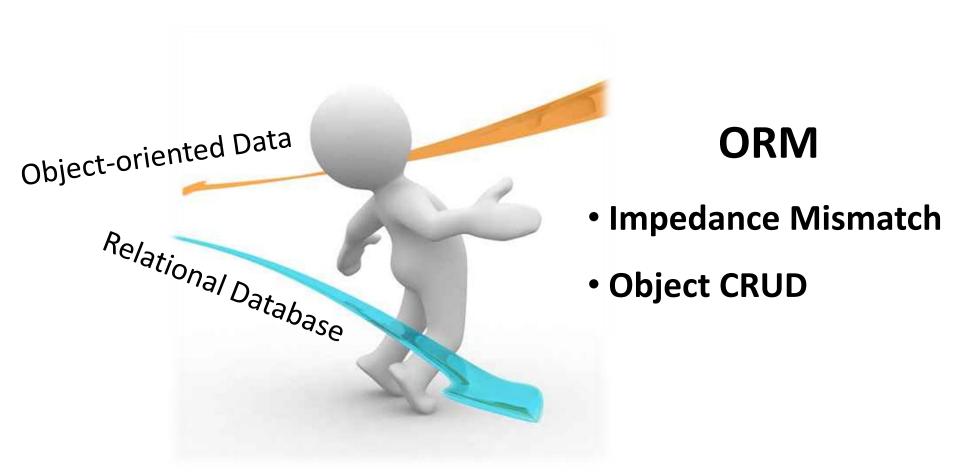
Union of <u>object-oriented languages</u> rather than a real <u>object-oriented database</u>.







```
class qa event notify {
function process_event($event, $userid, $handle, $cookieid,
  $params)
               switch ($event) {
                       case 'q post':...
                       case 'a post':...
                       case 'c post':...
```



```
//Create a new post in the database and return its ID function qa_db_post_create($type, $parentid, $userid, $cookieid, $ip, $title, $content, $format, $tagstring, $notify, $categoryid=null)
```

```
function qa_db_post_acount_update($questionid)
function qa_db_category_path_qcount_update($path)
function qa_db_ifcategory_qcount_update($categoryid)
```

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### Derived design concept: Goal

### Code compression



### Derived design concept: Fundamental

- Object, class
- Encapsulation
- Inheritance
- Polymorphism

### Derived design concept: Ideas

**OOD** addresses a bigger picture.

#### Ideas:

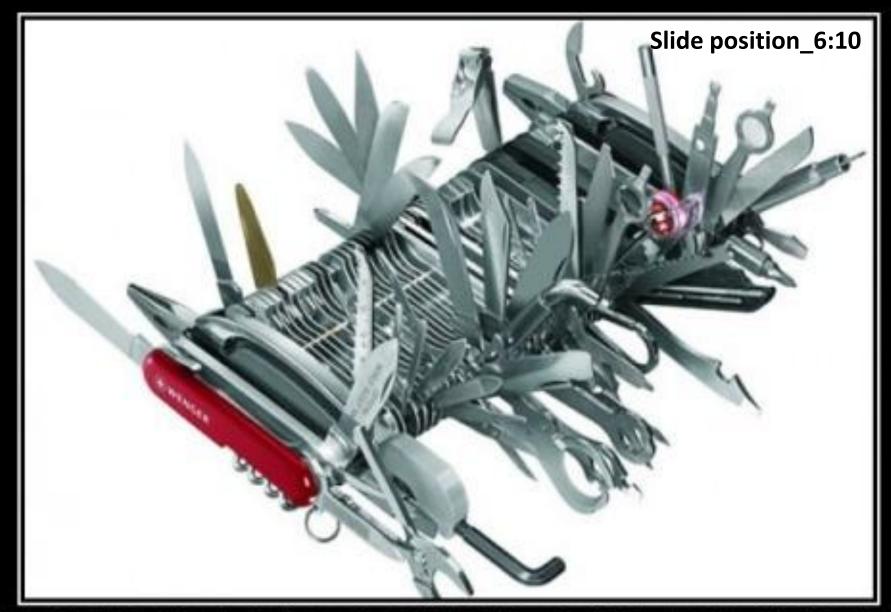
- Object oriented
- Re-usable
- Variable with minimal effort
- Extendable without change

### Derived design concept: Why

- "Walking on water and developing software from a specification are easy if both are frozen."
  - Edward V. Berard

### Derived design concept: Principles

- **S** = Single Responsibility Principle
- O = Opened Closed Principle
- L = Liskov's Substitution Principle
- I = Interface Segregation Principle
- **D** = Dependency Inversion Principle



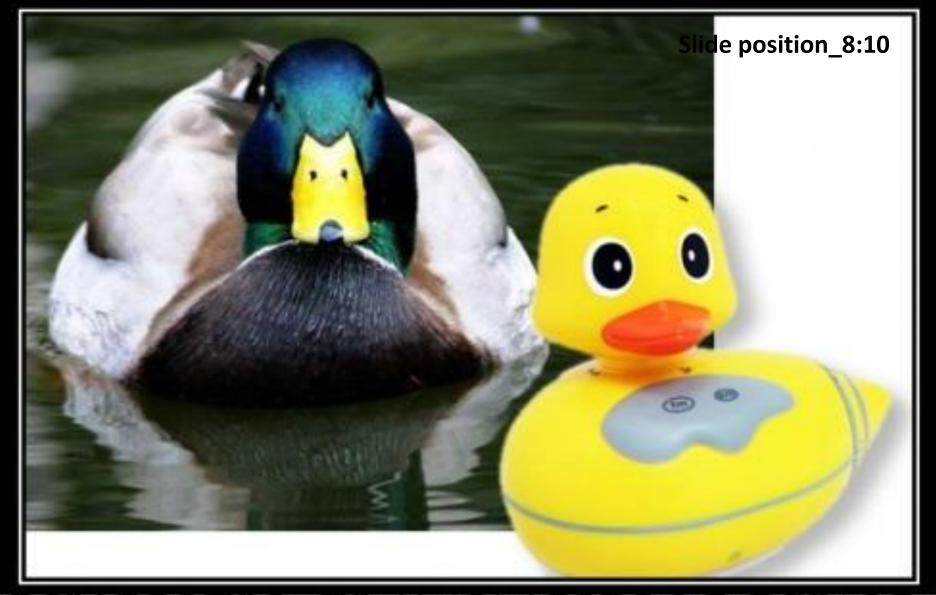
### SINGLE RESPONSIBILITY PRINCIPLE

Just Because You Can, Doesn't Mean You Should



# OPEN CLOSED PRINCIPLE

Open Chest Surgery Is Not Needed When Putting On A Coat



### LISKOV SUBSTITUTION PRINCIPLE

If It Looks Like A Duck, Quacks Like A Duck, But Needs Batteries - You Probably Have The Wrong Abstraction

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### INTERFACE SEGREGATION PRINCIPLE

You Want Me To Plug This In, Where?



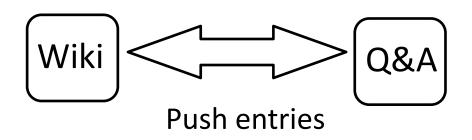
### DEPENDENCY INVERSION PRINCIPLE

Would You Solder A Lamp Directly To The Electrical Wiring In A Wall?

### Derived design concept: DbC

### Design by Contract

- Pre-condition
- Post-condition
- class invariant



### Derived design concept: Design patterns

Standardized design

OOD principles

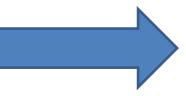
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### Derived design concept: Design patterns

#### Basic elements

- Pattern name
- Problem
- Solution
- Consequences

