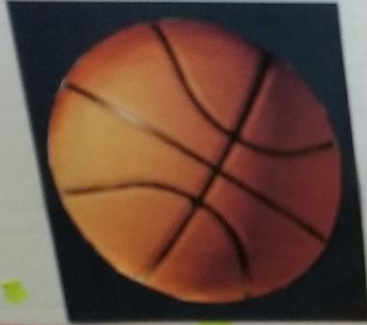


Methodology



Normalization

- All tables used are normalized to 3NF
- Results in a more efficient database

SQL Queries

- Used a mix of custom and fixed queries
- Provides both complex and custom queries

Technologies Used

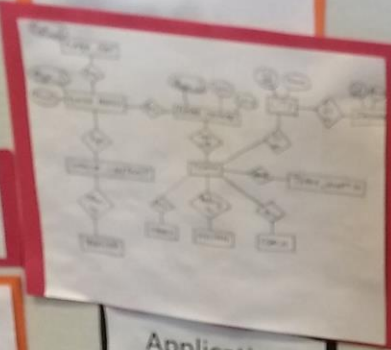


NBA Database

G10

By Alex Carswell, Tien Huynh, Peter Pitoyo, Peter Van

Entity Relation



Application

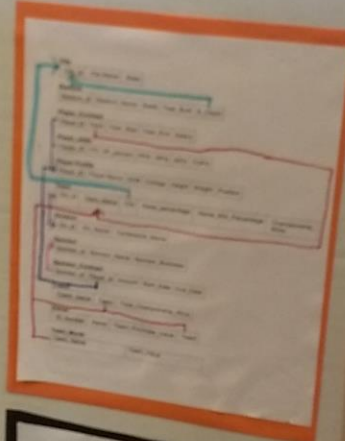
Problem Description

- Basketball is becoming more popular year by year.
- With the increased popularity, some fans will take interest in the statistics of the game (E.G Team and Player statistics)
- There should be an easy way to view that data.

Project Goals

- Expand on existing fantasy basketball leagues
- APIs to allow fantasy basketball applications to get access to data
- Provide up to date information on latest player situation

Relational Model



Motivation

- Provide increase support for NBA fans
- Provide a friendly UI to allow fans to look at player statistics
- Allow for player comparison based on ability
- Support a growing fan base

Milestones

