

Data Modeling (ER Model)

Database Design

- Requirements gathering and specification
- Data requirements concice representation of what we need to store in our miniworld database (Entities, Attributes, Relationships)
- Functional requirements things the users need to be able to do interacting with our database (Database Applications - any piece of software that allows our users to interface with our database)
- Conceptual design representation of our logical data requirements and our functional requirements in a way that doesn't require knowledge of the internal schema (generally to orient non technical users). i.e. ER Diagram.
- Logical design (data model mapping) Implementation schema (Relational Schema). Represents the SQL you would need to write to represent your database.
- Physical design internal structure, access paths, i.e. indexes.

Entities - object in the real world with independent existence.

- Strong has a unique identifier)
- Weak we'll talk about this next time*
- Physical existence building, car, tree.
- Conceptual existence class, company, job.
- Attributes each entity has these, describe the entities.
- simple vs. composite -
- simple attribute that cannot be broken down into parts (represent them with a circle, connected by a single line to the entity).
- composite can be broken down further into component parts (we're concerned about accessing component parts directly). Composite attribute is the concatenation of it's parts.
- single valued vs. multivalued -
- I would only have a single value for the attribute at one given time (ever)
- Multiple values at the same time for a given attribute (i.e. Color of your car, Addresses, Phones, etc..)
- stored vs. derived -
- NULL values -

Relationships

