Chinook Database - Data and Variable Description

GITAA
Transforming careers

Data Description

- The Chinook database represents a digital media store, including tables for artists, albums, media tracks, invoices and customers
- Media related data was created using real data from an iTunes Library
- Customer and employee information was manually created using fictitious names, addresses that can be located on Google maps, and other well formatted data (phone, fax, email, etc.)
- Sales information has been auto generated using random data for a four-year period

Variable description - album

Total size: 347 x 3

Table Name: album

Variables (in order as in dataset)	Description	Categories
AlbumId	Album ID	1, 2, 3, ...
Title	Name of the Album	Body Count, Audioslave, Facelift, and more...
ArtistId	Artist ID	1, 2, 3, ...

Variable description - artist

Total size: 275 x 2

Table Name: artist

Variables	Description	
ArtistId	Artist ID	1, 2, 3, ...
Name	Name of the Artist	AC/DC, Alice in Chains, Aerosmith, and more...

Variable description - customer

Total size: 59 x 13

Table Name: customer

Variables	Description	
CustomerId	Customer ID	1, 2, 3, ...
FirstName	First Name of the customer	-
LastName	Last Name of the customer	-
Company	Customer's workplace	-
Address	Residential address	-
City, State, Country, Postal Code	Respective city, state, country and postal code where the customer resides	-
Phone, Fax, Email	Contact details of the customer	-
SupportRepId	The ID of the Support Representative assisting the customer	3, 4 and 5

Variable description - employee

Total size: 8 x 15

Table Name: employee

Variables	Description	
EmployeeId	Employee ID	1, 2, 3, ...
FirstName, LastName	First and last name of the employee	-
Title	Designation of the employee	General Manager, IT Staff, and more...
ReportsTo	Reporting manager ID	1, 2 and 6
BirthDate, HireDate	Date of Birth, date when the employee was hired	-
Address, City, State, Country, PostalCode, Phone, Fax, Email	Personal details	-

Variable description - track

Total size: 3503 x 9 *Table Name: track*

Variables	Description	
TrackId	Track ID	1, 2, 3, ...
Name	Name of the track	Sing Joyfully, Slowness, In My Bed, and more...
AlbumId	Album ID	1, 2, 3, and more...
MediaTypeId	Media type ID	1, 2, 3, 4, and 5
GenreId	Genre ID	1, 2, 3, …, 25
Composer	Composer of the track	AC/DC, Steven Tyler/Joe Perry, and more....
Milliseconds	Playtime (duration) of the track	-
Bytes, UnitPrice	Size of the track, and its price (in $)	-

Variable description - genre

Total size: 25 x 2

Table Name: genre

Variables	Description	
GenreId	Genre ID	1, 2, 3, ...
Name	Name of the Genre	Opera, Drama, Pop, and more...

Variable description - invoice

Total size: 412 x 9

Table Name: invoice

Variables	Description	
InvoiceId	Invoice ID	1, 2, 3, ...
CustomerId	Customer ID	1, 2, 3, ...
InvoiceDate	Date of Invoice	-
BillingAddress, BillingCity, BillingState, BillingCountry, BillingPostalCode	Billing details (location)	-
Total	Total billed amount (in $)	-

Variable description - invoiceline

Total size: 2240 x 5

Table Name: invoiceline

Variables	Description	
InvoiceId	Invoice ID	1, 2, 3, ...
InvoiceLineId	Invoice Line ID (ID corresponding to every unique item in the invoice)	1, 2, 3, ...
TrackId	Track ID	1, 2, 3, ...
Unit Price	Unit price of the track (in $)	-
Quantity	Quantity purchased (in nos.)	-

Variable description - mediatype

Total size: 5 x 2

Table Name: mediatype

Variables	Description	
MediaTypeId	Media Type ID	1, 2, 3, 4, and 5
Name	Type of the Media	AAC audio file, Protected AAC audio file, and more...

Variable description - playlist

Total size: 18 x 2

Table Name: playlist

Variables	Description	
PlaylistId	Playlist ID	1, 2, 3, …, 18
Name	Name of the Playlist	TV Shows, Music, Movies, and more...

Variable description - playlisttrack

Total size: 8715 x 2

Table Name: playlisttrack

Variables	Description	
PlaylistId	Playlist ID	1, 2, 3, …, 18
TrackId	Track ID	1, 2, 3, ...


operation == "MIRROR_X":
irror_mod.use_x = True
irror_mod.use_y = False
irror_mod.use_z = False
operation == "MIRROR_Y":
irror_mod.use_x = False
irror_mod.use_y = True
irror_mod.use_z = False
operation == "MIRROR_Z":
irror_mod.use_x = False
irror_mod.use_y = False
irror_mod.use_z = True
selection at the end -add
_ob.select= 1
er_ob.select=1
ntext.scene.objects.acti
("Selected" + str(modifier
irror_ob.select = 0
bpy.context.selected_ob
ata.objects[one.name].se
int("please select exact

THANK YOU