# SC2207/CZ2007 Introduction to Database Systems (Week 1)

**Topic 1: Entity Relationship Diagram (1)** 



## **This Lecture**

- Database and DBMS
- ER diagram
- Types of relationships
- Roles

#### **Database and DBMS**

- What is a database?
  - A collection of data specially organized for efficient retrieval by a computer
- What is a database system?
  - A piece of software that helps us efficiently manage/retrieve information from databases
- More formal name: Database Management System (DBMS)

#### **DBMS** in Practice

- Large web sites rely heavily on DBMS
  - Facebook
  - Twitter
- Many non-web companies, too
  - Banks, hospitals, etc
- Even small pieces of software on your computer
  - Google Chrome

#### **Relational Model**

- Numerous DBMS exist on the market
  - Oracle, SQL Server, MongoDB, ...
- Most of them follow the relational model
- What does it mean?
- Answer: They store all data in the form of relations.

#### Relation

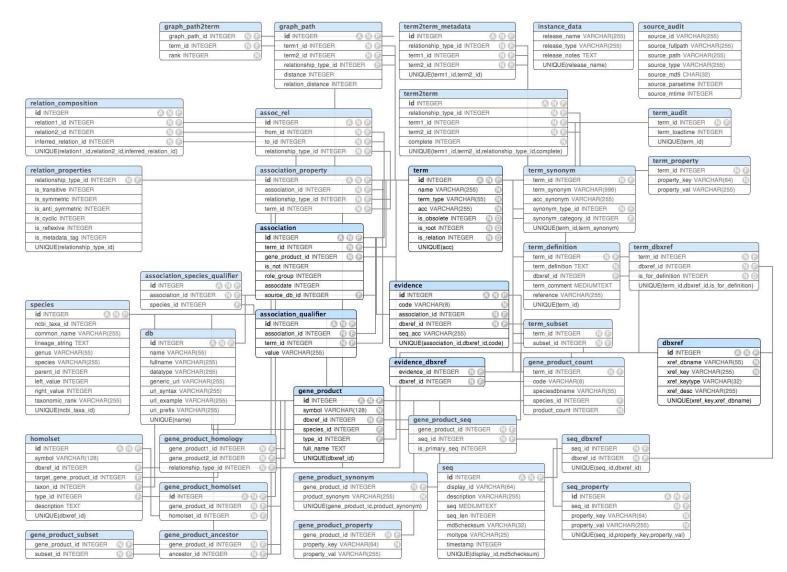
Product

<u>Name</u>	Price	Category	Manufacturer
iPhone 6	888	Phone	Apple
iPad Air 2	668	Tablet	Apple
Galaxy	798	Phone	Samsung
EOS-1D X	1199	Camera	Canon

#### Some jargons:

- A relation is often referred to as a table
- A row in a table is also called a tuple or a record
- A column in a table is also called an attribute of the table

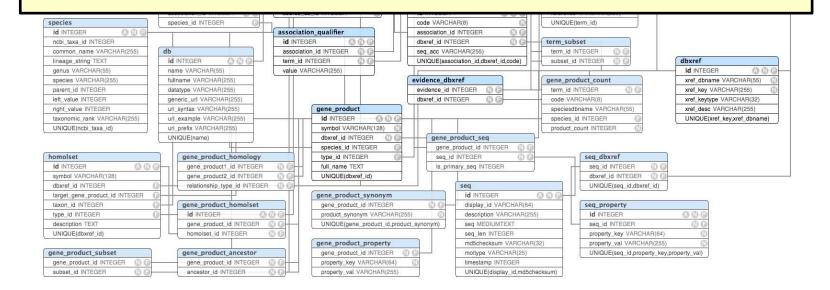
## A real database may have a large number of tables ...



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- Imagine that you are ask to design a database like this ....
- How would you approach this task?

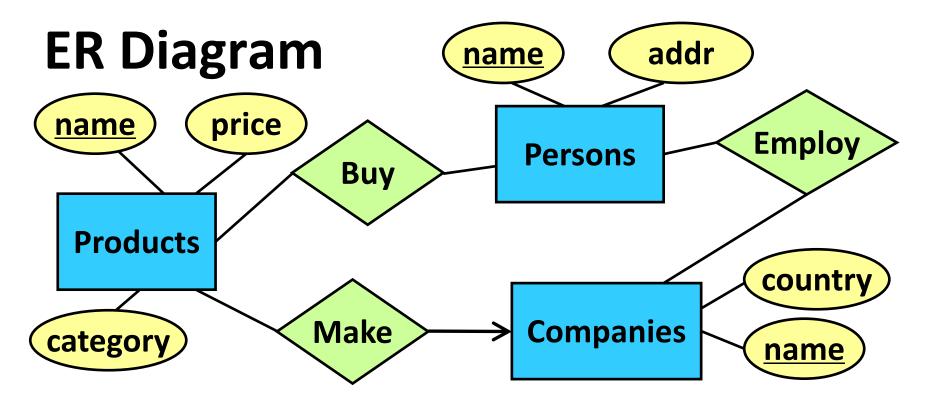


## Designing a Database for an Application

- Conceptually model the data requirements of the application
  - What are the things that need to be stored?
  - How do they interact with one another?
- Tool to use: Entity-Relationship (ER) Diagrams
  - A pictorial and intuitive way for modelling
- Translate the conceptual model into a set of tables
- Construct the tables with a DBMS

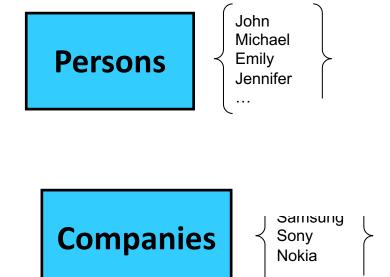
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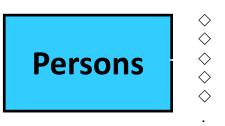
- ER diagram is a collection of visual artifacts
- Each artifact captures some data requirement or relationship





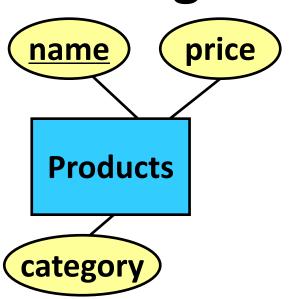
- Rectangle = Entity Set
- Entity = Real-world object (entity)
- Entity Set = Collection of similar objects (entities)
- Analogue: An object class in object-oriented programming language

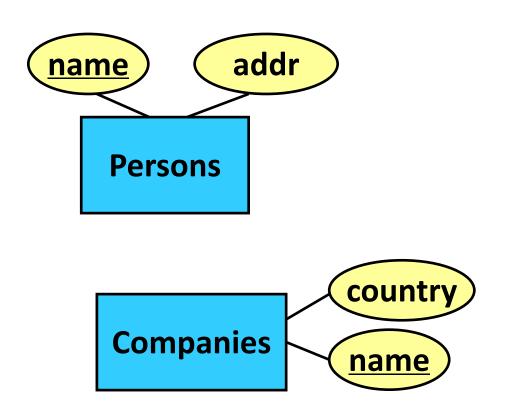




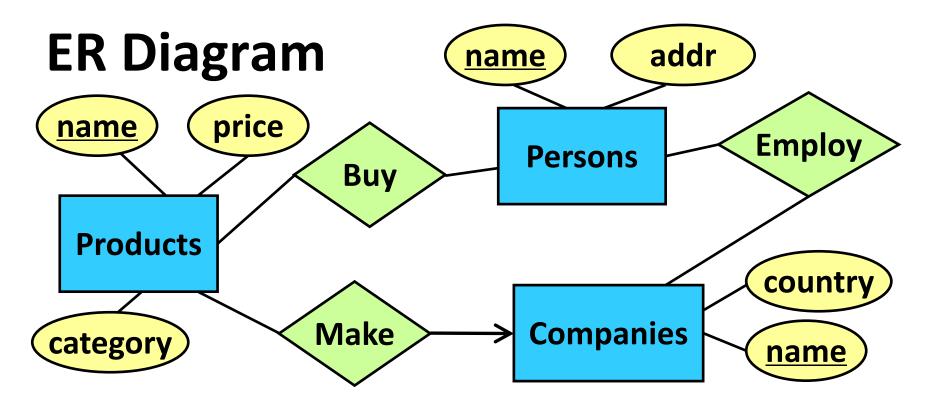
**Companies** 

- Rectangle = Entity Set
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- Analogue: An object class in object-oriented programming language

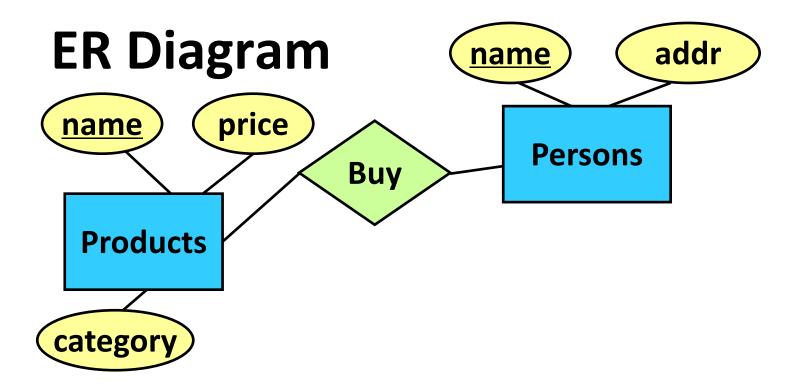




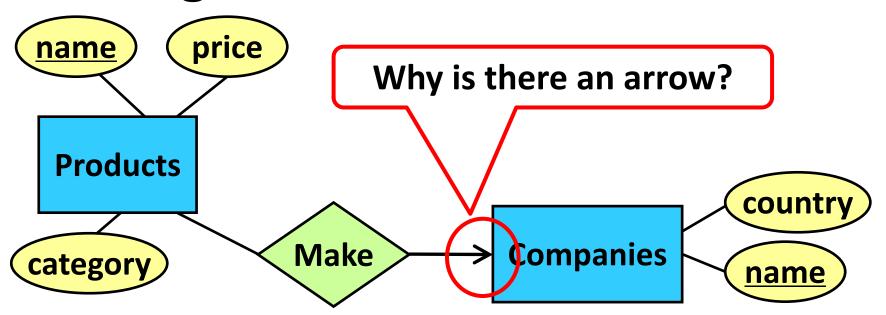
Oval = Attribute = Property of an entity set



Diamond = Relationship = Connection between two entity sets



- Diamond = Relationship = Connection between two entity sets
- Persons buy products



- Diamond = Relationship = Connection between two entity sets
- Companies make products

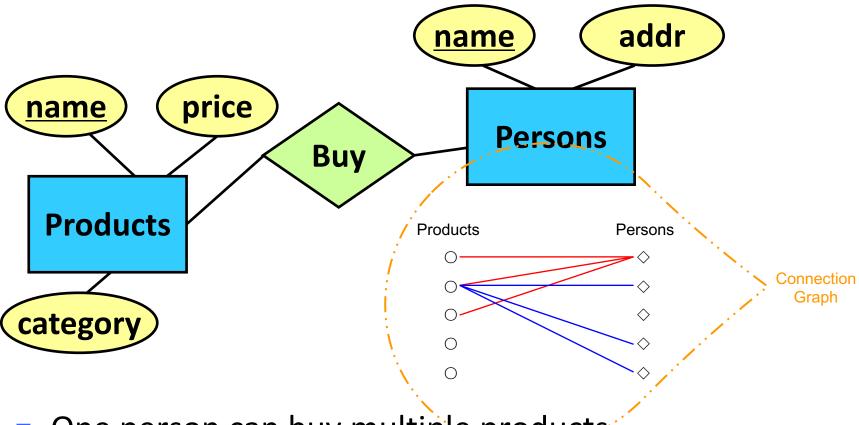
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## **Types of Relationships**

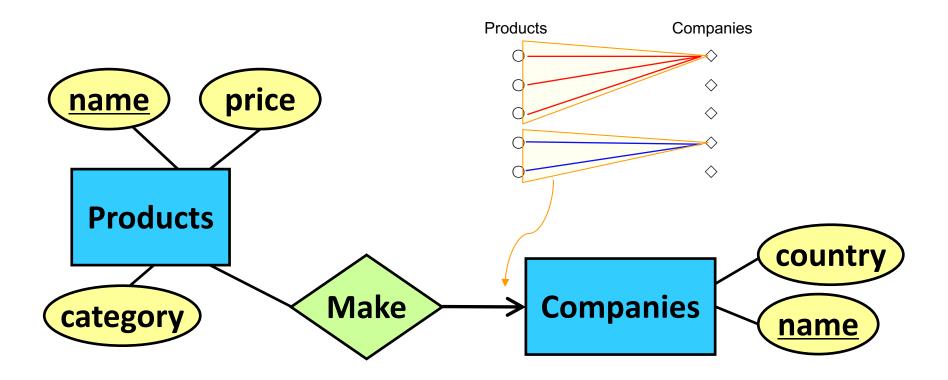
- Many-to-Many Relationships
- Many-to-One Relationships
- One-to-One Relationships

## Many-to-Many Relationship



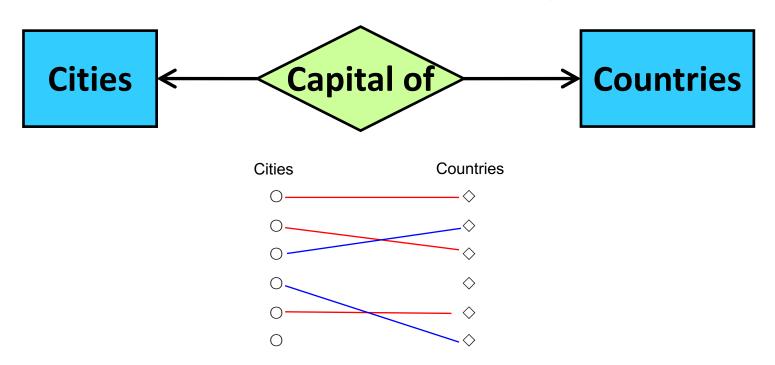
- One person can buy multiple products
- One product can be bought by multiple persons
- Note: Some Person entity is not related to Product entities, vice versa

## Many-to-One Relationship

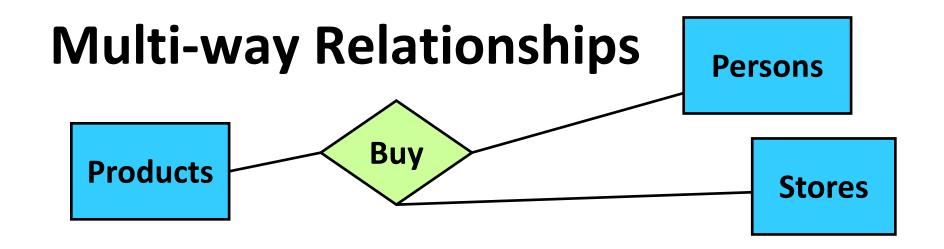


- One company can make multiple products
- But one product can only be made by one company
- Note: Some Company entity does not make any Product entity

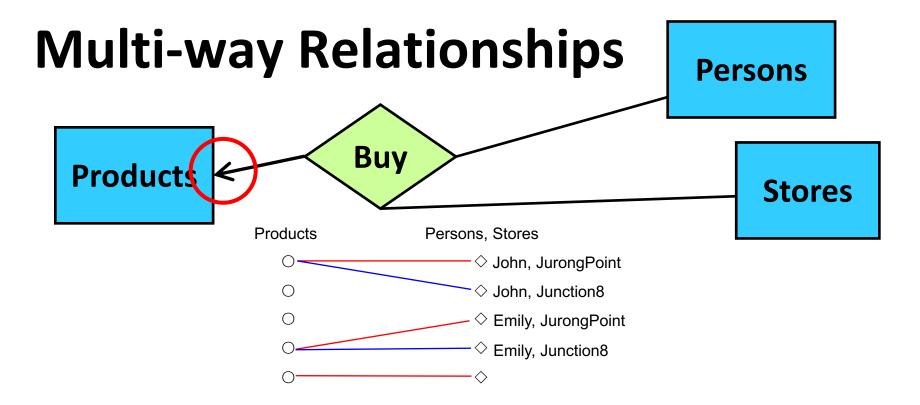
## **One-to-One Relationship**



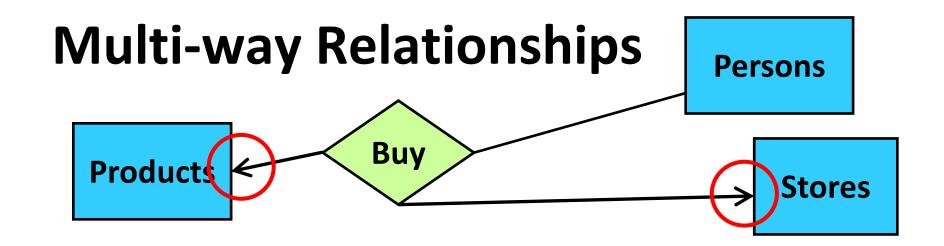
- A city can be the capital of only one country
- A country can have only one capital city
- Note: Some Country entity has no capital city, vice versa



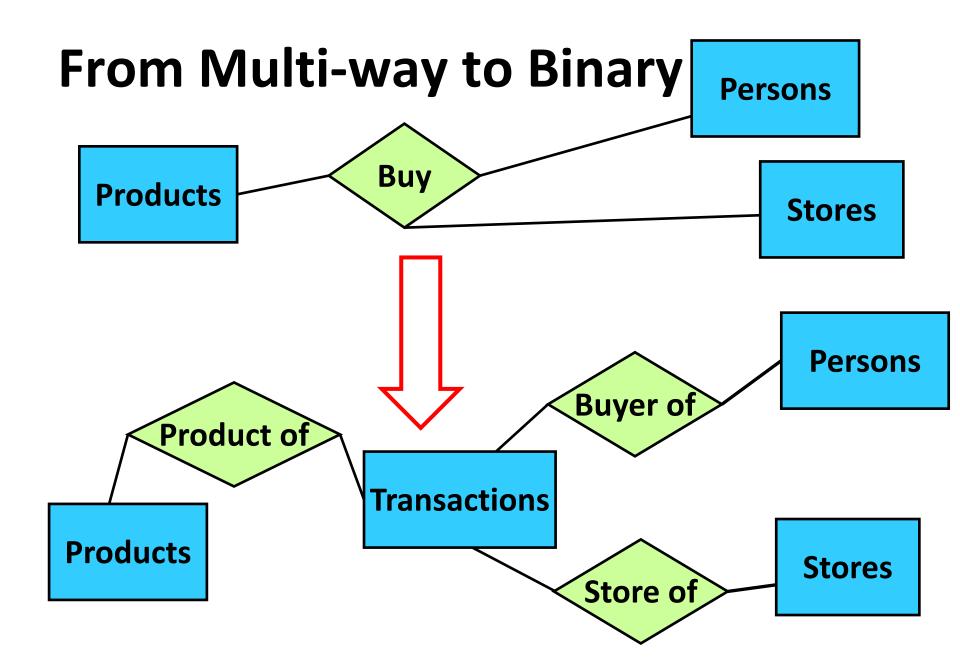
- What if we want to record the store from which the person bought the product?
- We can use a 3-way relationship
- Drawback: The arrows would be complicated



- Should we use this? What does it mean?
- One <person, store> pair to one product
- One product to many <person, store> pairs
- Meaning: A person only buys one product from one shop



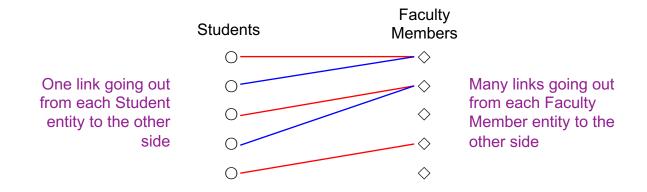
- What about this?
- <person, store> to product? many to one?
- <person, product> to store? many to one?
- Getting more complicated avoid this



## Example

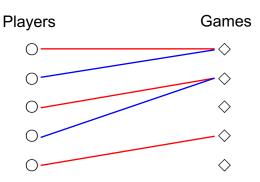


- Each student is mentored by one faculty member
- Each faculty member can mentor multiple students



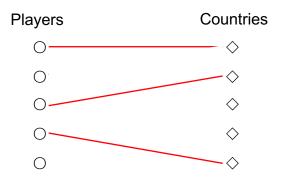


- Each player prefers only one game, but not vice versa
- Many-to-many? X
- Many-to-one?
- One-to-one?



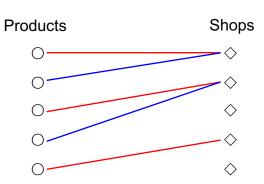


- Any two players are from exactly two different countries
- Many-to-many? X
- Many-to-one? X
- One-to-one?





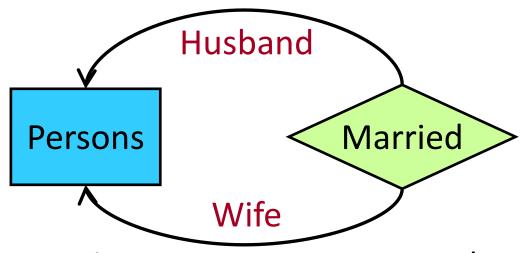
- No two shops sell the <u>same</u> product
- Many-to-many? X
- Many-to-one?
- One-to-one?



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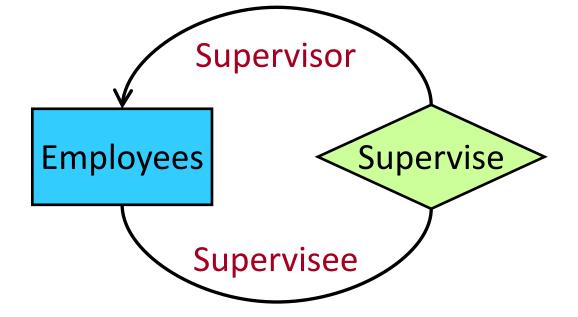
#### **Roles**



- Sometimes an entity set may appear more than once in a relationship
- Example: some persons are married to each other
- The role of the person is specified on the edge connecting the entity set to the relationship

Husband	Wife	
Bob	Alice	
David	Cathy	
•••	•••	

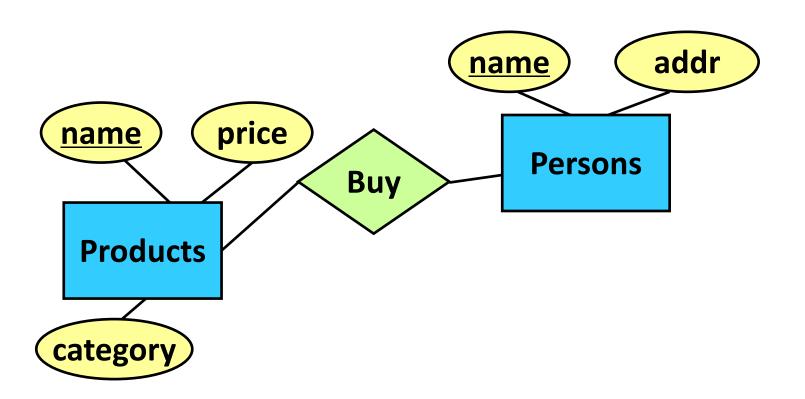
#### **Roles**



- Example: some employee supervises other employees
- Without the roles, it is unclear whether it is many-to-one from supervisees to supervisors, or the other way around

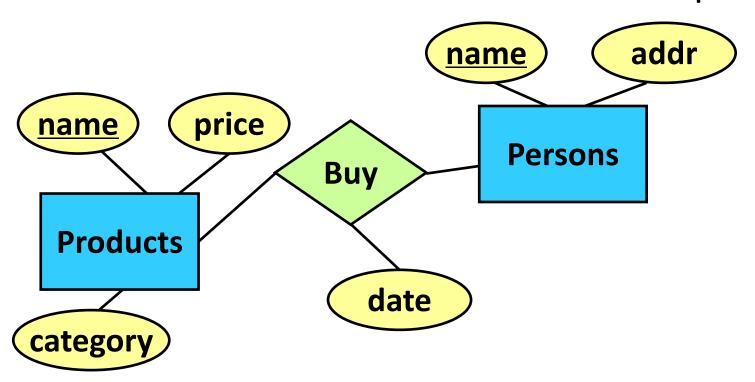
#### One More Thing about Relationships

A relationship can have its own attribute



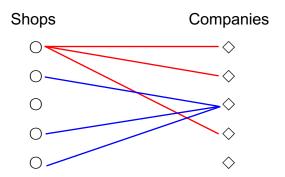
#### One More Thing about Relationships

- A relationship can have its own attribute
- If we want to record the date of the purchase

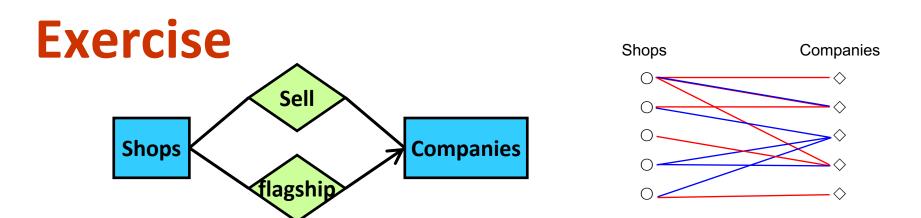


- Consider two entity sets, Shops and Companies
- Each shop sells products from at least one company
- Each company has its product <u>sold</u> in at least one shop
- A shop may be the <u>flagship</u> shop of at most one company
- Each company has at least one flagship shops
- Draw some relationships between Shops and Companies to capture the above statements

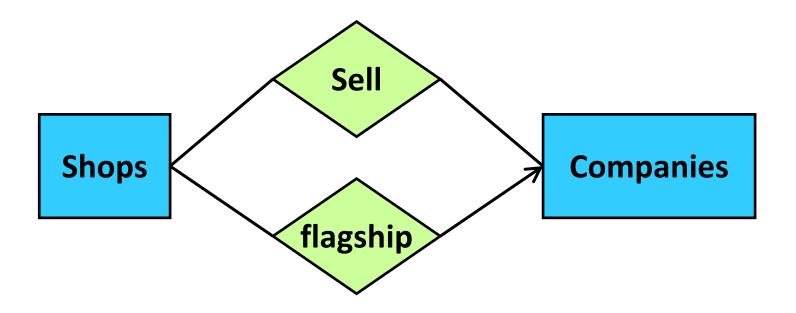




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There can be multiple relationships between two entity sets

#### To continue in

**Topic 1: Entity Relationship Diagram (2)**