# Project Phase 3(Team fightFight ID: 56)

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## Mapping ER Model to Relational Model

## Changes Made to Model

 Team was converted from a Weak Entity to a Strong Entity by adding a team\_id attribute to the entity. As a result, the 5\_stack\_stats relationship was converted from an identifying relationship to a normal binary relationship.

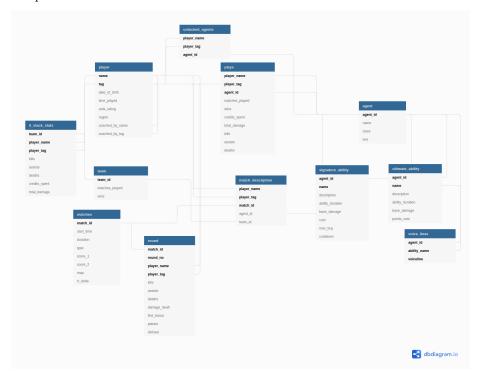
### Explanation of Steps taken to Convert to Relational Model

- 1. All Entities were converted into relations with their primary key and the entity's attributes.
- Coaches relationship was made into an attribute of relation player for the sake of the relational model. The attributes are coached\_by\_name and coached\_by\_tag, which are foreign keys of the player entity.
- 3. **plays** relationship was converted to a relation in the relational model as it was an **M:N** binary relationship (Relationship relation approach). Primary keys of **player** and **agent** were added as foreign keys to the relation.
- 4. Since the specialization of **Abilities** is total and disjoint, we use the "Multiple relations subclass relations only" approach. Hence, we created 2 relations, Signature ability and Ultimate ability, which contain the attributes of **Abilities** as well as their respective specialization attributes.
- 5. Composite attributes such as **Handle** in entity **Player**, **Match Score** in entity **Matches** were represented as only the attributes that comprise it. Hence, instead of **handle**, we listed attributes **name** and **tag**, and instead of **match score** we listed **score1** and **score2**.
- 6. Multivalued attributes were represented as a separate relation, such as **voicelines** and **unlocked agents**. Voicelines relation consists of the primary key of the ultimate ability (**agent\_id** + **ability\_name**) and the voiceline, while **unlocked agents** contains the primary key of **players** (**player\_name** + **player\_tag**) and the primary key of agents (**agent\_id**).
- 7. Subclass Ranked Match was converted into a simple attribute of the entity Match, by listing the subclass's attribute rr\_delta as an attribute of Matches. If the type attribute of Matches is not "Ranked" then rr\_delta is NULL, else it'll contain a value.

- 8. Weak entities were converted into a relation by adding the primary key of the entity that identifies them and listing the rest of their attributes. Round was converted into a relation with primary key of players(player\_name + player\_tag) and matches(match\_id). These three foreign keys + the partial key(round\_no) acts as the primary key of the Round relation. The specializations of Abilities contained the primary key of Agent(agent\_id). This foreign key along with the partial key name acts as the primary key of the signature\_ability and ultimate\_ability. The identifying relationships are also represented by this method
- 9. The 4-ary relationship Match Description was converted into a relation, containing the primary keys of team(team\_id), player(player\_name + player\_tag), agent(agent\_id), matches(match\_id). The primary keys of the relation are chosen as player\_name + player\_tag + match\_id.

### First Normal Form

By converting the ER model to a relational model, we've automatically converted it into first normal form, as all attributes are atomic/simple/indivisible, i.e. no composite or multivalued attributes.



### Second Normal Form

After converting the ER model to a relational model, we see that for every relation in the relational model, every non-prime attribute is fully functionally dependent on the primary key of the entity. Hence, the relational model is already in second normal form as well.

#### Third Normal Form

After converting the ER model to a relational model, we see that for every relation in the relational model, every non-prime attribute of every relation R in the relational model is not transitively dependent on the primary key of that relation. Hence, the relational model is already in third normal form as well.