جامعة دمشق

هندسة الحواسيب

السنة الرابعة

اعداد الطلاب:

أمير العوا

ابراهيم الصباغ

**مشروع شراء العاب الكترونية من موقع**

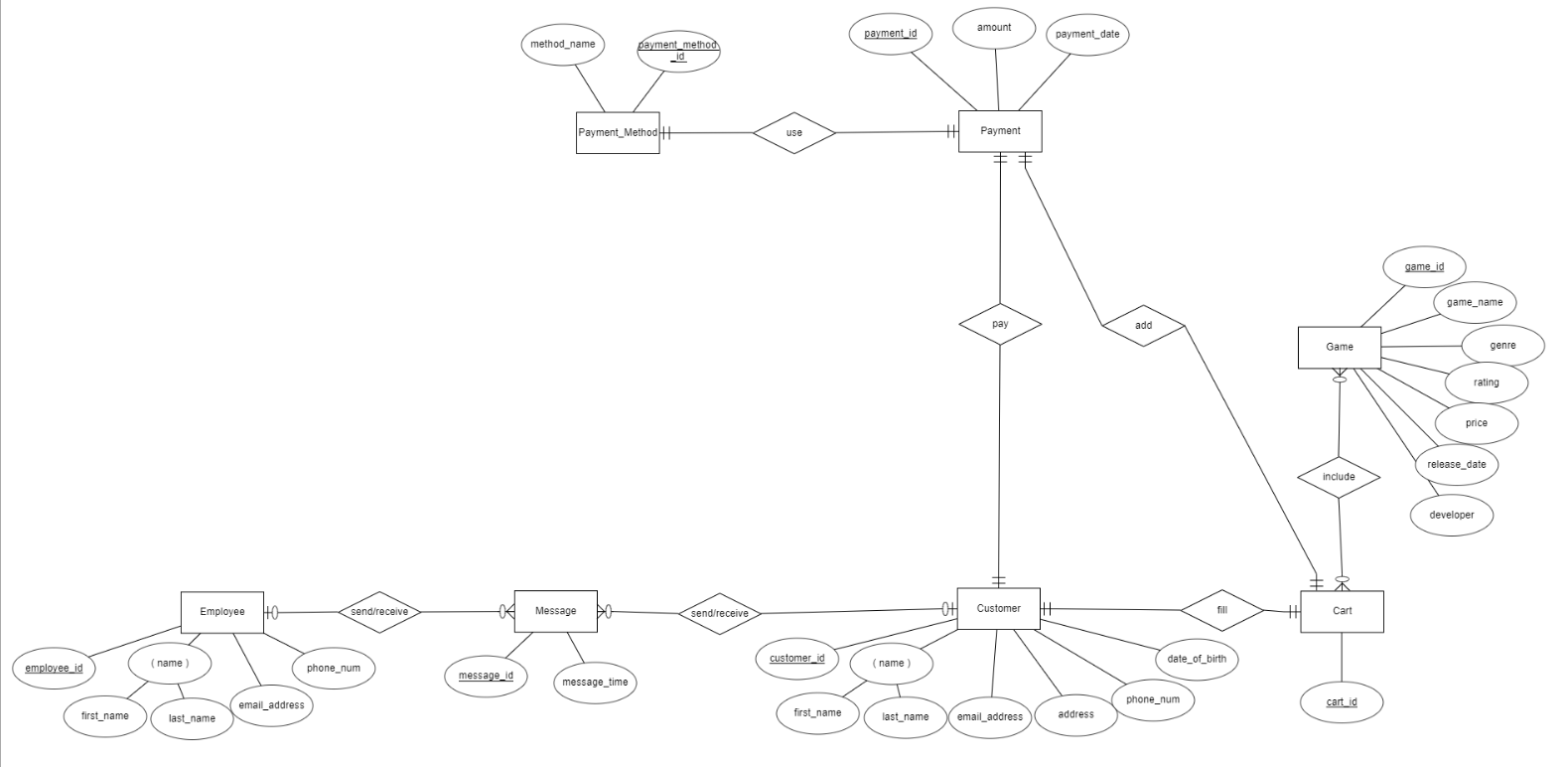
**STEAM**

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فكرة المشروع:

يقوم الزبون بعد الدخول الى الموقع بالتعرف على الالعاب الالكترونية الموجودة و اختيار ما شاء منه لشرائها حيث يتم وضعها في السلة الخاصة بالزبون و عند الانتهاء يتم الذهاب الى عملية الدفع حيث يتم ختيار طريقة الدفع المناسبة و يتم عرض تفاصيل الطلب حتى تتم عملية الشراء.

كما يمكن للزبون ان يتواصل عبر رسائل نصية مع موظفي قسم خدمة الزبائن.

ERD مخطط

SQL

CREATE SCHEMA IF NOT EXISTS `game\_shop`

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-- Table `game\_shop`.`customer`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `game\_shop`.`customer` (

`customer\_id` INT NOT NULL,

`first\_name` VARCHAR(50) NOT NULL,

`last\_name` VARCHAR(50) NOT NULL,

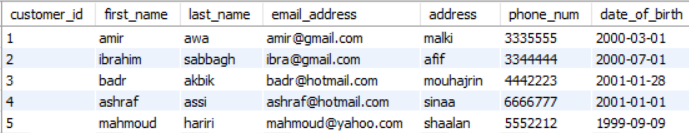
`email\_address` VARCHAR(50) NOT NULL,

`address` VARCHAR(50) NOT NULL,

`phone\_num` INT NOT NULL,

`date\_of\_birth` DATE NOT NULL,

PRIMARY KEY (`customer\_id`))



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-- Table `game\_shop`.`employee`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `game\_shop`.`employee` (

`employee\_id` INT NOT NULL,

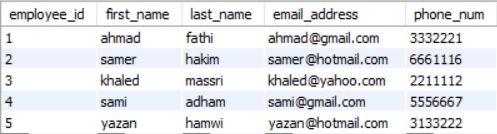
`first\_name` VARCHAR(50) NOT NULL,

`last\_name` VARCHAR(50) NOT NULL,

`email\_address` VARCHAR(50) NOT NULL,

`phone\_num` INT NOT NULL,

PRIMARY KEY (`employee\_id`))



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-- Table `game\_shop`.`message`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `game\_shop`.`message` (

`message\_id` INT NOT NULL,

`message\_time` TIME NOT NULL,

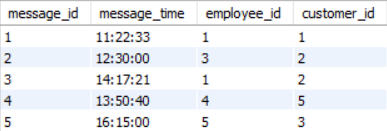
`employee\_id` INT NOT NULL,

`customer\_id` INT NOT NULL,

PRIMARY KEY (`message\_id`),

FOREIGN KEY (`employee\_id`) REFERENCES `game\_shop`.`employee` (`employee\_id`),

FOREIGN KEY (`customer\_id`)

 REFERENCES `game\_shop`.`customer` (`customer\_id`))

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-- Table `game\_shop`.`cart`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `game\_shop`.`cart` (

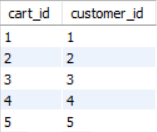
`cart\_id` INT NOT NULL,

`customer\_id` INT NOT NULL,

PRIMARY KEY (`cart\_id`),

FOREIGN KEY (`customer\_id`)

REFERENCES `game\_shop`.`customer` (`customer\_id`))



-- -----------------------------------------------------

-- Table `game\_shop`.`game`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `game\_shop`.`game` (

`game\_id` INT NOT NULL,

`game\_name` VARCHAR(50) NOT NULL,

`genre` VARCHAR(50) NOT NULL,

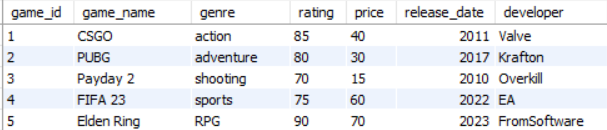
`rating` INT NOT NULL,

`price` INT NOT NULL,

`release\_date` YEAR NOT NULL,

`developer` VARCHAR(50) NOT NULL,

PRIMARY KEY (`game\_id`))



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-- Table `game\_shop`.`games\_cart`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `game\_shop`.`games\_cart` (

`cart\_id` INT NOT NULL,

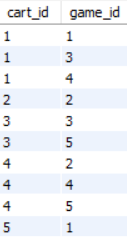
`game\_id` INT NOT NULL,

FOREIGN KEY (`cart\_id`)

REFERENCES `game\_shop`.`cart` (`cart\_id`),

FOREIGN KEY (`game\_id`)

REFERENCES `game\_shop`.`game` (`game\_id`))



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-- Table `game\_shop`.`payment\_method`

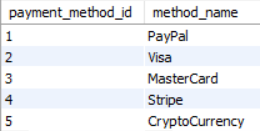
-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `game\_shop`.`payment\_method` (

`payment\_method\_id` INT NOT NULL,

`method\_name` VARCHAR(50) NOT NULL,

PRIMARY KEY (`payment\_method\_id`))



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-- Table `game\_shop`.`payment`

-- -----------------------------------------------------

CREATE TABLE IF NOT EXISTS `game\_shop`.`payment` (

`payment\_id` INT NOT NULL,

`amount` INT NOT NULL,

`payment\_date` DATE NOT NULL,

`customer\_id` INT NULL DEFAULT NULL,

`cart\_id` INT NOT NULL,

`payment\_method\_id` INT NOT NULL,

PRIMARY KEY (`payment\_id`),

FOREIGN KEY (`customer\_id`)

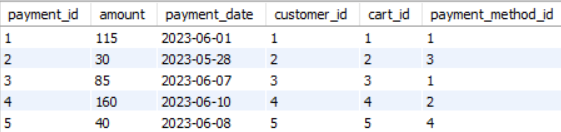
REFERENCES `game\_shop`.`customer` (`customer\_id`),

FOREIGN KEY (`cart\_id`)

REFERENCES `game\_shop`.`cart` (`cart\_id`),

FOREIGN KEY (`payment\_method\_id`)

REFERENCES `game\_shop`.`payment\_method` (`payment\_method\_id`))



Schema Diagram

