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Dating app paper

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Abstract

This project presents the design and development of a database for a dating application, following a structured 10- step process. Key entities are identified, and relationships between them are established to optimize the application’s functionality. The goal is to create an efficient and scalable database.

introduction

In this project, a 10-step procedure was used to design a database for a dating application where the components, entities and attributes were identified, as well as establishing relationships and developing an Entity-Relationship Model in order to create a functional and efficient database.

Methods

The database design for the dating app follows the following 10 steps:

- Define components:** Where the key elements of the app are defined.
- Define entities:** Establish the entities of the proposed elements.
- Define attributes per entity:** Specify the attributes of the proposed entities.
- Define relationships:** Determine how the proposed entities interact.
- Define relationship types:** Classify the relationships that the entities have.
- First entity relationship drawing:** Create an initial ER diagram.
- First many-to-many relationship:** Split the many-to-many relationships with an intermediate class.

- Second entity relationship drawing:** A second ER diagram is created taking into account step 7.
- Obtain the E-R-M data structure:** Develop the entity-relationship model (ERM) to clearly outline the structure.
- Define data restrictions and properties:** Specify the restrictions that our entities will manage.

Results

As a result of the process carried out we obtained

