Foundation in databases

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TINDER UD

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business model

- The dating application is designed to help individuals connect based on their shared interests, preferences, and location.
- It facilitates user registration, profile creation, and matching through algorithms that analyze compatibility. Users can browse profiles, send messages, and establish connections.
- The platform aims to promote meaningful relationships by providing an intuitive and efficient interface for interaction.
- And finally app focuses on creating a safe and engaging environment where users can meet, chat, and build connections.

processes and information required in the application

- Registration: Capture of name, age, gender, photos, preferences and location.
- Search: Algorithm that connects users based on interests and compatibility.
- Interactions: Likes, messages, matches between users,profile and activity management.
- Security: User verification and reporting mechanisms.

Define components

Tinder ud

1)Match
2)User profile
3)Chats

Defiene entities

e1=Match

e2=User

e3=Message

e4=Profile

e5=Preference

Define attributes per entities

Match:id_match(pk), id_user1(fk), id_user2(fk), date

User: id(pk), name, email, password, age, location, gender, likes

Message: id_msg(pk), id_writer(fk), id_match(fk), content, date

profile: id_profile(pk), id_user(fk), biografy, height, zodiacs, what_looking_for, body_caracteristics, photo

preferences: id_preferences(pk), id_user(fk), min_age, max_age, min_height, max_ height,location, gender_prefer, likes_prefer

Define relationships

	E1	E2	E3	E4	E5
E1		y	y		
E2	y		y	y	y
E3	y	y			
E4		y			
E5		y			

e1 = match

e2= user

e3 = message

e4= profile

e5= preferences

e1 one to many e2

A match has two users

e1 one to many e3

A match can have one or many messages

e2 one to many e3

A user can have one or many messages

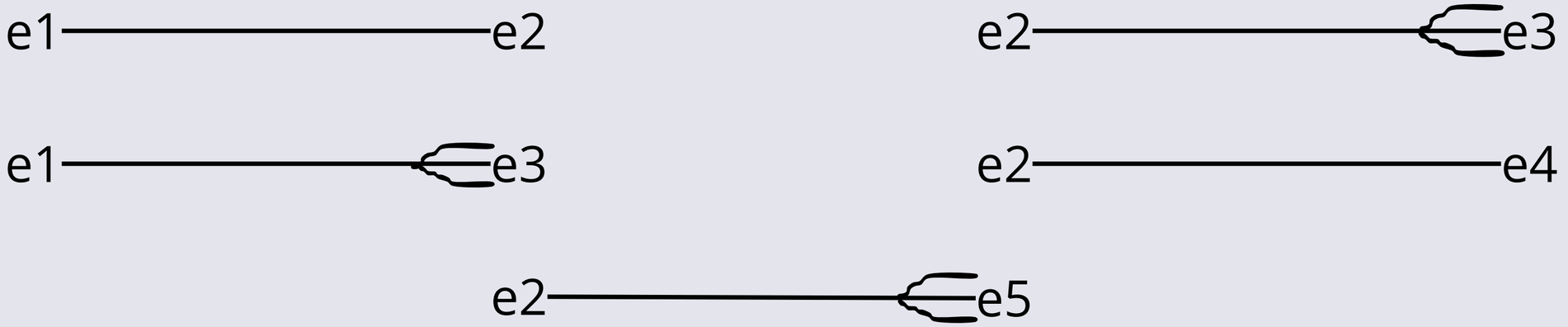
e2 uno a uno e4

A user has a profile

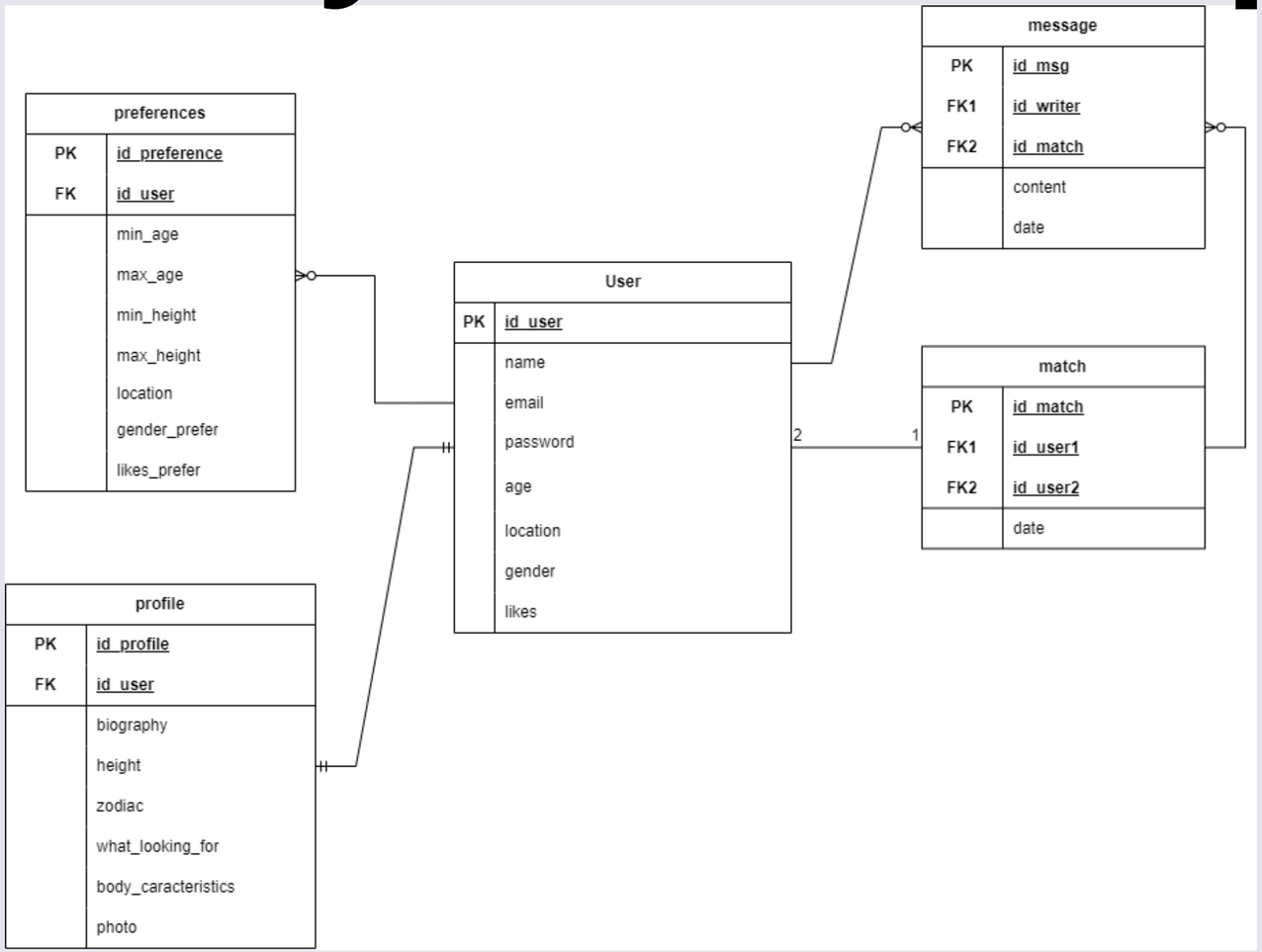
e2 one to many e5

A user can have one or many preferences

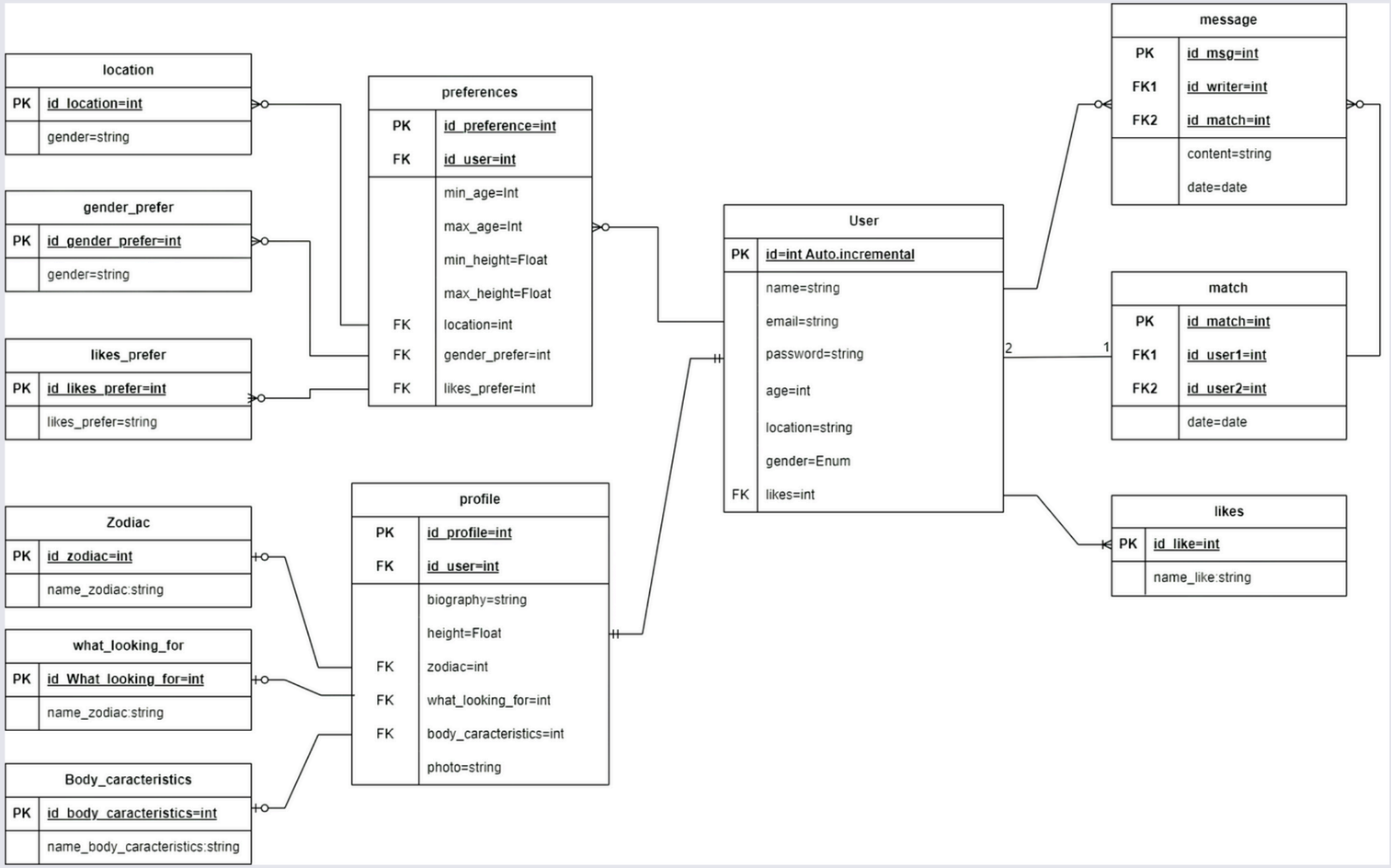
Define Relatioships Types



First entity-relationship draw



Get data-structure E-R M



Define constraints and properties of data (final design)