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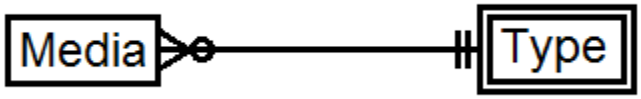
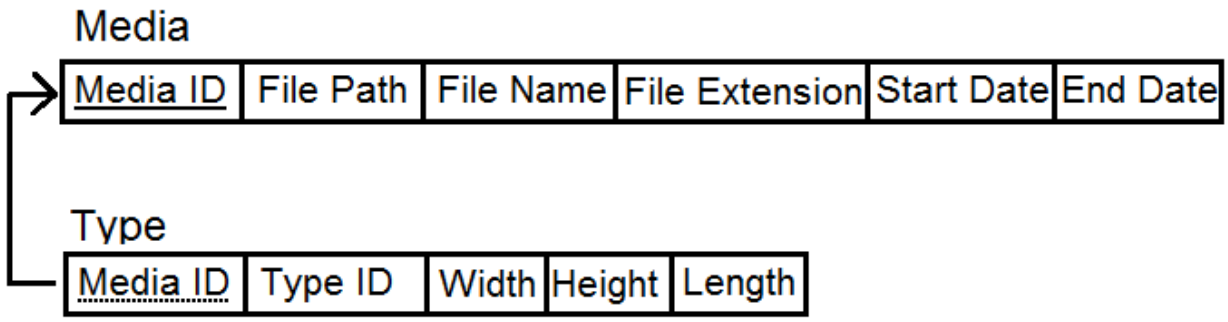
CSC 460
Pilot Player Database Documentation

Database Type: SQL Compact

The database contains a relationship between two entities: 1) Media and 2) Type.



Media is a strong entity, while Type is a weak entity (it only exists if Media exists). Media has a mandatory one relationship to Type, meaning that each item in the Media table must have exactly one Type. Type has an optional-many relationship to Media, meaning there can be zero or more Media of a certain type. Below is a more detailed look at the tables:



Media Table:

Media ID represents the Primary Key for the Media table, which will just be an auto assigned integer value.

In the Media Table there is a separate field for File Path, File Name, and File Extension because separately these pieces of information can be useful in their own way, and combined they can represent the absolution path.

File Path	File Name	File Extension
C:/Users/Stephen/Desktop/	FootballVideo	avi
C:/Users/Stephen/Desktop/FootballVideo.avi		

The Start Date and End Date will be stored as Strings, but will be in C#'s DateTime format. This is identical to how we handled Dates in the Calendar project, which is a good reference.

Type Table:

The Type table is a weak (dependent) entity that relies on the Media table. As such, the Type table's Primary key is also its Foreign Key which is the Media ID that will map to a unique entry in the Media table.

The Type ID attribute will be an integer that maps to a certain type of media. At the moment we only have two types of media: Video and Image. As we add more media types to our application, we can expand this Type ID list, and as such potentially expand our Database model. Once we have several types of data, it might be wise to create a table for each specific type. This would mean we would have a Video table, Image table, etc. This is just forward thinking, and will not be implemented for now.

Type ID	
1	Video
2	Image

In the Type table, the Width and Height are a composite attribute. Combined they represent the **resolution** of the media type. This is useful because both image and videos have a resolution, and it depending on the specific item may not be the exact resolution of our application (1024 x 760).

Resolution	
Width	**Height**
800	600