**Report**:

**Data:**

Why was it chosen?

Something about how we all really like the topic

What does it consist of?

Basketball players that went into the draft, players that got drafted and NBA players, the referees, games, teams, city….

How large is it? (File size, number of records)

**A discussion of the data model**

Why was it broken it down into those tables?

Did students face any difficult choices when deciding on how to set up the model?

We changed the cardinality of face in from Team to Games. It was many to many, since many teams face in many games during the season, but it should have been many-to-1 because for each game, there are two teams that face each other. (This change was mostly because we already have the two id’s of both teams as attributes of game entity).

We also change the cardinality from of oversee from Referee to Game. It was many to one because for each game there are three referees. But it is also true that many referees oversee many games for every season. (This change was mostly because we need already had a table containing each game with the referee that oversaw that game).

Also write the ones that you weren’t sure…

Tricky participation/cardinality ratio decisions could go here

**A summary of the database**

List each of the final tables, along with its cardinality and arity

**A list of the queries implemented (explanation):**

* Query 1:

**A summary of the interface**

This should include both a description of how it was created (what language was it written in, including any specific libraries) and instructions on how to use it.

Database:

It was created using DB Browser for SQLite (SQLite3) by importing csv files. Therefore, it is written in DB Browser for SQLite (SQLite3).

You can run Comp3380\_NBA.sql in Browser for SQLite (SQLite3). Or alternatively, open Comp3380\_NBA.db in the same app.

Interface: