

Brian Jahnke
Lab2

Customers

| | cid character(4) | name text | city text | discount numeric(5,2) |
|----------|-----------------------------------|----------------------------|----------------------------|--|
| 1 | c001 | Tiptop | Duluth | 10.00 |
| 2 | c002 | Basics | Dallas | 12.00 |
| 3 | c003 | Allied | Dallas | 8.00 |
| 4 | c004 | ACME | Duluth | 8.00 |
| 5 | c005 | Weyland-Yutani | Acheron | 0.00 |
| 6 | c006 | ACME | Kyoto | 0.00 |

Agents

| Data Output Explain Messages History | | | | |
|---|-----------------------------------|----------------------------|----------------------------|-------------------------------|
| | aid character(3) | name text | city text | percent real |
| 1 | a01 | Smith | New York | 6 |
| 2 | a02 | Jones | Newark | 6 |
| 3 | a03 | Brown | Tokyo | 7 |
| 4 | a04 | Gray | New York | 6 |
| 5 | a05 | Otasi | Duluth | 5 |
| 6 | a06 | Smith | Dallas | 5 |
| 7 | a08 | Bond | London | 7 |

Products

| | Data Output | Explain | Messages | History | |
|---|---------------------|--------------|--------------|---------------------|---------------------------|
| | pid character(3) | name text | city text | quantity integer | priceusd numeric(10,2) |
| 1 | p01 | comb | Dallas | 111400 | 0.50 |
| 2 | p02 | brush | Newark | 203000 | 0.50 |
| 3 | p03 | razor | Duluth | 150600 | 1.00 |
| 4 | p04 | pen | Duluth | 125300 | 1.00 |
| 5 | p05 | pencil | Dallas | 221400 | 1.00 |
| 6 | p06 | folder | Dallas | 123100 | 2.00 |
| 7 | p07 | case | Newark | 100500 | 1.00 |
| 8 | p08 | clip | Newark | 200600 | 1.25 |

Orders

| | ordno integer | mon character(3) | cid character(4) | aid character(3) | pid character(3) | qty integer | dollars numeric(12,2) |
|----|------------------|---------------------|---------------------|---------------------|---------------------|----------------|--------------------------|
| 1 | 1011 | jan | c001 | a01 | p01 | 1000 | 450.00 |
| 2 | 1013 | jan | c002 | a03 | p03 | 1000 | 880.00 |
| 3 | 1015 | jan | c003 | a03 | p05 | 1200 | 1104.00 |
| 4 | 1016 | jan | c006 | a01 | p01 | 1000 | 500.00 |
| 5 | 1017 | feb | c001 | a06 | p03 | 600 | 540.00 |
| 6 | 1018 | feb | c001 | a03 | p04 | 600 | 540.00 |
| 7 | 1019 | feb | c001 | a02 | p02 | 400 | 180.00 |
| 8 | 1020 | feb | c006 | a03 | p07 | 600 | 600.00 |
| 9 | 1021 | feb | c004 | a06 | p01 | 1000 | 460.00 |
| 10 | 1022 | mar | c001 | a05 | p06 | 400 | 720.00 |
| 11 | 1023 | mar | c001 | a04 | p05 | 500 | 450.00 |
| 12 | 1024 | mar | c006 | a06 | p01 | 800 | 400.00 |
| 13 | 1025 | apr | c001 | a05 | p07 | 800 | 720.00 |
| 14 | 1026 | may | c002 | a05 | p03 | 800 | 740.00 |

2.) A primary key is column that uniquely identifies each record, there can only be one per record, is also a candidate key. A candidate key can be a primary key but there can also be multiple candidate keys per record. A Super key can be any field or set of fields that identifies every row in a table uniquely.

3.) The topic for the database I'm using is a game character which will be called "game character". Fields will include "cid", "Sex", "Class", "LVL", "NAME", "GUILD". cid's type will be "INT PRIMARY KEY" and "Not-nullable", Sex's type will be "CHAR(6)" and "Not-nullable", Class will be type "CHAR(10)" and "Non-nullable", LVL will be type "INT" and "Not-nullable", Name will be type "CHAR(18)" and "Not-nullable", and Guild will be type "CHAR(25)" and "nullable".

4.) First normal form states that rows and columns that intersect are atomic. Access rows by content only rules states that users may not know "where" an element is in a database, they can only search "what" it holds. The all rows must be unique rule states that there can be no duplicate rows in tables, this is important because it makes it easier to search for data.