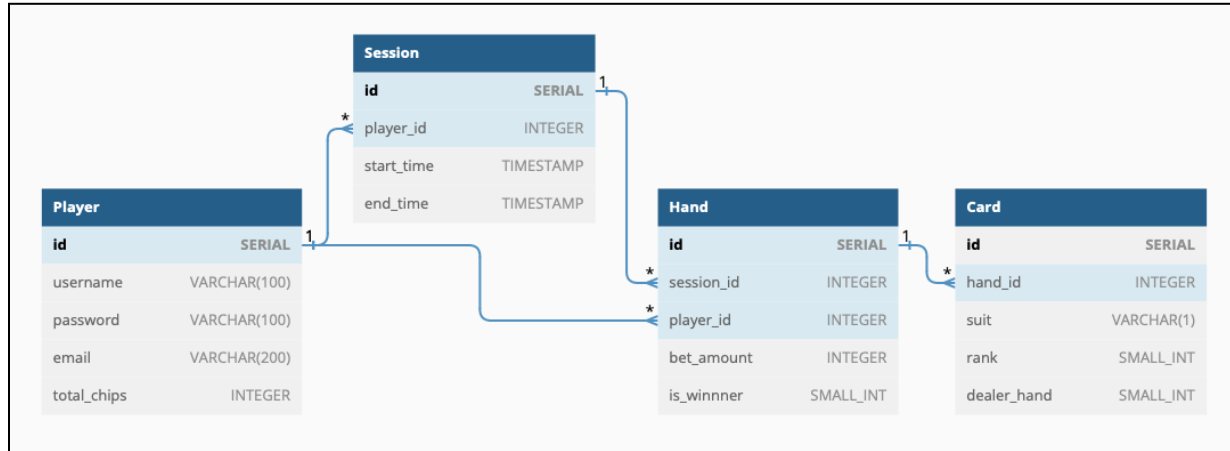


Entity Relationship Diagram + Descriptions



Player		
Attribute	Data Type	Notes
id	SERIAL	Uniquely identifies a player (primary key)
username	VARCHAR(100)	Used for login credentials
password	VARCHAR(100)	Used for login credentials
email	VARCHAR(200)	Used for registration
total_chips	INTEGER	Tracks total number of chips for a player (should be updated each hand)

Session		
Attribute	Data Type	Notes
id	SERIAL	Uniquely identifies a session (primary key)
player_id	INTEGER	Identifies the player in the session (foreign key)
start_time	TIMESTAMP	Marks when player started session
end_time	TIMESTAMP	Marks when player ended session

Hand		
Attribute	Data Type	Notes
id	SERIAL	Uniquely identifies a hand (primary key)
session_id	INTEGER	Identifies the session that hand took place (foreign key)
player_id	INTEGER	Identifies the player that was involved with the hand (foreign key)
bet_amount	INTEGER	The amount of chips that a player bets before the cards are dealt
is_winner	SMALL INT	Indicator variable: 0 (zero) if player lost to dealer, 1 (one) if player won

Card		
Attribute	Data Type	Notes
id	SERIAL	Uniquely identifies a card (foreign key)
hand_id	INTEGER	Identifies which hand the card was in (foreign key)
suit	VARCHAR(1)	Identifies suit of the card (H: Hearts, C: Clubs, S: Spades, D: Diamonds)
rank	SMALL INT	Identifies the numeric value of the card (1: Ace, ... , 13 King)
dealer_hand	SMALL INT	Indicator variable: 0 (zero) if player was dealt card, 1 (one) if dealer was

Relations			
Entity 1	Relation Type	Entity 2	Explicit Interpretation
Player	(one) to (many)	Session	Each player in the db, can have multiple sessions
Player	(one) to (many)	Hand	Each player in the db, can have multiple hands
Session	(one) to (many)	Hand	Each session in the db, can have multiple hands
Hand	(one) to (many)	Card	Each hand in the db, can have multiple cards