CS 340 Group 22 - Team Kimchi Ernest Kim - Organizational Manager Nathan Johnson - Quality Control

PROJECT STEP 7

URL

http://flip3.engr.oregonstate.edu:7374/

FEEDBACK/CHANGE SUMMARY

Relationship Changes

In our outline and schema we changed the relationship between driver and vehicle. It used to be a many to many relationship but it is now a one to one relationship. We initially thought that drivers should be able to drive multiple vehicles for various races and that vehicles can be driver by multiple drivers over multiple races. We changed it for simplicity's sake.

Attribute Changes

In our outline and schema we removed the wins attribute from the team entity as it is redundant and would go against database normalization.

Pre-Populated Drop-Downs

On the client side we added pre-populated drop-down lists for our foreign keys to our insert functions to make it easier for the user to add data instead of typing in ID numbers. This vastly eliminates possible errors.

Nullable Relationship

We forgot to add a nullable relationship so we made the driver's team nullable in the edit page.

Search Feature

We added a search option to search for drivers by name.

Date Formatting

We formatted the dates to show MM/DD/YYYY to make it easier to read for the user.

UI Update

We updated the navbar to highlight the current page and have a dark background for better readability.

Usability Update

We changed the foreign keys to display names and instead of ID numbers for better readability.

PROJECT OUTLINE

AMATEUR RACE CIRCUIT

Our project is to build a database of records for an amateur circuit of race car drivers. On the front end, users will be able to enter information for each entity. The website will consist of a home page with an introduction to the site, where the user will be able to navigate and go to the race, driver, or contact page. The race page will allow the user to input information into the database concerning the actual race that took place (what drivers participated, the track it was on, and who won). The driver page will allow the driver to input information on the driver (add a driver, change vehicle information, add/change team). The contact page will allow the user to get in touch with the administrator of the database.

ENTITIES INCLUDE:

Track

The track is where the races are being held. It's primary key will be an auto-incrementing integer. The main attributes to a track are its name and location with the later being broken up into smaller pieces (street address, city, etc...)

Race

The race is the actual event. It's primary key will be an auto-incrementing integer. The main attributes for the race are the date of the event, the track that it's being held at, the weather during the race, and the winner of the race.

Driver

The drivers are the ones participating in the races. Every driver will have an auto-incrementing integer for its primary key. The driver's attributes are its name, date of birth, height, weight, team ID if it's part of a team, wins total, and the vehicle that it drives.

Team

This entity is the team of drivers. This is a fairly simple entity with only a name as its attribute.

Vehicle

This is the vehicle that is driven by the driver. The only information needed is it's make, model, and year.

DATABASE OUTLINE

TRACK ENTITY

Track_ID (Primary Key) int

This will be the ID# for the track. The ID# will be automatically generated by the database once entered.

Track_Name varchar

This is the name of the track. It will be a varchar data type with a limit of 30 characters.

Address varchar

This is the name of the street address that the track is located in. There will be a limit of 30 characters for this.

State varchar

This is the name of the state that the track is located in. There will be a limit of 30 characters.

City varchar

This is the name of the city that the track is located in. There will be a limit of 30 characters.

Zip varchar

This is the zipcode that the track is located in. There will be a limit of 5 characters.

Length int

This will be the length of the track.

RACE ENTITY

Race_ID (Primary Key) int

This is the ID number for each race. The ID number will be automatically generated.

Track_ID (Foreign Key from Track entity) int

This is the track that the race will be held at.

Date date

This is the date of the actual race.

Weather varchar

This is the weather conditions during the race. The limit to the weather will be 30 characters.

Winner_ID (Foreign Key from Driver entity) int

This is the winner of the race. It will be a driver ID number.

DRIVER

Driver_ID (Primary Key) int

This is the ID number for each driver. The ID number will be automatically generated.

Name (First & Last) varchar

This is the name of the driver. The limit to the name will be 30 characters.

Date of Birth date

This is the date of birth of the driver.

Height int

This is the height of the driver.

Weight int

This is the weight of the driver.

Team_ID (Foreign Key from Team Entity) int

This is the team that the driver belongs if he belongs to a team.

Wins int

This is the number of wins the driver has on his record.

Vehicle_ID (Foreign Key from Vehicle Entity) int

This is the number of wins the driver has on his record.

VEHICLE

Vehicle_ID (Primary Key) int

This is the ID number for each vehicle. The ID number will be automatically generated.

Make varchar

This is the make of the vehicle.

Model varchar

This is the model of the vehicle.

Year year

This is the year that the vehicle was made.

TEAM

Team_ID (Primary Key) int

This is the ID number for each team. The ID number will be automatically generated.

Name varchar

This is the name of the team.

RELATIONSHIPS

Track_Race One to Many

A track can host one or more races. A race event can only be held at one track.

Race_Driver Many to Many

A race must have two or more drivers. A driver can participate in one or more races. There is a relationship table which contains Foreign keys from the Driver and Race Entities (see schema).

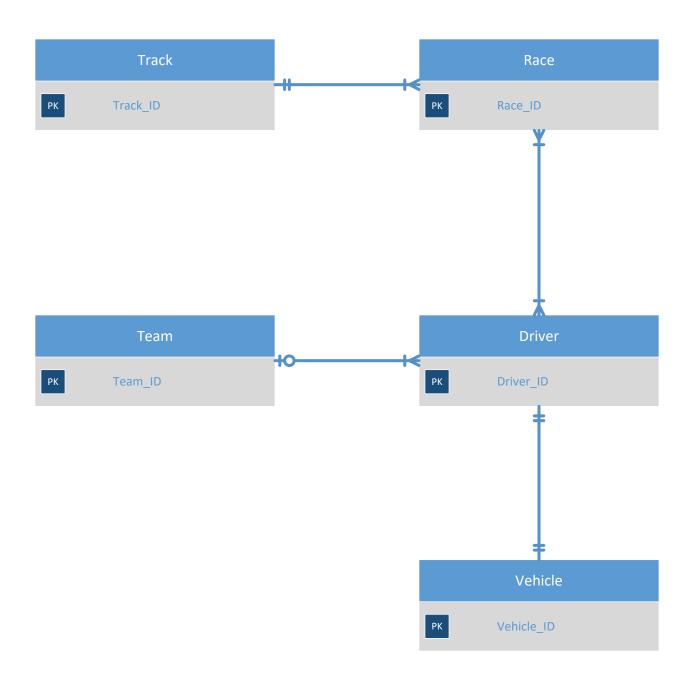
Driver_Team One to Many

A driver can be in one team or none. A team must have at least one driver

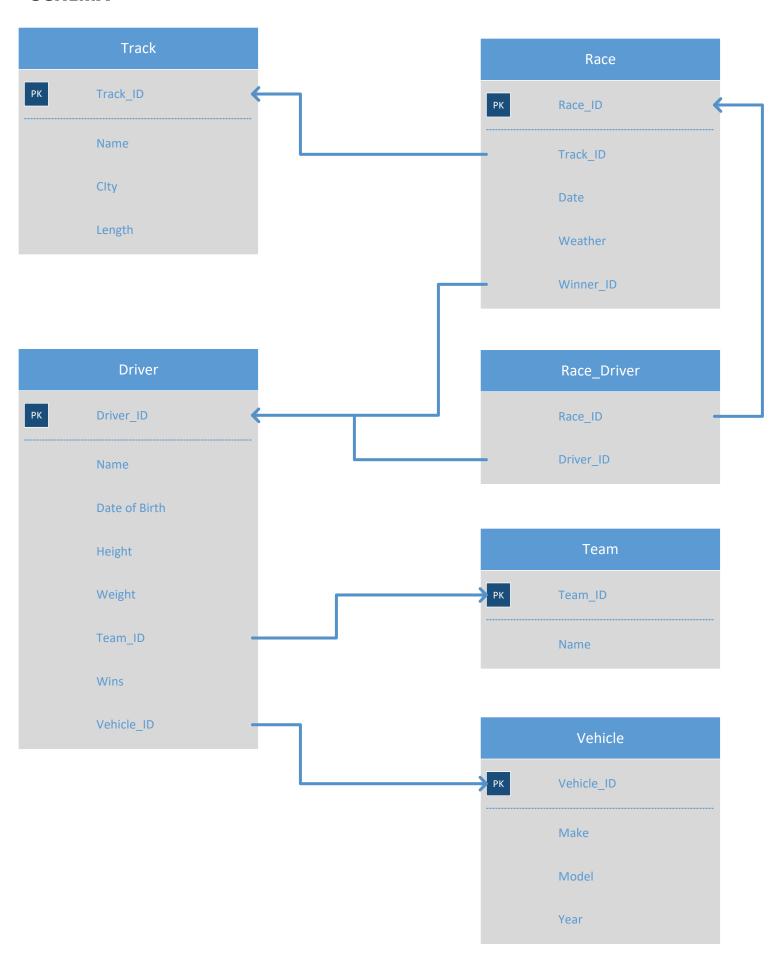
Driver_Vehicle One to One

A driver can only have one vehicle. A vehicle must have only one driver.

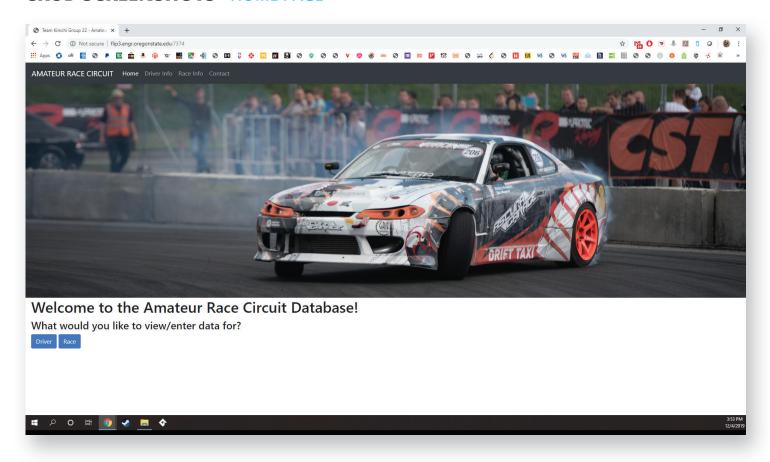
ENTITY-RELATIONSHIP DIAGRAM



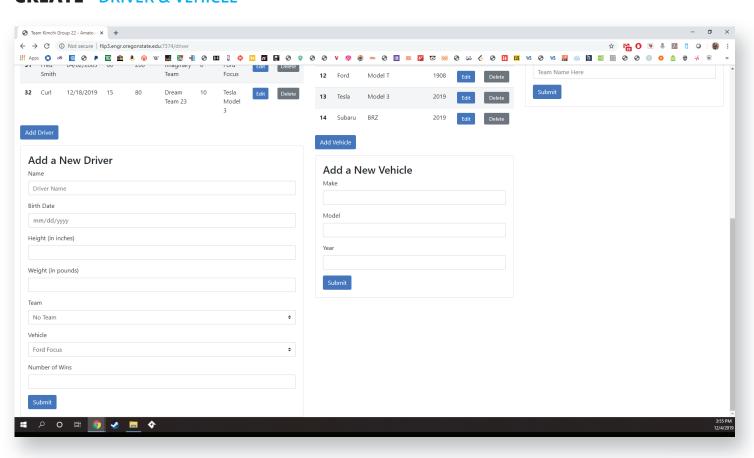
SCHEMA



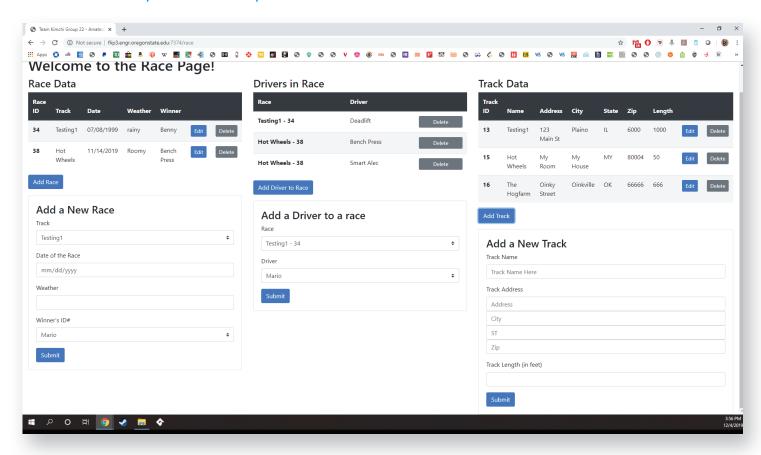
CRUD SCREENSHOTS HOME PAGE



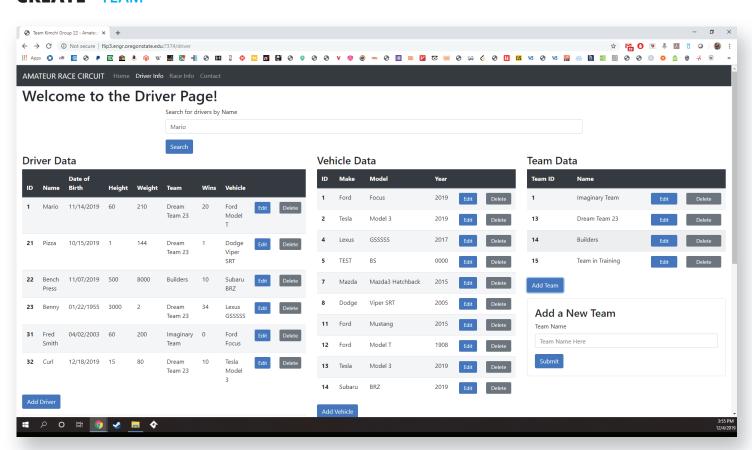
CREATE DRIVER & VEHICLE



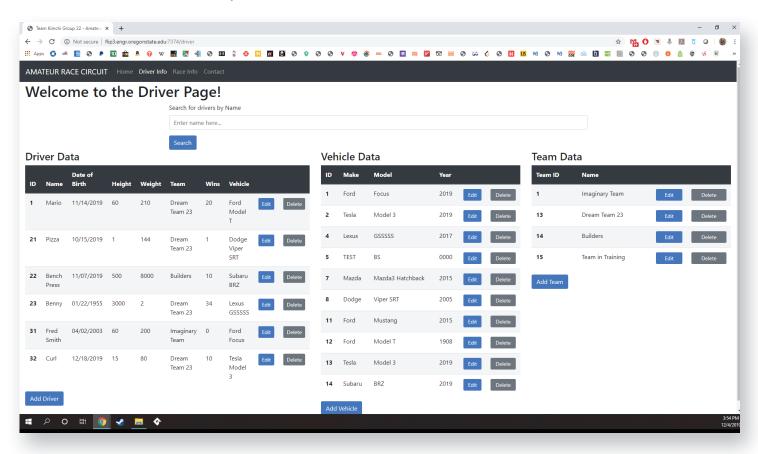
CREATE RACE, RACE-DRIVER, & TRACK



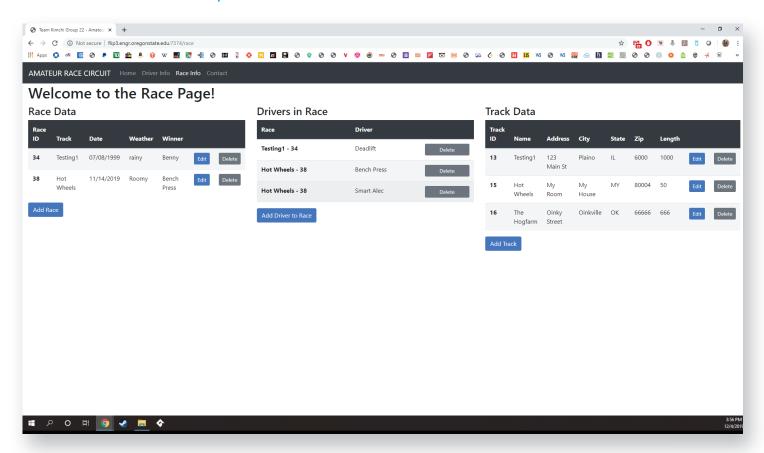
CREATE TEAM



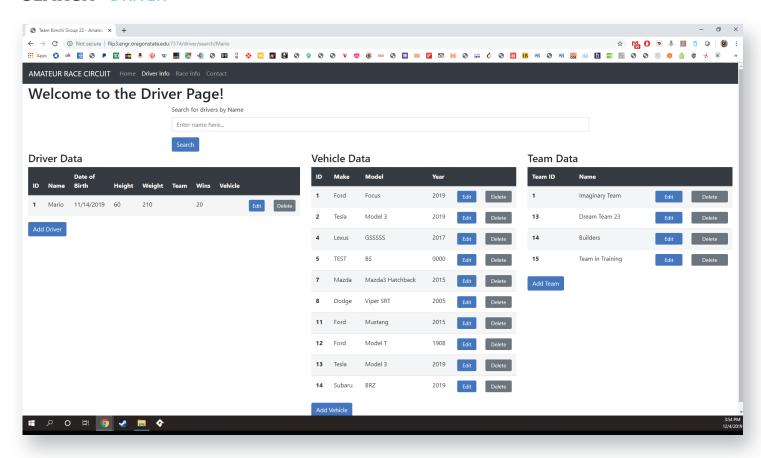
READ & DELETE DRIVER, VEHICLE & TEAM



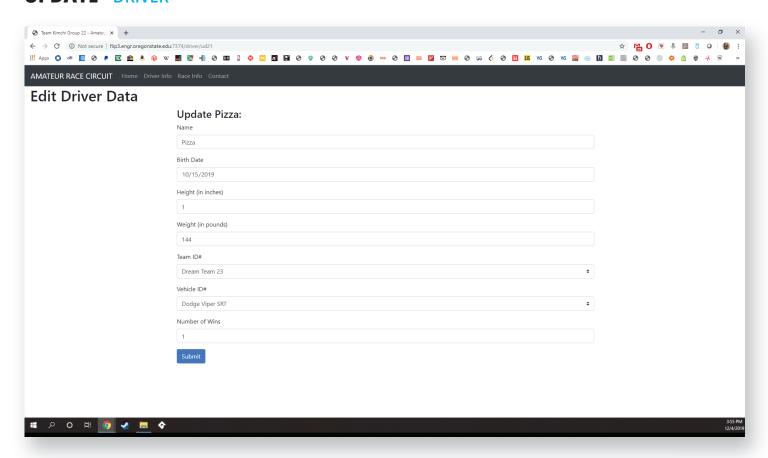
READ & DELETE RACE, RACE-DRIVER & TRACK



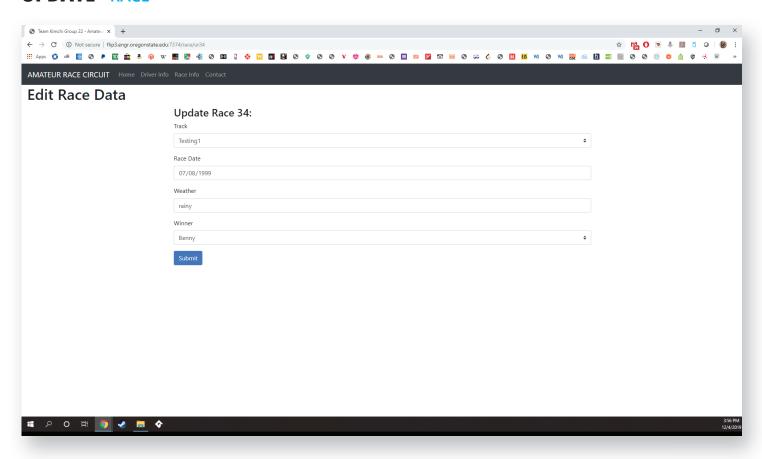
SEARCH DRIVER



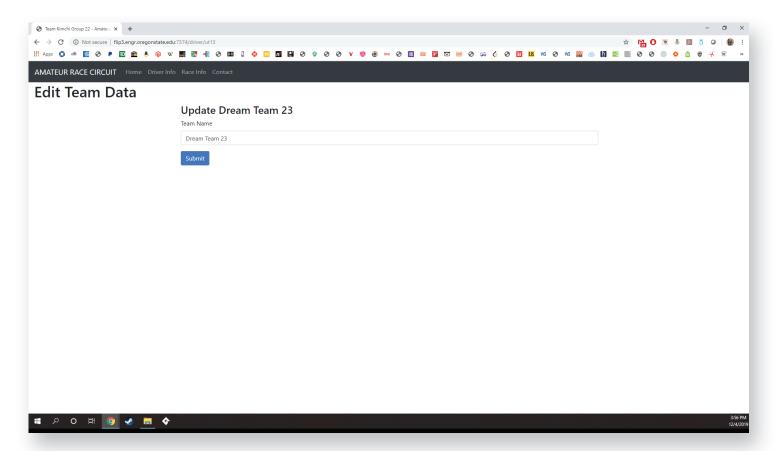
UPDATE DRIVER



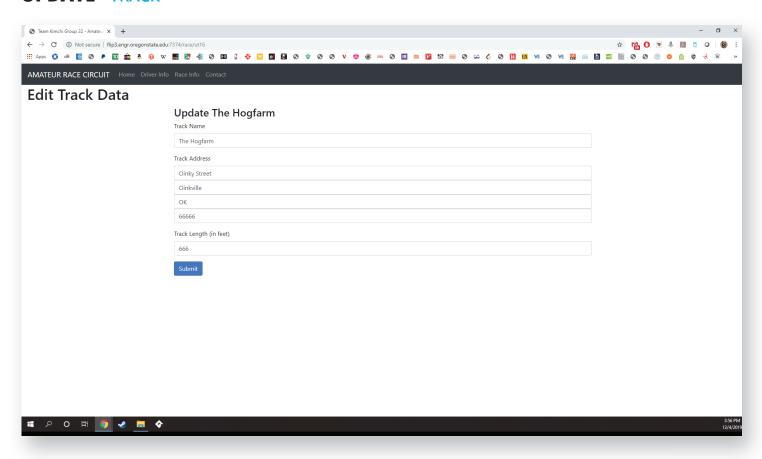
UPDATE RACE



UPDATE TEAM



UPDATE TRACK



UPDATE VEHICLE

