

Lab 145: Creating Tables and Data Types

Scenario

You are creating a database to track sales and inventory for the Canal House Books store, which sells books and various other products. Canal House has an adjoining coffee shop that sells coffee drinks and food, and hosts events such as music performances, book signings, art shows, and poetry readings. Data types are needed to provide additional methods and calculations to enhance your current view. Specifically, you might find it difficult to multiply two numbers that have a data type as a string or a character.

Objective

In this lab, you will:

• Practice data type and threshold boundary identification, and the ability to merge using sample data

Exercise 1: Update Model to Include Data Types

In order to establish a solid design plan for your database, it is important to understand what each data type should be represented as. This information can be derived from your required end state of the data. Do you need to do any mathmatical operations on the data? Does it need to be manipulated in transit, or is it just purely a store and lookup requirement?

TODO

- 1. For each column in the table below, identify the data type, minimum and maximum boundaries, and whether the data can be combined with the data in another column.
- 2. Populate the resource table on the next page with your answers.

Note

Max and min should be estimates based on knowledge gleaned from the data table alone.

Data Table

ID	Name	Letter	Tag	Dollars	Cents
1	Fawne	N	VERDADERO	200	77
2	Xerxes	М	FALSO	157	18
3	Bria	С	FALSO	3000	00
4	Malena	D	VERDADERO	87	23
5	Fin	E	VERDADERO	19	44
6	Elenore	F	FALSO	244	50
7	Aila	L	FALSO	911	25
8	Verge	N	VERDADERO	6689	19
9	Danna	Р	FALSO	277	99
10	Cristiano	P	VERDADERO	939	98

Resource table

Col.	Data Type	Máx.	Mín.	Merged? (S/N)
ID	INT	SIZEOF INT	1	N

Col.	Data Type	Máx.	Mín.	Merged? (S/N)
Name	CHAR	9	3	N
Letter	CHAR	1	1	N
Tag	TINYINT	1	0	N
Dollars	INT	SIZEOF INT	0	Υ
Cent	TINYINT	99	0	Υ

Nota: MySQL provides a BOOL type as a synonym for a TINYINT.