

BANCO DE DADOS – Batalhas em Game of Thrones

NORMALIZAÇÃO – PASSO A PASSO

ESQUEMA ÑN – NÃO NORMALIZADA

battles(name, year, **battle_number**, attacker_king, defender_king, attacker_1, attacker_2, attacker_3, attacker_4, defender_1, defender_2, defender_3, defender_4, attacker_outcome, battle_type, major_death, major_capture, attacker_size, defender_size, attacker_commander, defender_commander, summer, location, region, note)

Esquema 1FN – 1 FORMA NORMAL

->**attacker_king** – atributo multivalorado

->**defender_king** – atributo multivalorado

->**attacker_commander** – atributo multivalorado

->**defender_commander**- atributo multivalorado

-> **location** – atributo multivalorado

TRANSFORMAÇÃO

attacker_king(**battle_number, id_king**, attacker_king)

defender_king(**battle_number, id_king**, defender_king)

attacker_commander(**battle_number, id_commander**, attacker_commander)

defender_commander(**battle_number, id_commander**, defender_commander)

location(**battle_number, id_location**, location)

AO FINAL DA TRANSFORMAÇÃO

battles(name, year, battle_number, , attacker_1, attacker_2, attacker_3, attacker_4, defender_1, defender_2, defender_3, defender_4. attacker_outcome, battle_type, major_death, major_capture, attacker_size, defender_size, summer, region, note)

attacker_king(battle_number, id_king, attacker_king)

defender_king(battle_number, id_king, defender_king)

attacker_commander(battle_number, id_commander, attacker_commander)

defender_commander(battle_number, id_commander, defender_commander)

location(battle_number, id_location, location)

ESQUEMA 2FN – 2 FORMA NORMAL

Já está na 2FN!

1 Coluna na chave primária

battles(name, year, battle_number, , attacker_1, attacker_2, attacker_3, attacker_4, defender_1, defender_2, defender_3, defender_4. attacker_outcome, battle_type, major_death, major_capture, attacker_size, defender_size, summer, region, note)

Ajustes

1FN

attacker_king(battle_number, id_king, attacker_king)

id_king -> king_name

1FN

defender_king(battle_number, id_king, defender_king)

id_king -> king_name

1FN

attacker_commander(battle_number, id_commander,
attacker_commander)

id_commander -> commander_name

1FN

defender_commander(battle_number, id_commander,
defender_commander)

id_commander -> commander_name

1FN

location(battle_number, id_location, location)

id_location -> location

Transformações

attacker_king(battle_number, id_king, attacker_king)



king(id_king, king_name)



defender_king(battle_number, id_king, defender_king)

attacker_commander(battle_number, id_commander,
attacker_commander)



commander(id_commander, commander_name)



defender_commander(battle_number, id_commander,
defender_commander)

location(battle_number, id_location, location)

id_location -> location



location(id_location, location)

ESQUEMA 3FN – 3 FORMA NORMAL

Não há dependências transitivas, portanto já está na 3FN!

battles(name, year, battle_number, , attacker_1, attacker_2,
attacker_3, attacker_4, defender_1, defender_2, defender_3,
defender_4, attacker_outcome, battle_type, major_death,
major_capture, attacker_size, defender_size, summer, region, note)

AJUSTES

battles(name, year, **battle_number**, , attacker_1, attacker_2,
attacker_3, attacker_4, defender_1, defender_2, defender_3,
defender_4, attacker_outcome, battle_type, major_death,
major_capture, attacker_size, defender_size, summer, **region**, note)



region(**id_region**, region)

king(**id_king**, king_name)

attacker_king(**battle_number**, **id_king**)

defender_king(**battle_number**, **id_king**)

commander(**id_comander**, commander)

attacker_commander(**battle_number**, **id_commander**)

defender_commander(**battle_number**, **id_commander**,)

location(**id_location**, location)

MAIS AJUSTES

region(id_region, region)

location(id_location, location)

location_battle(battle_number, id_location)

Precisamos saber regiões e
loais onde ocorreram
batalhas



location_battle(battle_number, id_location)

region_battle(battle_number, id_region)

battles(name, year, battle_number, attacker_1, attacker_2,
attacker_3, attacker_4, defender_1, defender_2, defender_3,
defender_4, attacker_outcome, battle_type, major_death,
major_capture, attacker_size, defender_size, summer, region, note)

Verificamos que as colunas attacker_1, attacker_2, attacker_3,
attacker_4, defender_1, defender_2, defender_3, defender_4, se
referem as casas de game of thrones. portanto é o mesmo tipo de
dado. Optamos por transformar essas colunas em 3 tabelas.

Eliminamos os atributos opcionais!

house(id_house, house_name)

attacker(battle_number, id_house)

defender(battle_number, id_house)

VERSÃO FINAL

battles(name, year, **battle_number**, attacker_outcome, battle_type, major_death, major_capture, attacker_size, defender_size, summer, note)

king(**id_king**, king_name)

house(**id_house**, house_name)

region(**id_region**, region)

location(**id_location**, location)

commander(**id_comander**, commander)

attacker_king(**battle_number**, **id_king**)

 battle_number referencia battles

 id_king referencia king

defender_king(**battle_number**, **id_king**)

 battle_number referencia battles

 id_king referencia king

attacker_commander(**battle_number**, **id_commander**)

 battle_number referencia battles

 id_commander referencia commander

defender_commander(**battle_number**, **id_commander**,)

 battle_number referencia battles

 id_commander referencia commander

location_battle(**battle_number**, **id_location**)

 battle_number referencia battles

 id_location referencia location

region_battle(**battle_number**, **id_region**)

 battle_number referencia battles

 id_region referencia region

attacker(**battle_number, id_house**)

battle_number referencia battles

id_house referencia house

defender(**battle_number, id_house**)

battle_number referencia battles

id_house referencia house