Ex.No:1   REQUIREMENT ANALYSIS AND CONCEPTUAL MODEL BUILDING

FOR A REAL-TIME APPLICATION

Date   :30.01.2023

Aim:

       To build a conceptual model – Entity Relationship diagram for the Game database
management system using tools like Dia / Draw.io / etc.

Specifications:

       This application aims to computerize the Gaming details database for Company. Features
include availing products,accessories,components details and customer necessities info.

       ➢ The users of the system are the Gamers and Sales Executives.

       ➢ The Gamers can contactthe sales person to build the required pc specs for a better
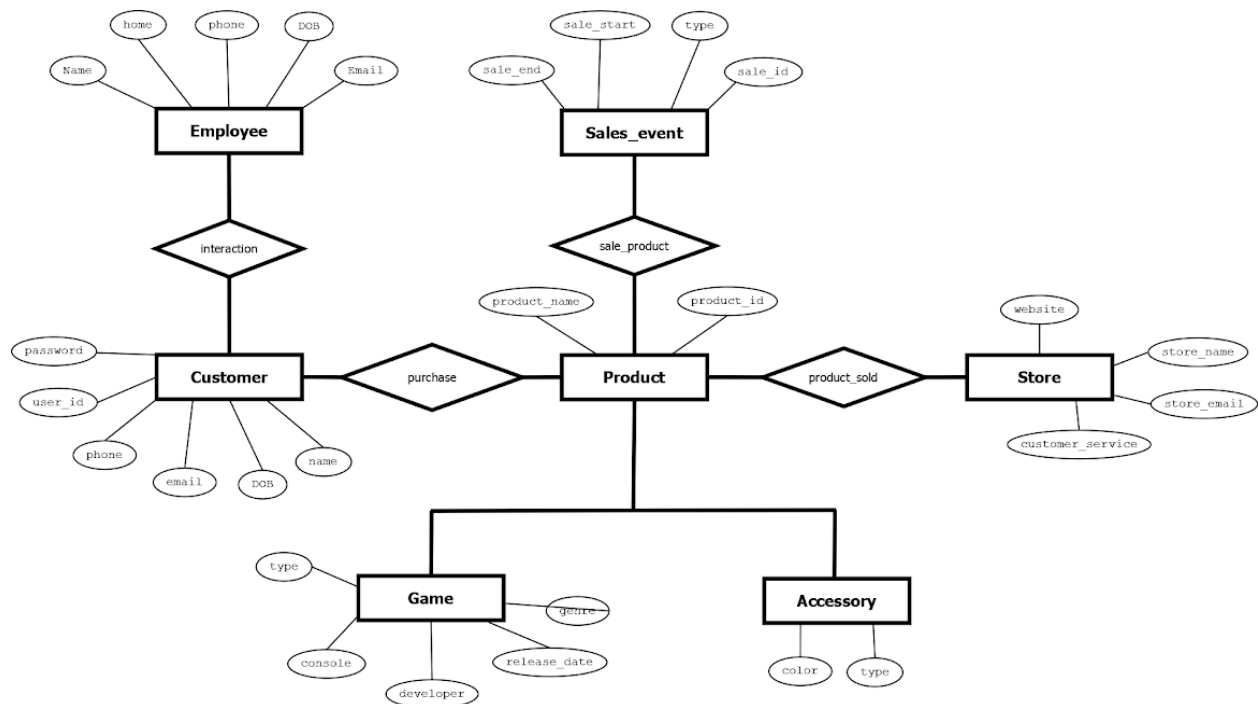experience of gameplay.

       .

Requirement analysis:

   Entities Identified: Relationships Identified:

       1. Employee   1.Interaction

       2. Customer   2.Purchase

       3. Product   3.sale_product

       4. Store

       5.Sales_Event

Output:ER Diagram

Parameter	Marks
Perfection in ER Model Design(10)	
Completion(5)	
Neatness(5)	
Prompt Timing(5)	
Total(25)	

Result:

    The ER Diagram for the Gaming store management has been created successfully.