


<b>Course Title:</b>	Fundamental of Data Engineering
<b>Course Number:</b>	COE848
<b>Semester/Year (e.g.F2016)</b>	W2022

<b>Instructor:</b>	Faezeh Ensan
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<i>Assignment/Lab Number:</i>	6
<i>Assignment/Lab Title:</i>	Semi-structured data

<i>Submission Date :</i>	April. 11. 2022
<i>Due Date:</i>	April. 11.2022

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\*By signing above you attest that you have contributed to this written lab report and confirm that all work you have contributed to this lab report is your own work. Any suspicion of copying or plagiarism in this work will result in an investigation of Academic Misconduct and may result in a "0" on the work, an "F" in the course, or possibly more severe penalties, as well as a Disciplinary Notice on your academic record under the Student Code of Academic Conduct, which can be found online at: <http://www.ryerson.ca/senate/current/pol60.pdf>

The figures below are the designs I have since early development and the final design. The changes I made during the development are such as deleting unnecessary relationships and attributes and creating a new entity. For example: I deleted the attribute revenue, because most of the companies did not publicize the information about the revenue they gain from distributing a video game. I also deleted the attributes like website and mode because some video games actually don't have a website and the mode is exactly the same as type. The new entity I created after the original design is genre, this entity is for storing the type value of the video game. The relationship I deleted this 'create' between developer and character.

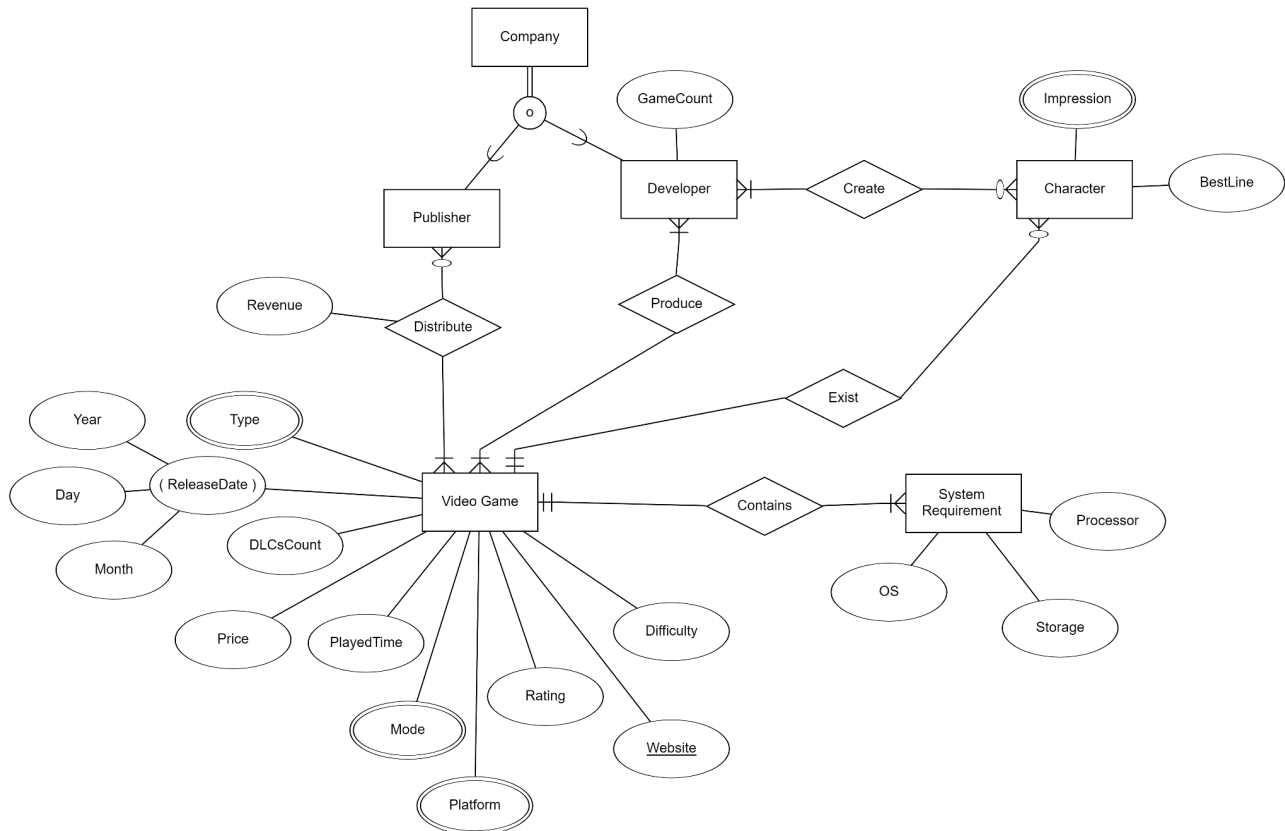


Figure 1. Original design

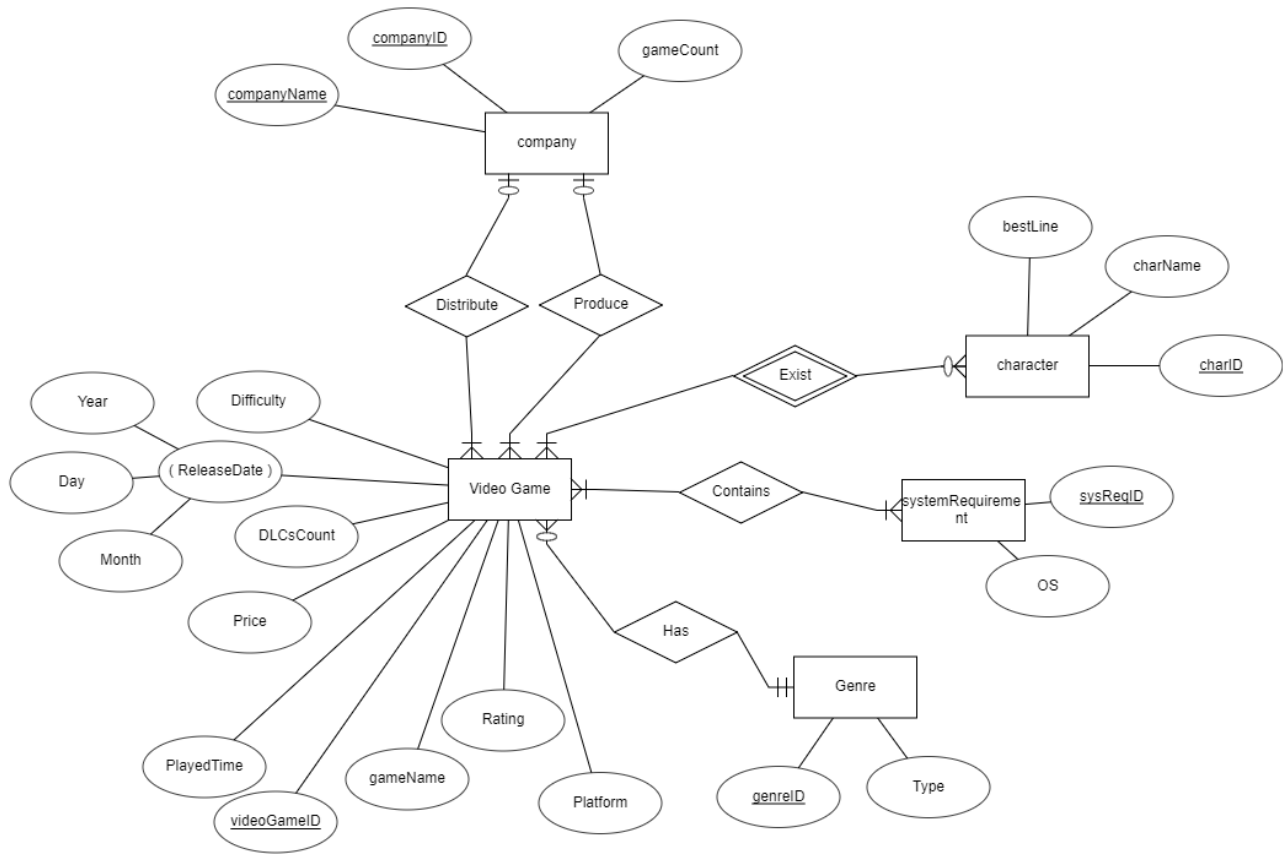


Figure 2. Final design