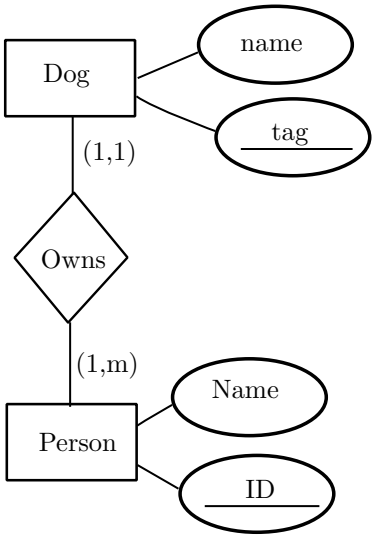
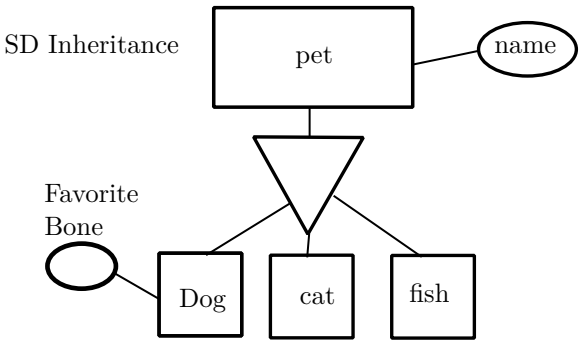
Pset 1 - Due: Friday, September 6

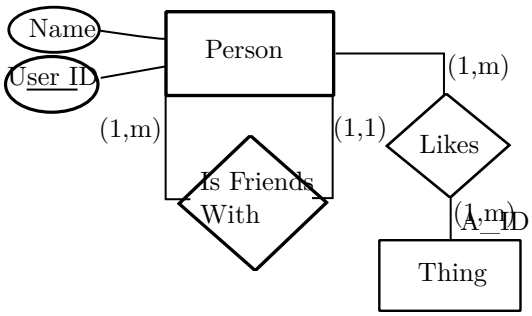
1. Dog is an entity. It has two attributes, "Name" and "Tag Number". A given dog can be identified by its Tag Number. Person is an entity. It has two attributes, "Name" and "ID". ID can be used to identify a person. There is a relationship, "owns", between Person and Dog. A person can own many dogs, but a dog may only be owned by a single person.



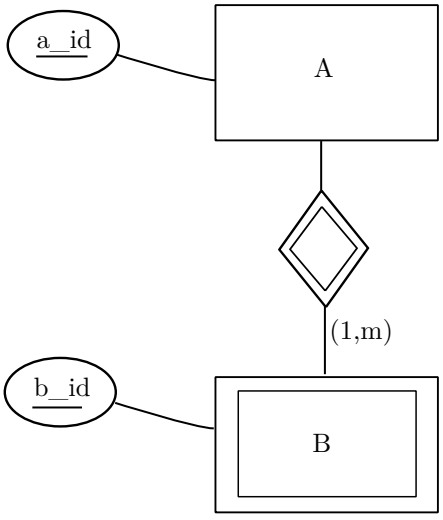
2. Dogs, Cats, and Fish are types of Pet. A Pet can exist without being one of those types, but no pet exists that is more than one of these types. All pets have a name. Dogs alone have an attribute for their favorite type of bone



3. You're working on a simple social network and want to store information on how people are related. This will center around a (recursive) "is friends with" relationship between two People, and a "likes" relationship between a Person and some Thing (an entity). The "is friends with" relationship is between a single person on one side and many people on the other side. The "likes" relationship is many-to-many. Each Person will have a Name and a UserID. The UserID can uniquely identify a given Person. Note: You may only use one Person entity.



4. A is an entity. It has an attribute, "a_id" as its identifier. B is a weak entity that depends on A. It has "b_id" as its discriminator. Many instances of B may belong to the same instance of A



5. G, H, and J are entities. There is a relationship between all three, called K. For this K relationship, for each G and H there is one J. For each H and J there can be many G's. For each G and J, there is one H. Every time the relationship, K, comes about, a single value, "X", will be stored.