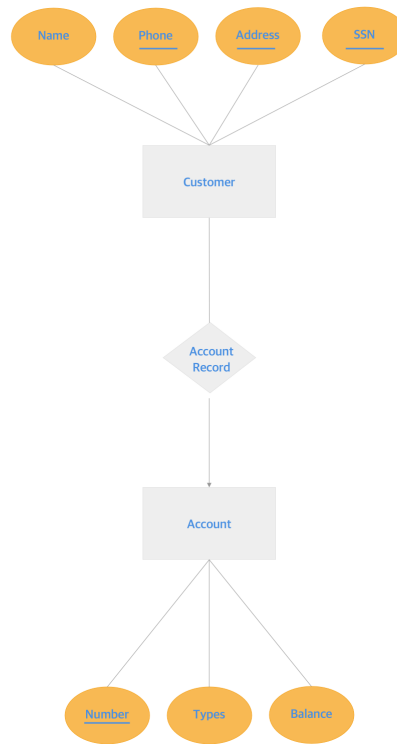


CSC343 Worksheet 15 Solution (Final)

July 15, 2020

1.
 - E/R Diagram



- UML



Notes:

- UML
 - Was developed originally as a graphical notation for describing software designs in an object-oriented style
 - Offers the same as E/R model, with the exception of multiway relationship

UML	E/R Model
Class	Entity set
Association	Binary relationship
Association Class	Attributes on a relationship
Subclass	Isa hierarchy
Aggregation	Many-one relationship
Composition	Many-one relationship with referential integrity

- UML Class



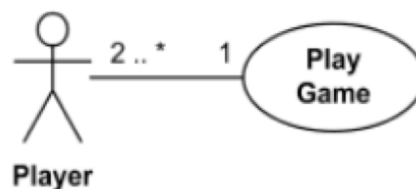
- Associations



Multiplicity in UML

Multiplicity	Option	Cardinality
0..0	0	Collection must be empty
0..1		No instances or one instance
1..1	1	Exactly one instance
0..*	*	Zero or more instance
5..5	5	Exactly 5 instances
$m..n$		At least m but no more than n instances

Example:



Two or more Player actors are required to initiate **one** Play Game use case.

References:

- 1) uml-diagrams, UML Multiplicity and Collections, link
- Referential Integrity
 - Means that a value appearing in one context must also appear in another



Means studio can have **at most one** president
but it could not have a president at some time



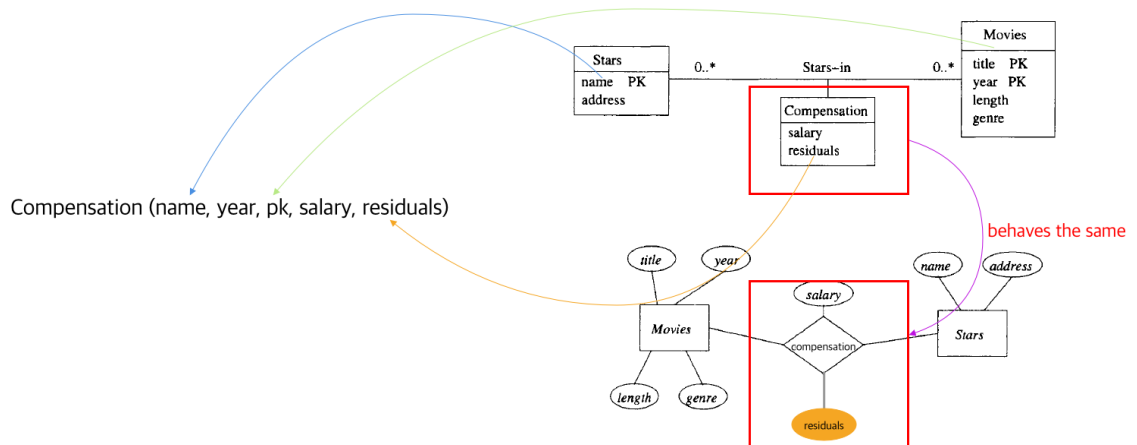
Means one studio can have **at least one** movies
and there could have many more (to infinity!)

- Self-Associations



is the same

• Associations



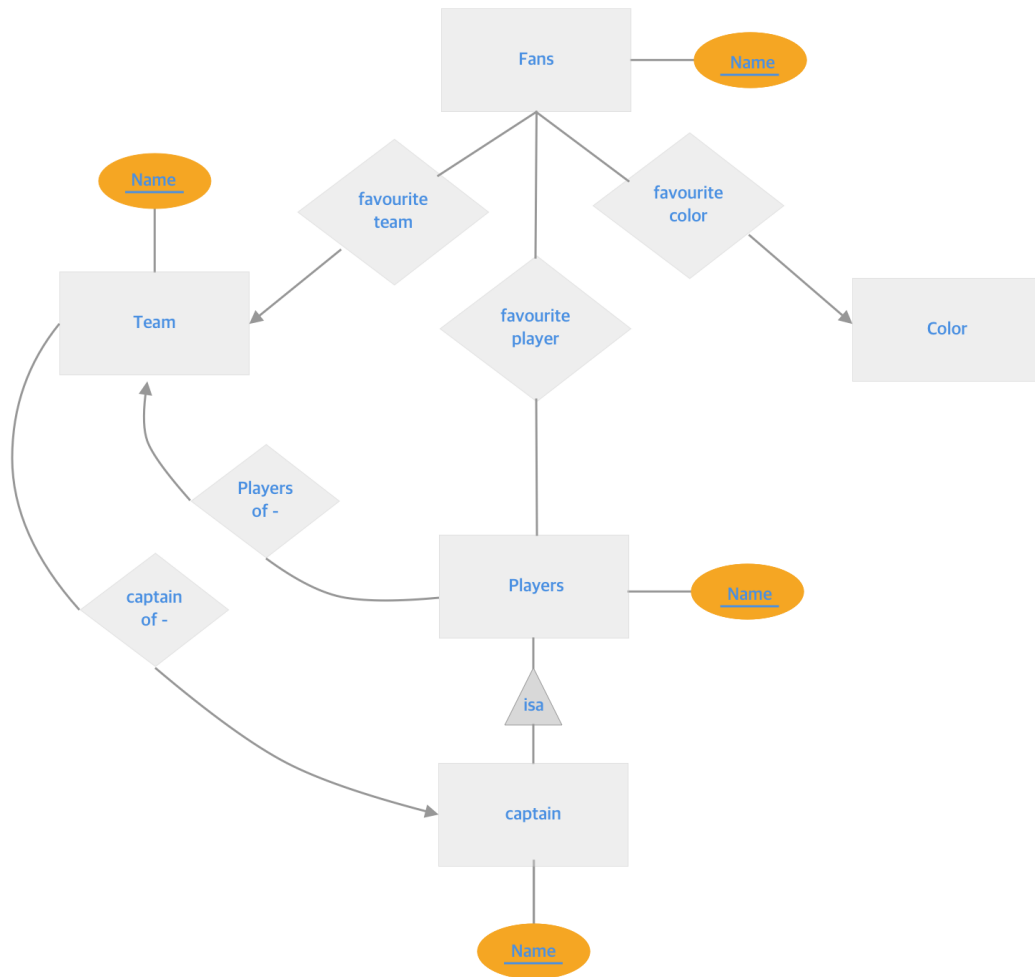
2. a) Solution:



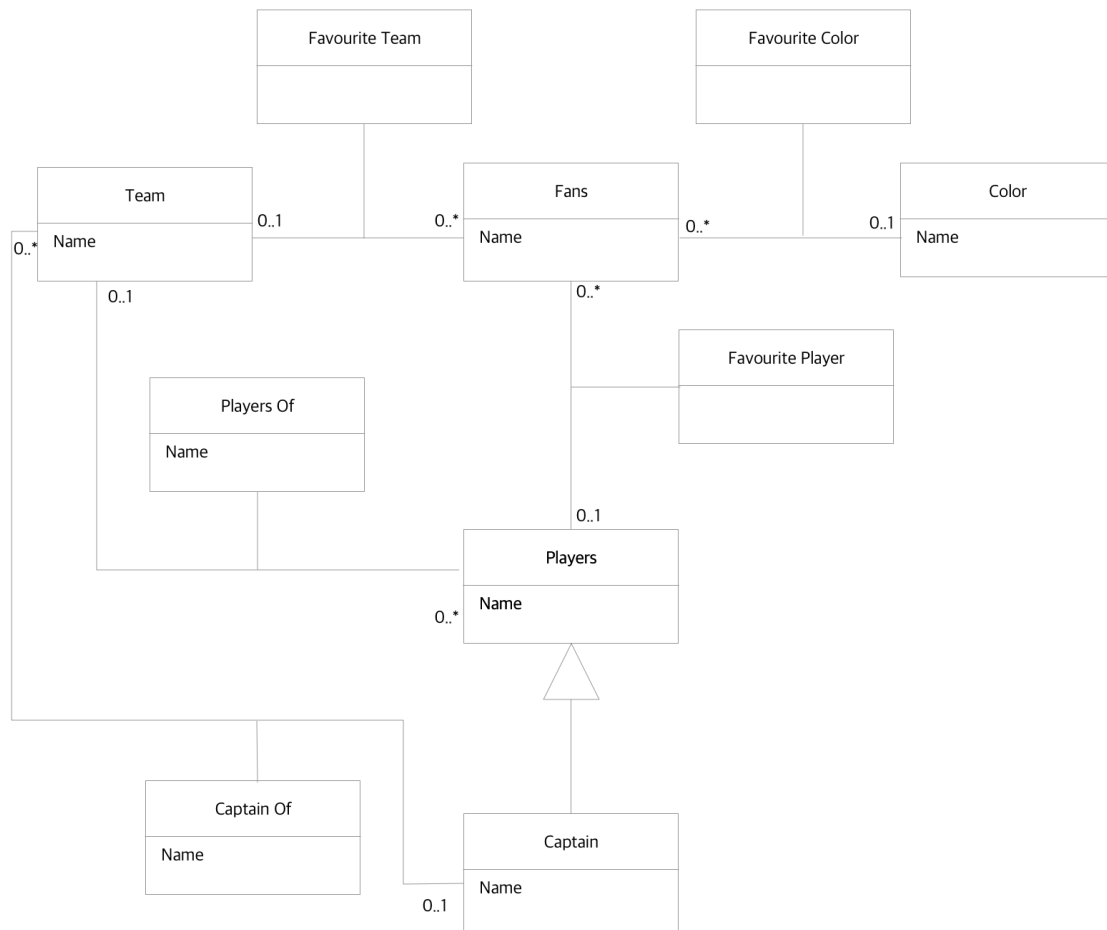
b) Solution:



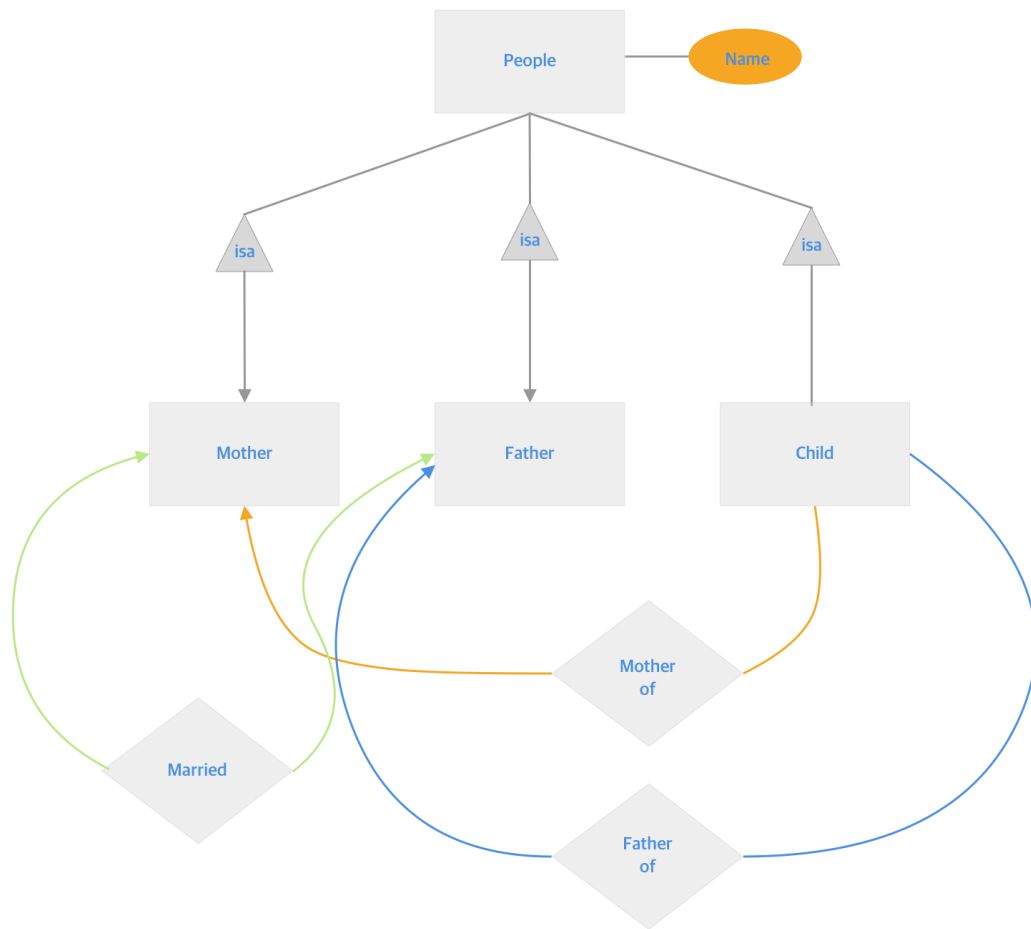
3. • E/R Diagram



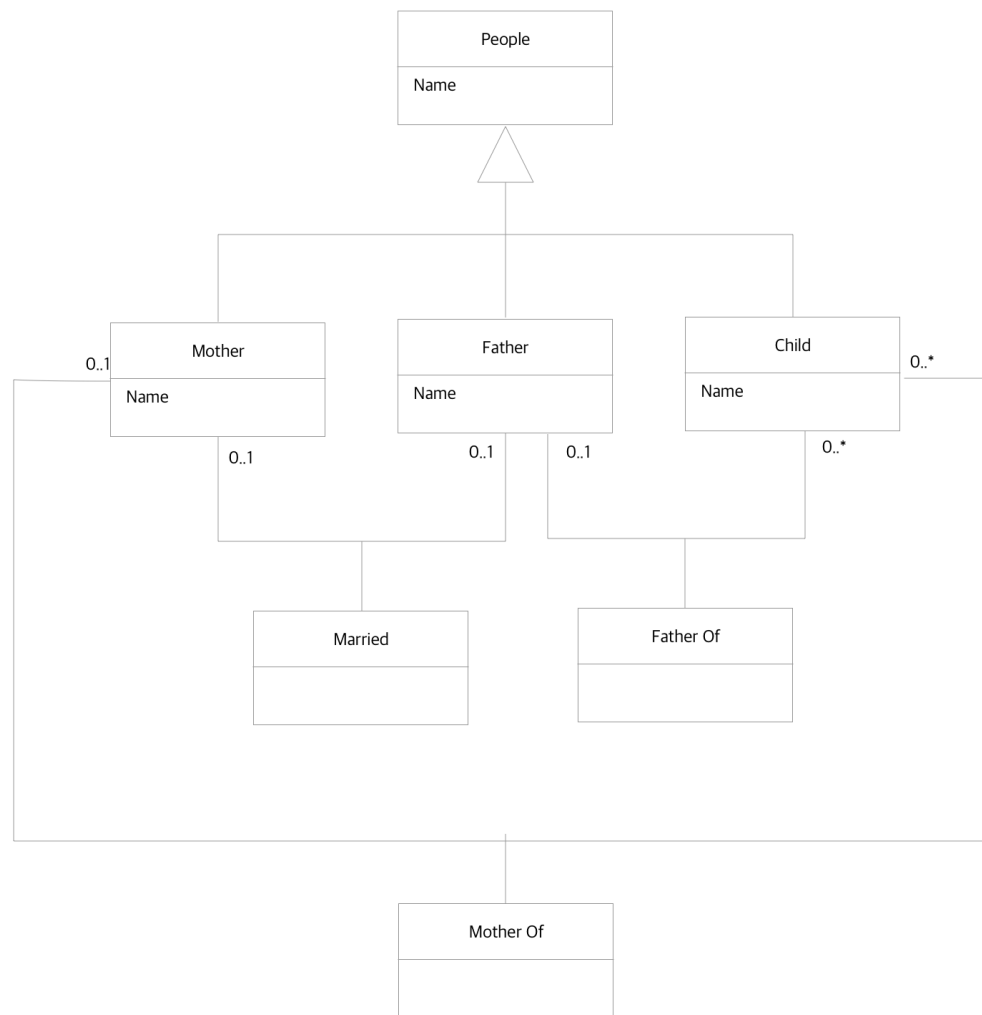
- UML



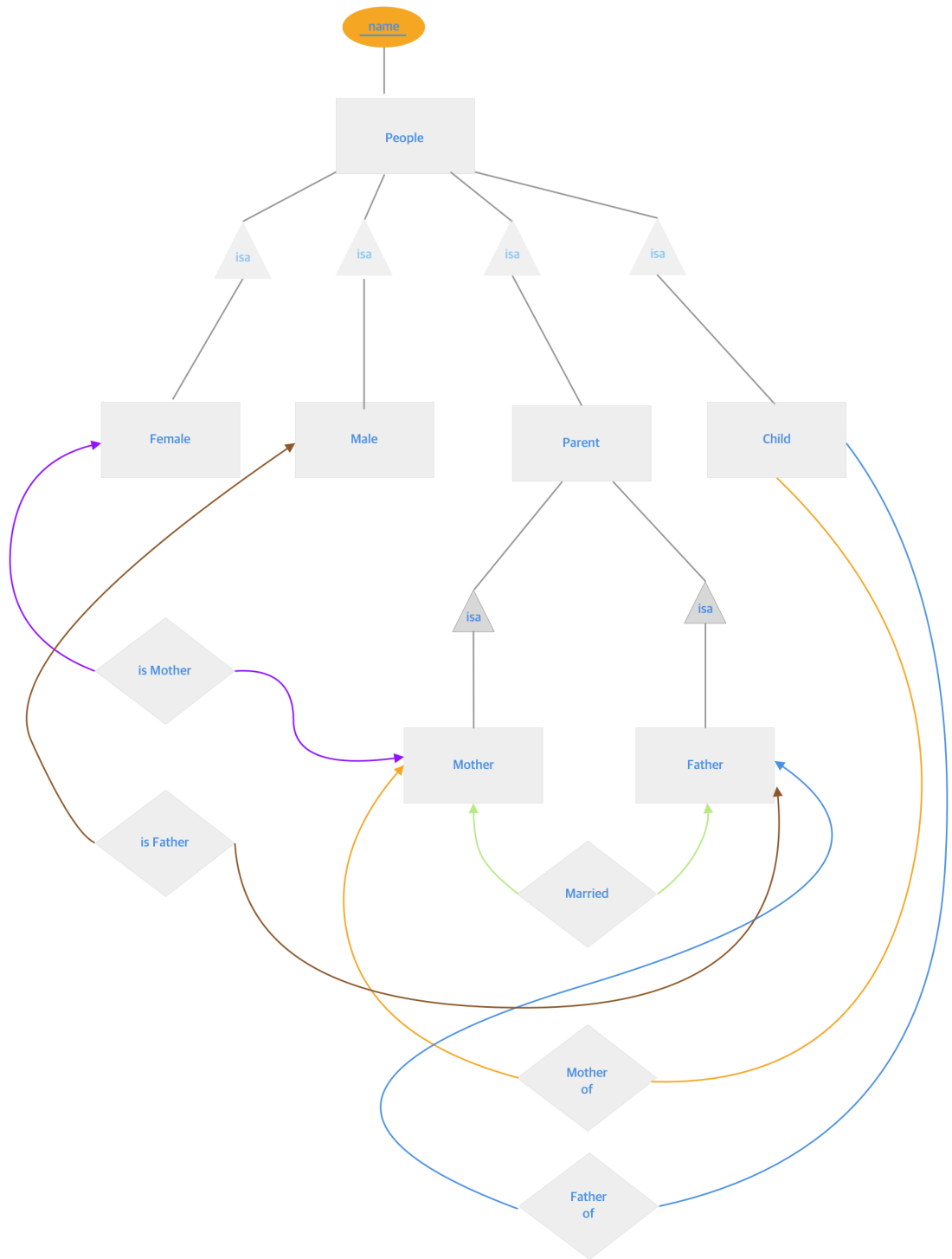
4. • E/R Diagram



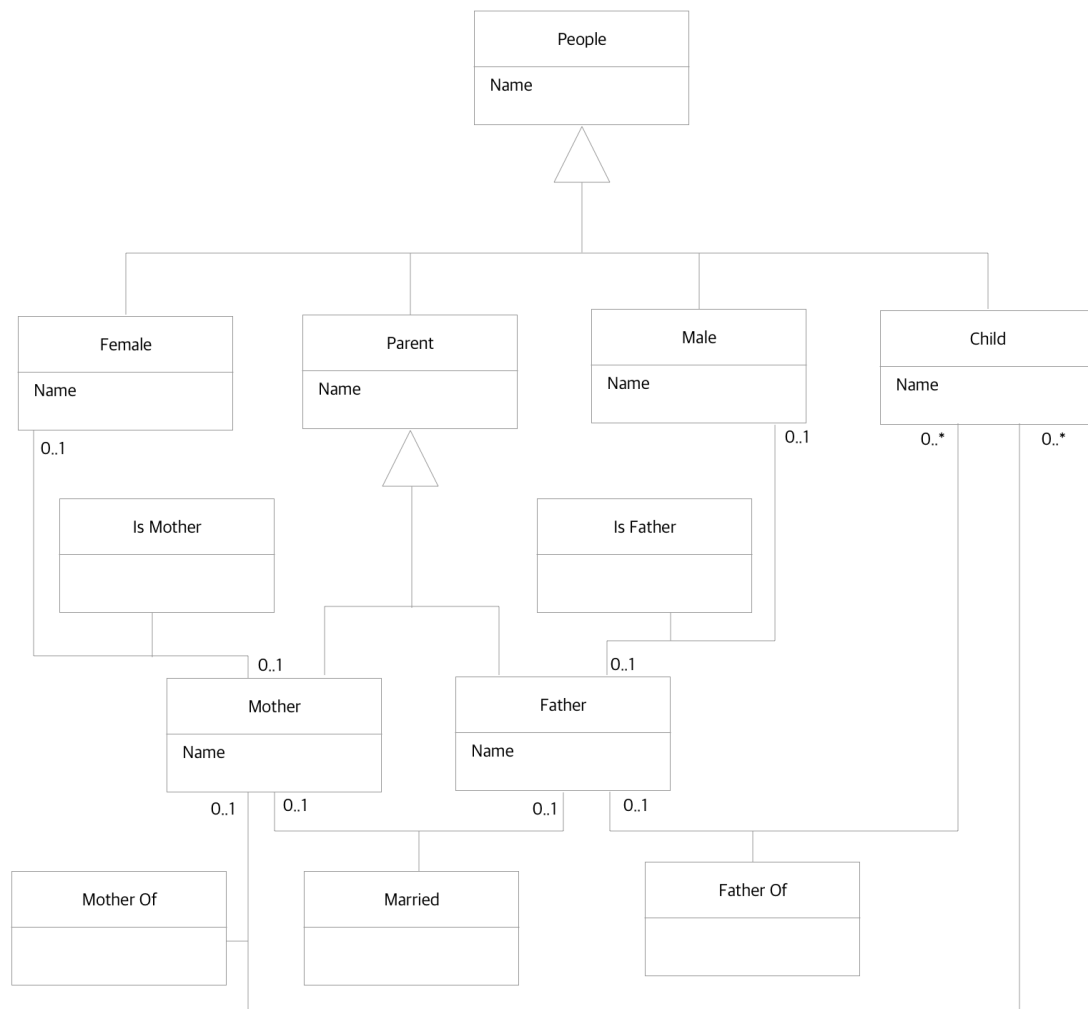
- UML



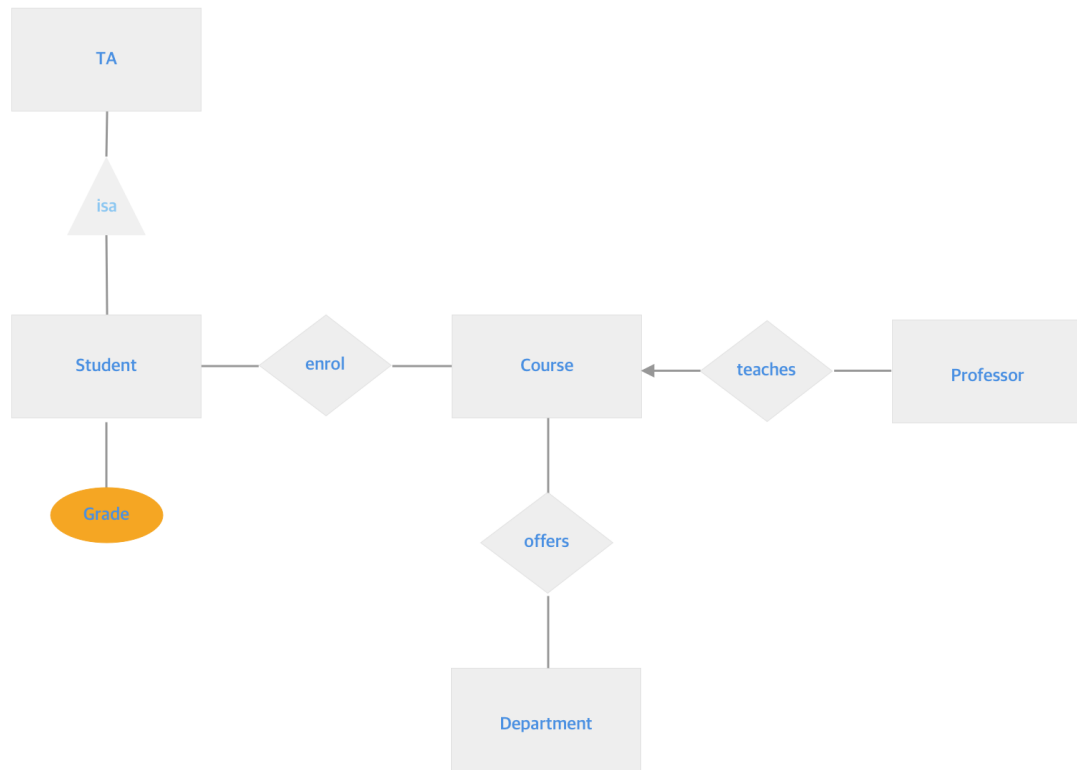
5. • E/R Diagram



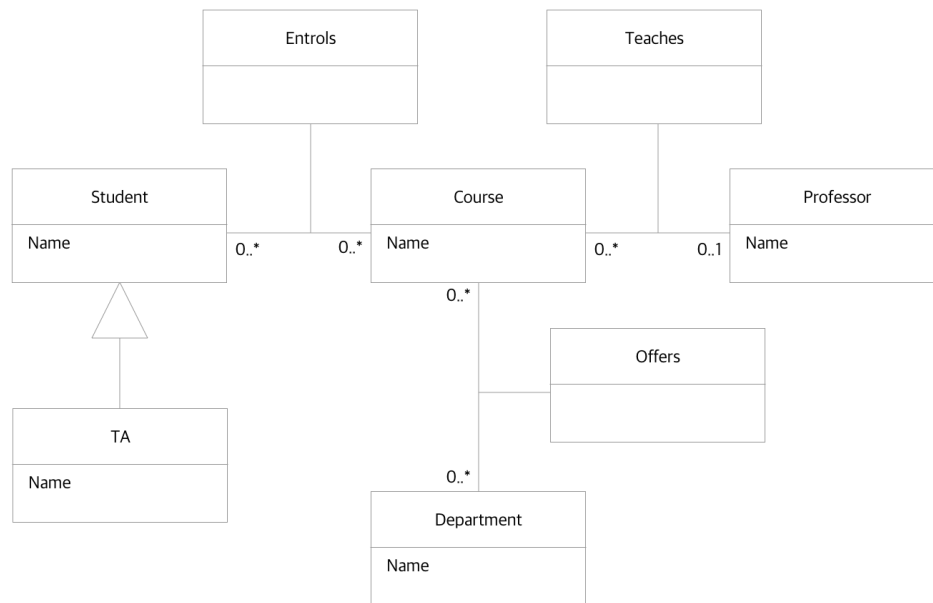
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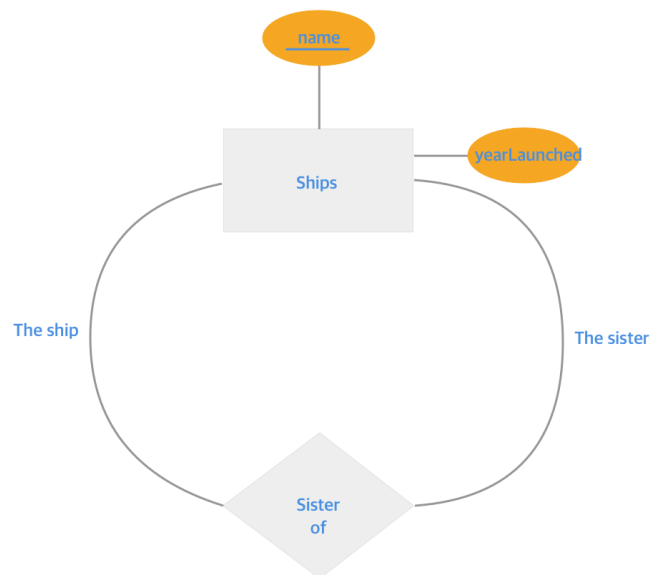
6. • E/R Diagram



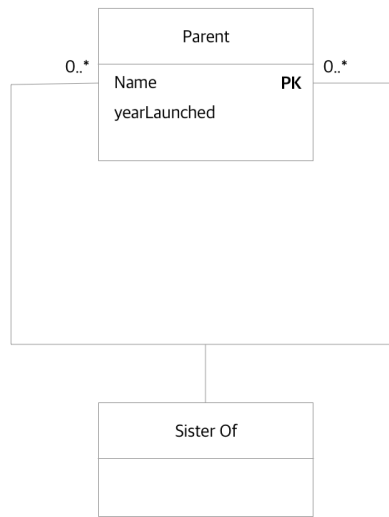
- UML



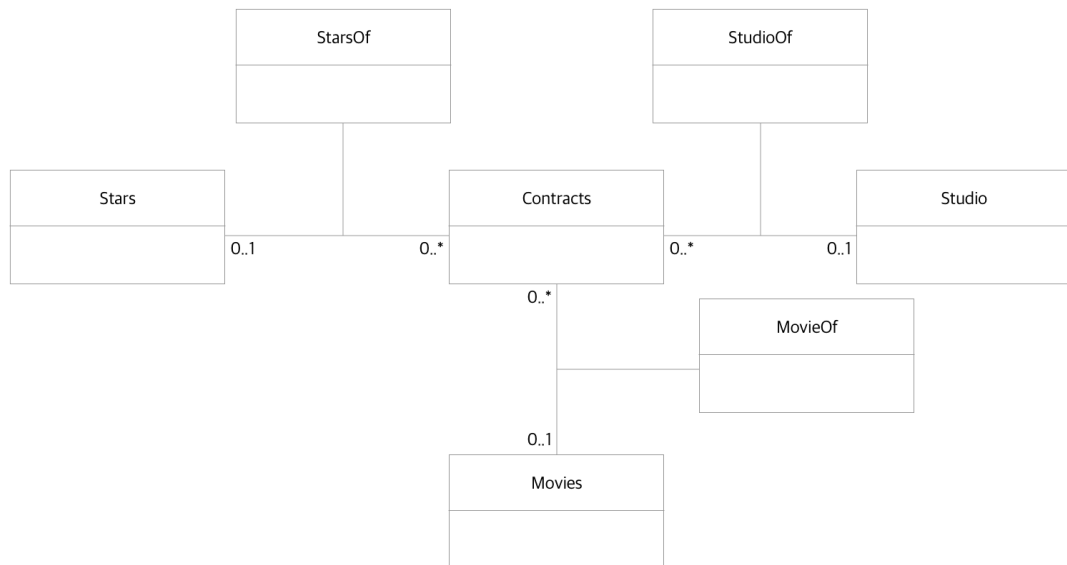
7. • E/R Diagram

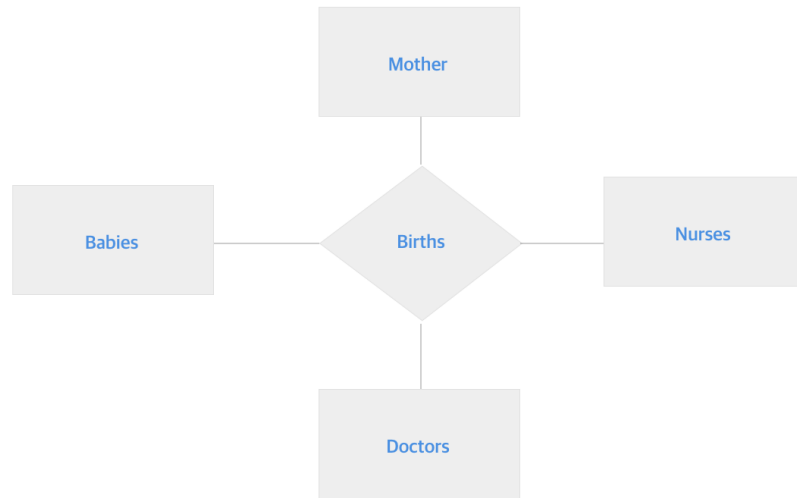


• UML



8. • UML

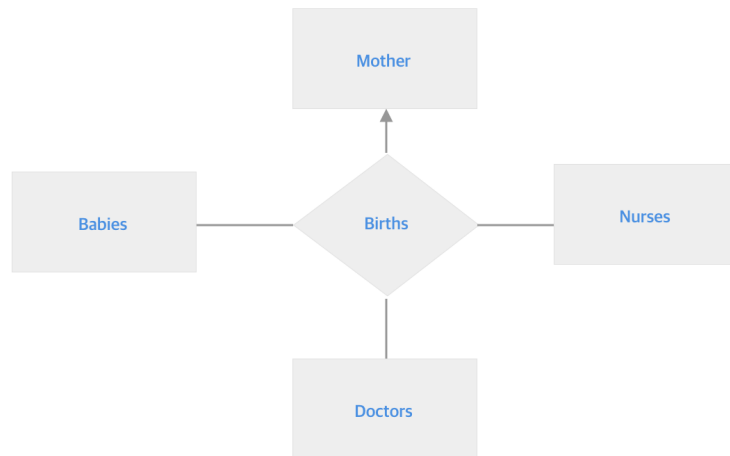




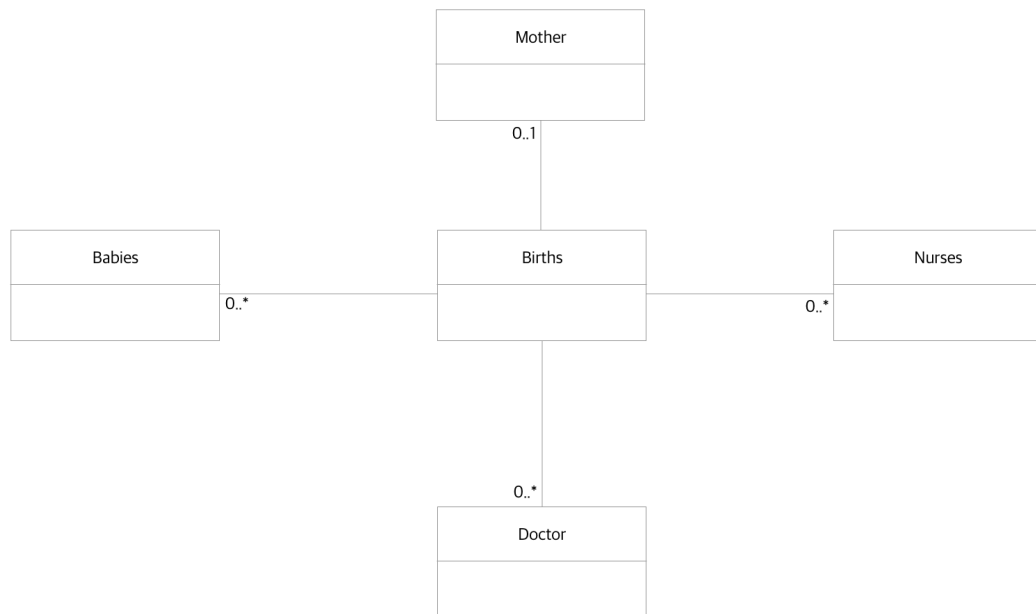
9.

a) **Solution:**

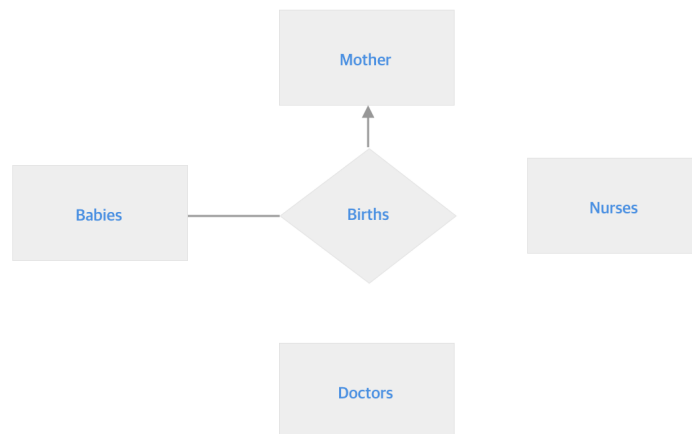
- E/R Model



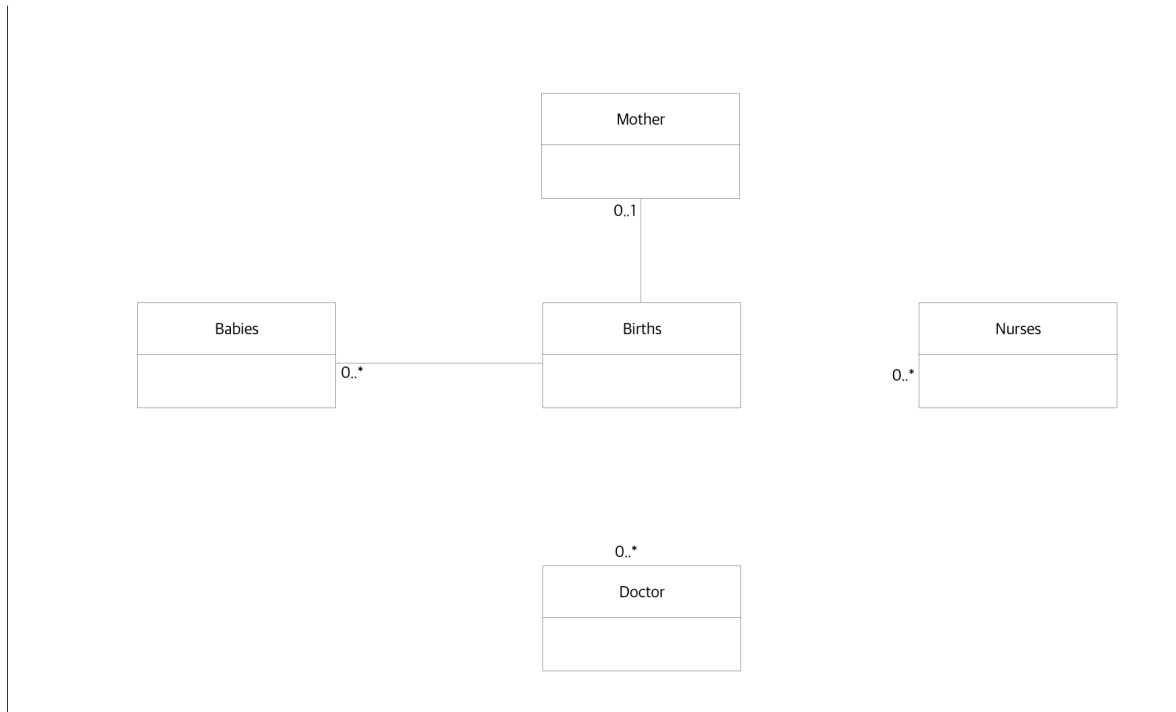
- UML

**Correct Solution:**

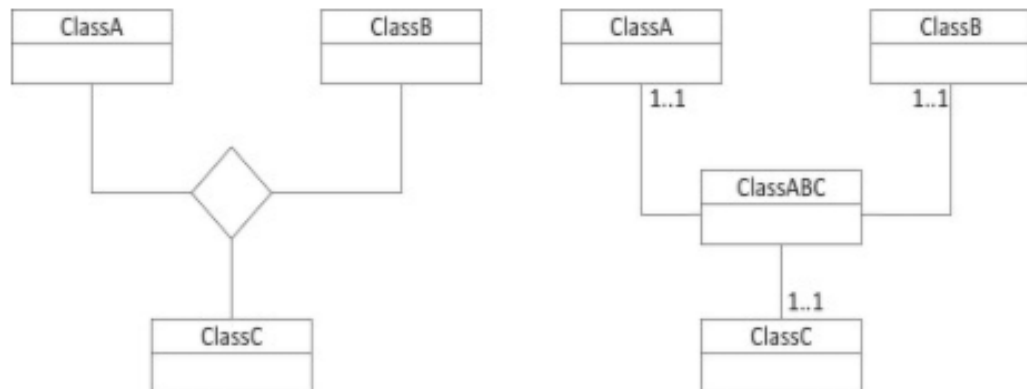
- E/R Model



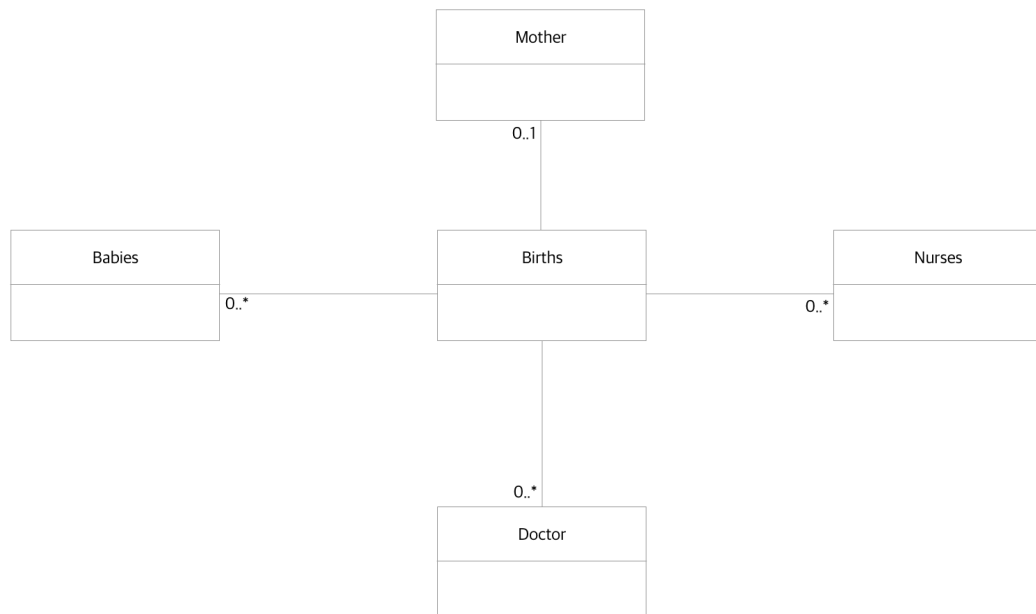
- UML

**Notes:**

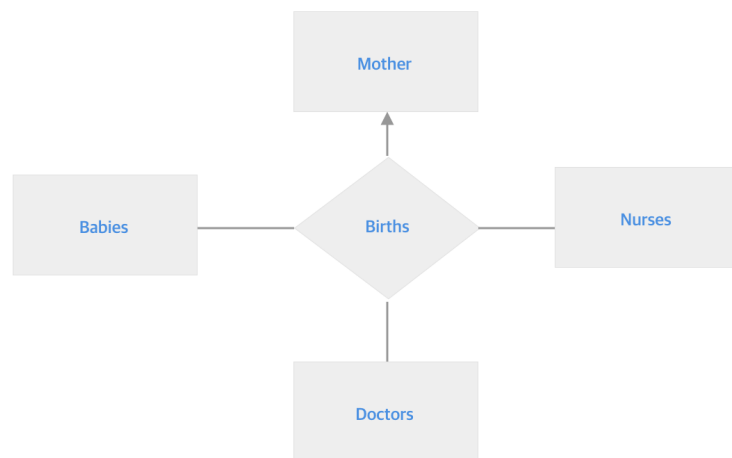
- An N-ary association is equivalent to one “central” class and N binary associations connecting the central class to the participant classes of the N-ary association

**b) Solution:**

- E/R Model

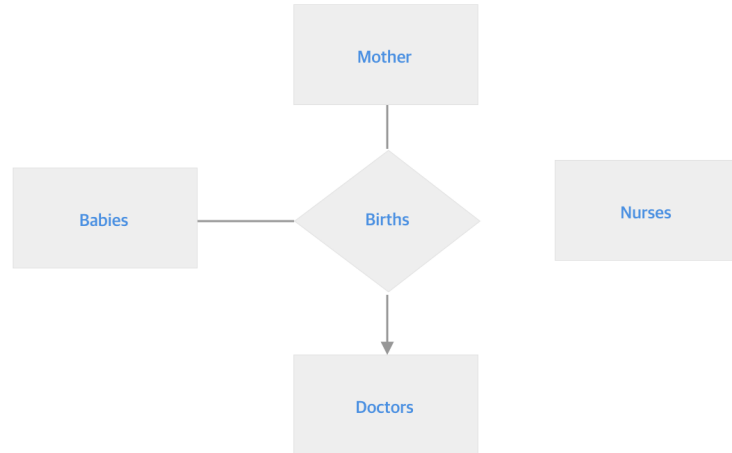


- UML

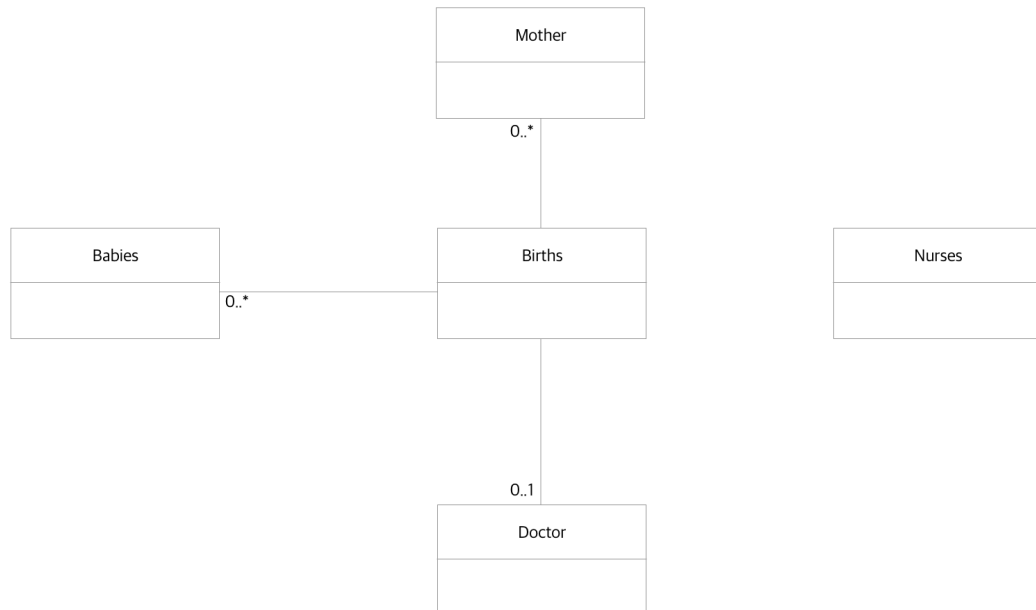


c) **Solution:**

- E/R Model



- UML



10.

- Bookings

Bookings(SSNo, number, day, row, seat)

- Customers

Customers(SSNo, name, addr, phone)

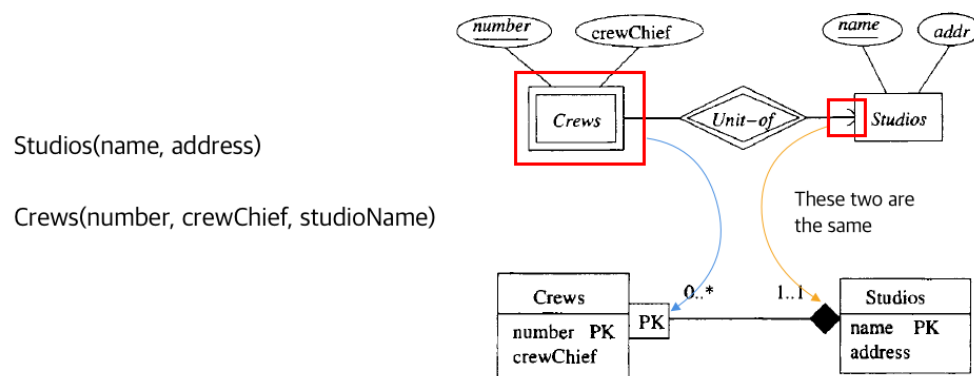
- Flights

Flights(number, day, aircraft)

Notes:

- Weak Entity sets in UML

Example:



11. a) • Movies

Movies(title, year, length, genre)

- Studios

Studios(name, address)

- Presidents

Presidents (cert#, name, address)

- Owns

Owns(title, year, name)

- Runs

Runs (cert#, name)

b) • Movies

Movies(title, year, length, genre)

• Muder-Mysteries

Muder-Mysteries(title, year, weapon)

• Cartoons

Cartoontitle, year)

• Cartoon-Murder-Mysteries

Cartoon-Murder-Mysteries(title, year, weapon)

• Voices (for Cartoons and Cartoon-Murder-Mysteries)

Voices (starName, title, year)

c) • Customer

Customer(Phone, Address, SSN, Name)

• Account

Account(Number, types, Balance)

• Account Record

AccountRecord(Phone, Address, SSN, Number)

d) • Team

Team(Name)

• Fans

Fans(Name)

• Color(Name)

Color(Name)

• Players

Players(Name)

- Captain

Captain(Name)

- CaptainOf

CaptainOf(CaptainName, TeamName)

- PlayersOf

PlayersOf(PlayerName, TeamName)

- FavouriteTeam

FavouriteTeam(FanName, TeamName)

- FavouriteColor

FavouriteColor(FanName, ColorName)

- FavouritePlayer

FavouritePlayer(FanName, PlayerName)