

# CSC343 Worksheet 15 Solution (Final)

July 15, 2020

1.
  - E/R Diagram



- UML

Notes:

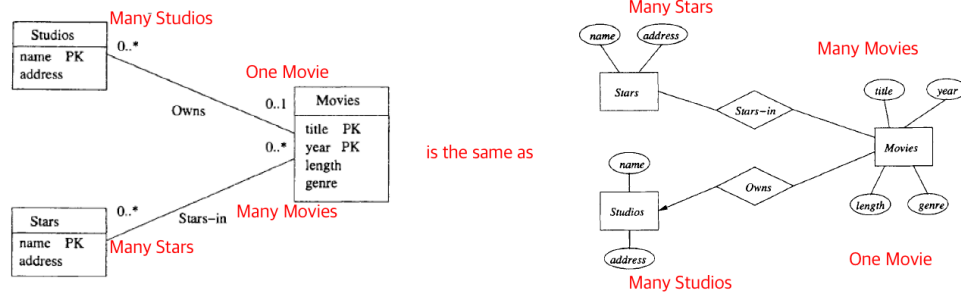
- UML
  - Was developed originally as a graphical notation for describing software designs in an object-oriented style
  - Offers the same as E/R model, with the exception of multiway relationship

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



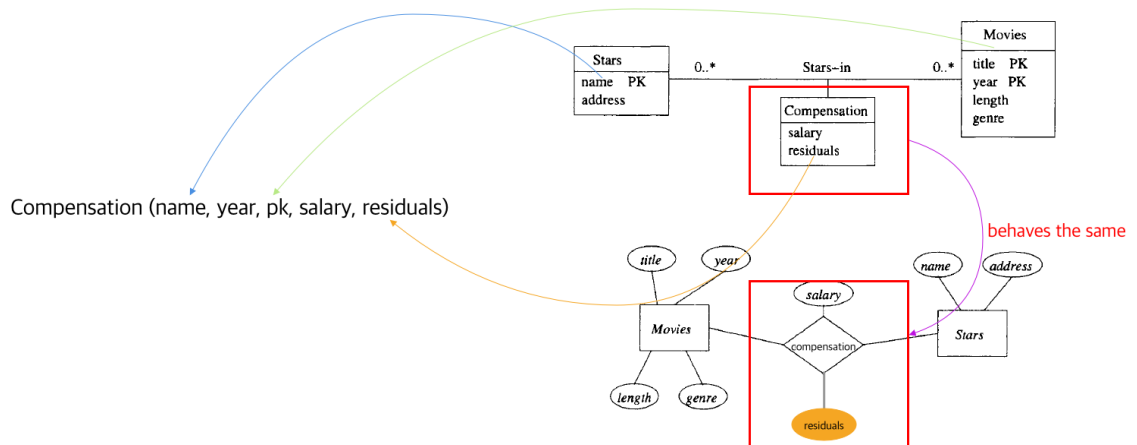
Means one studio can have **at least one** movies  
and there could have many more (to infinity!)

- Self-Associations



is the same

### • Associations



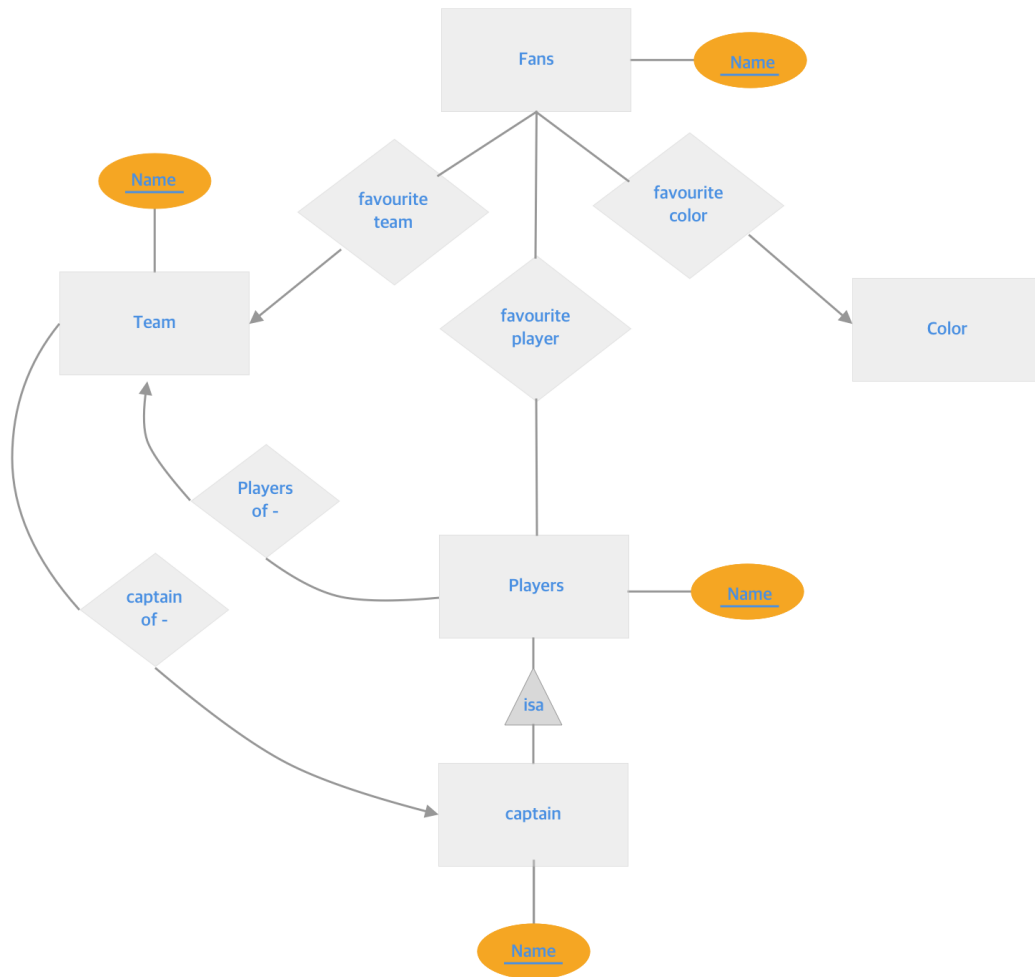
2. a) Solution:



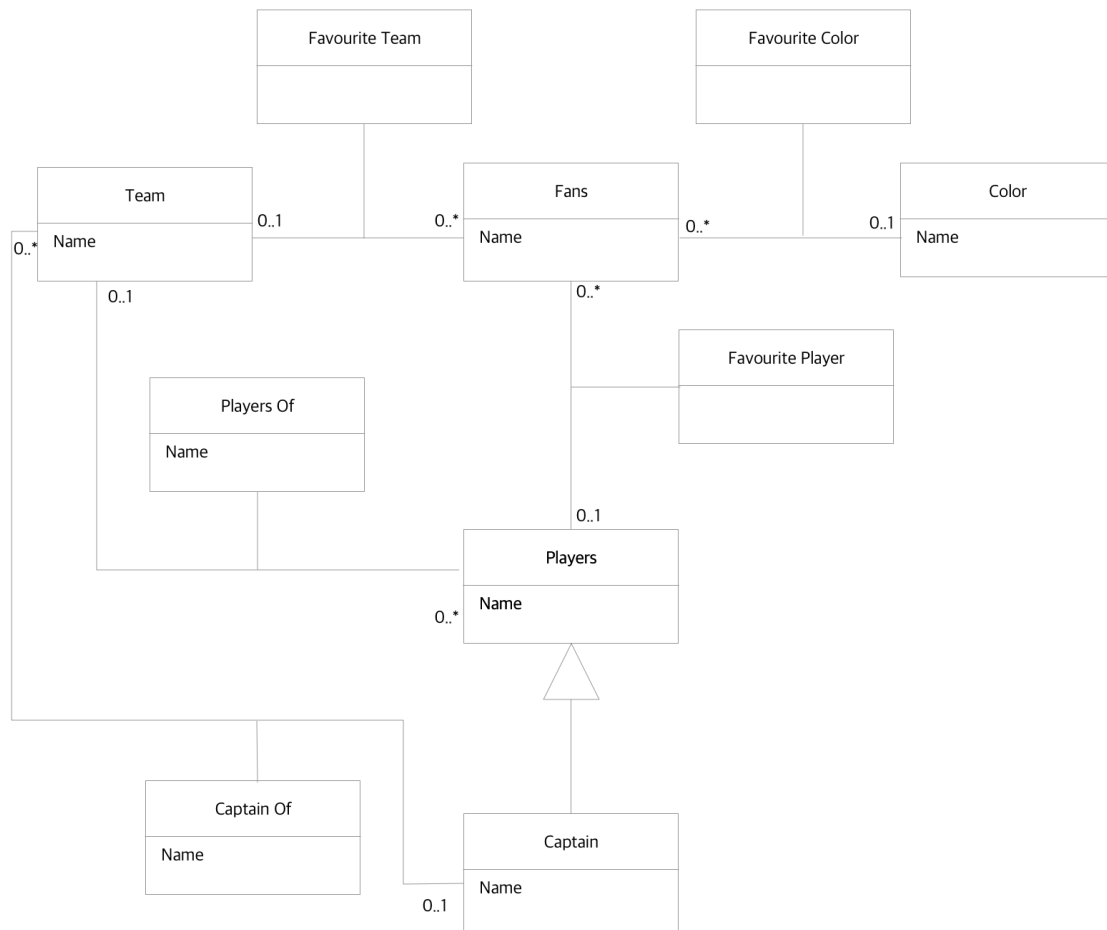
b) Solution:



3. • E/R Diagram

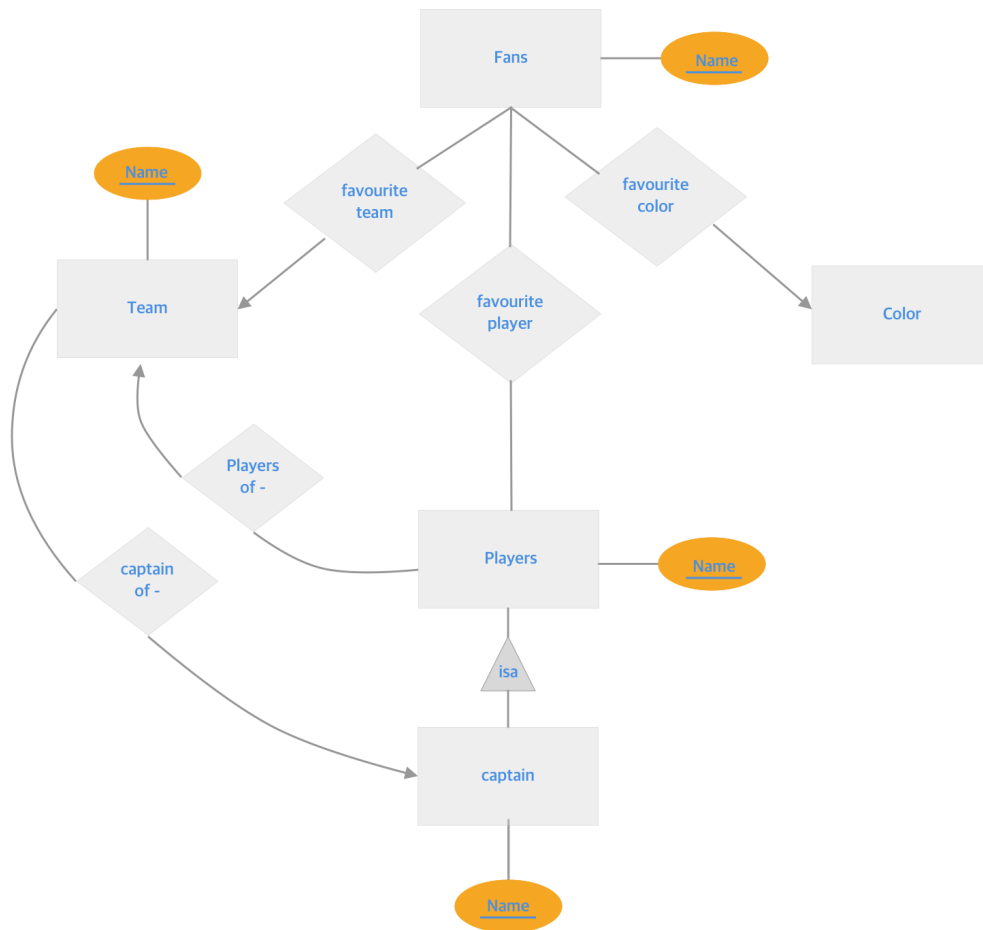


- UML

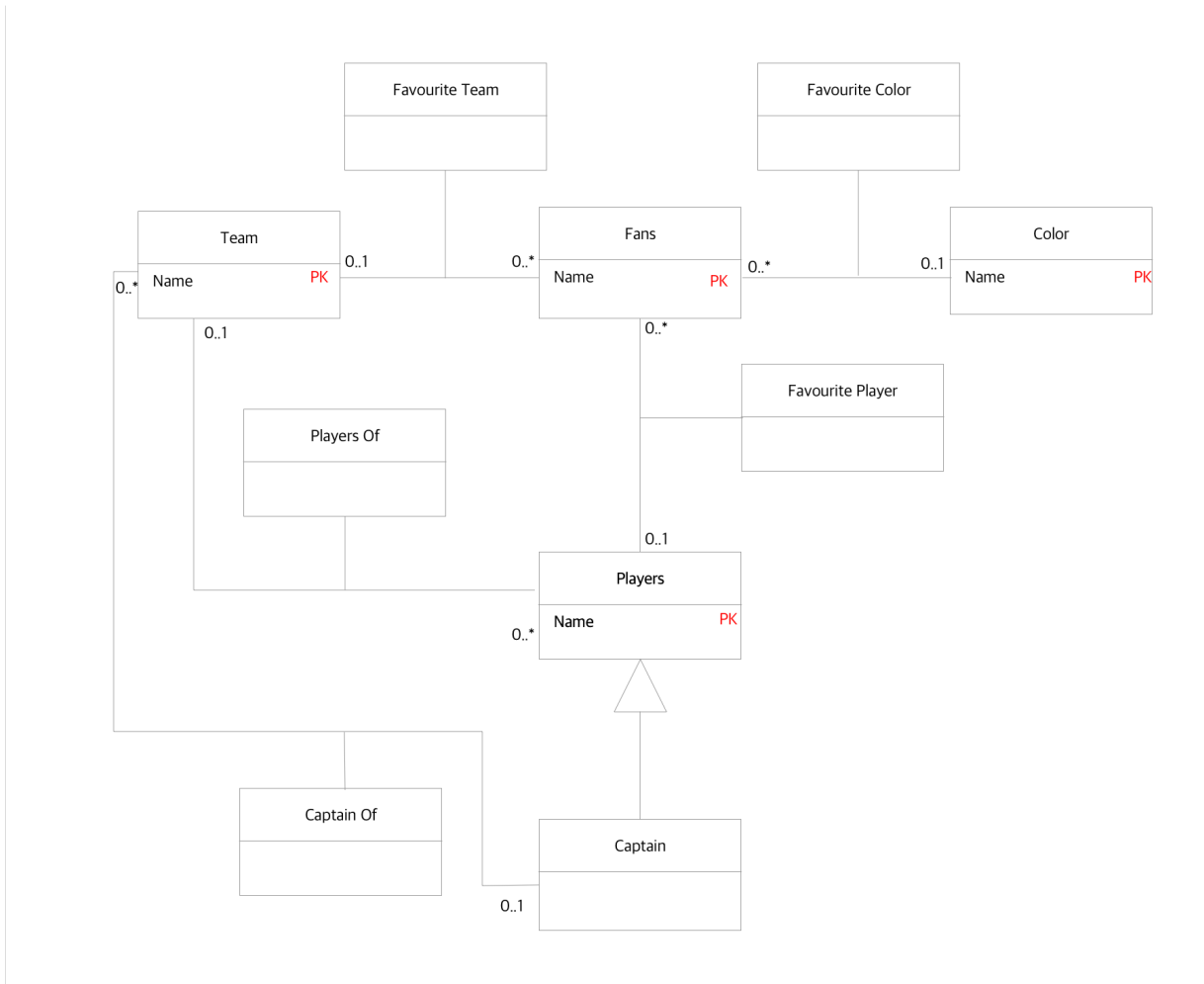
**Correct Solution:**

- E/R Diagram

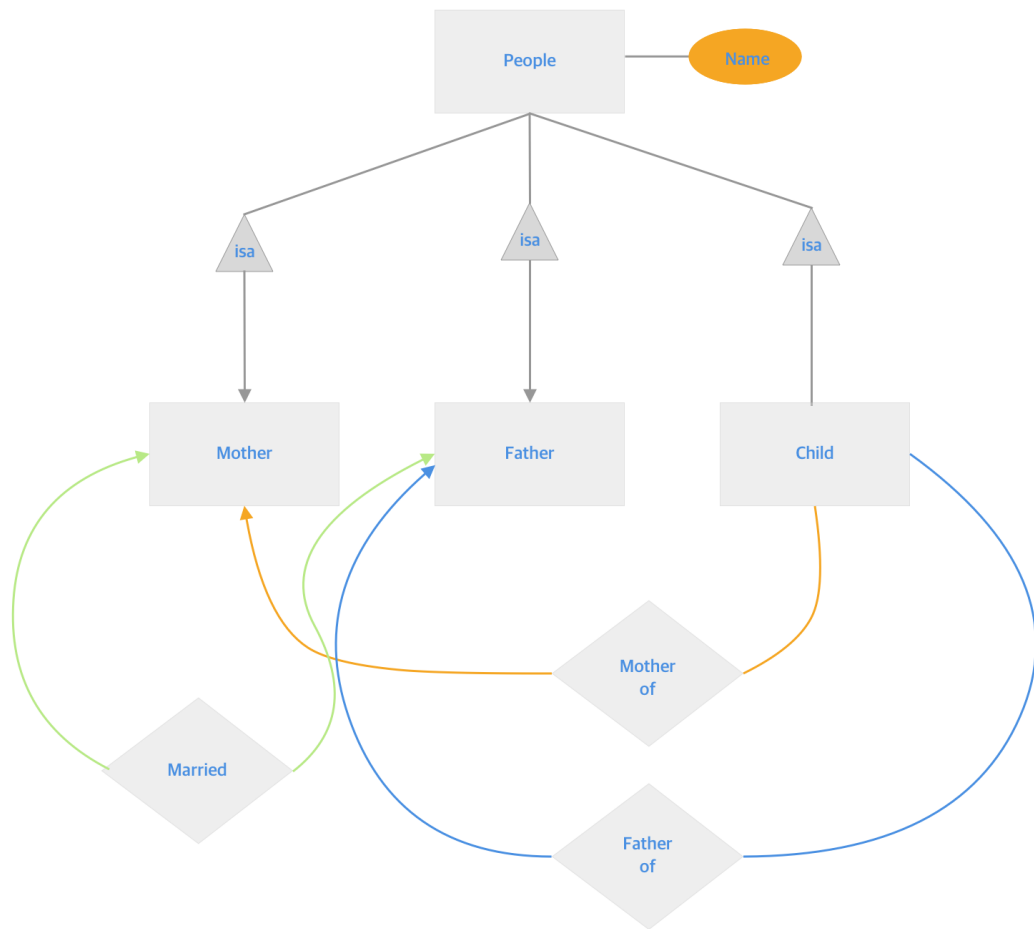




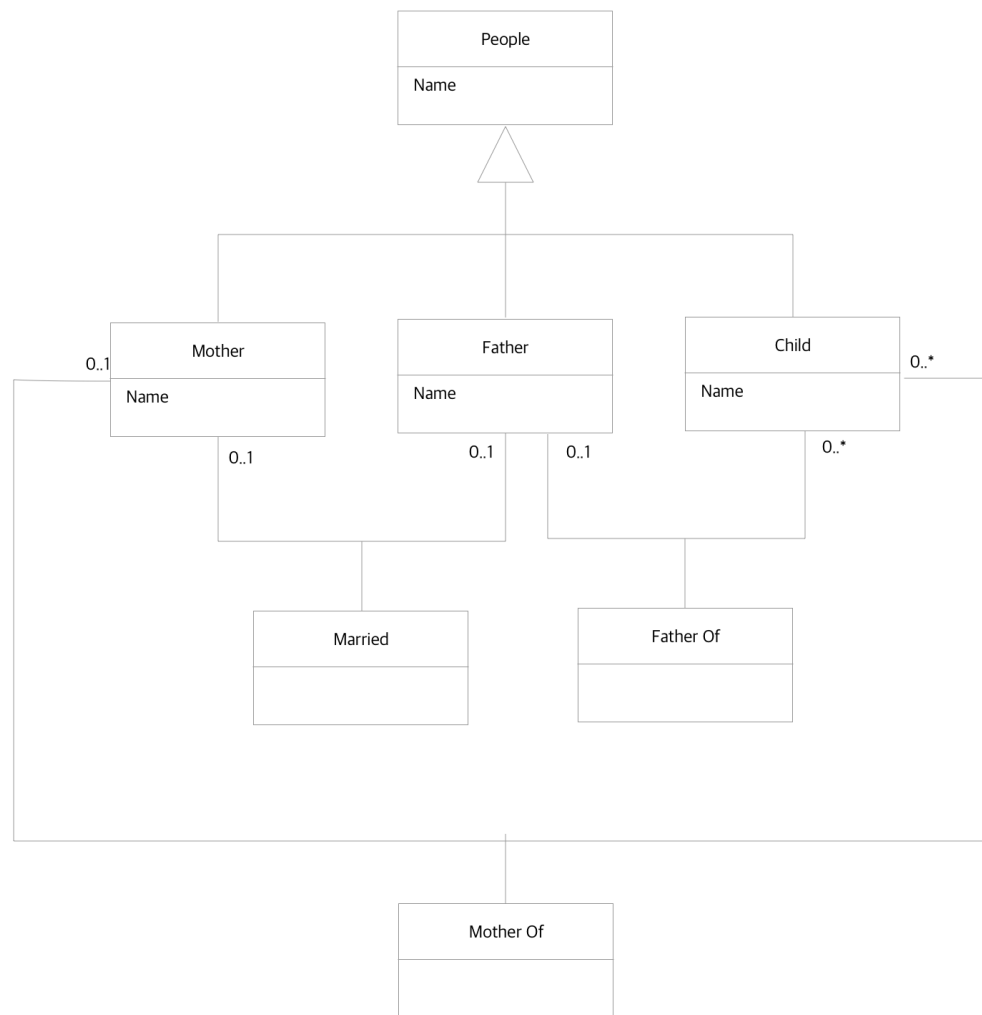
- UML



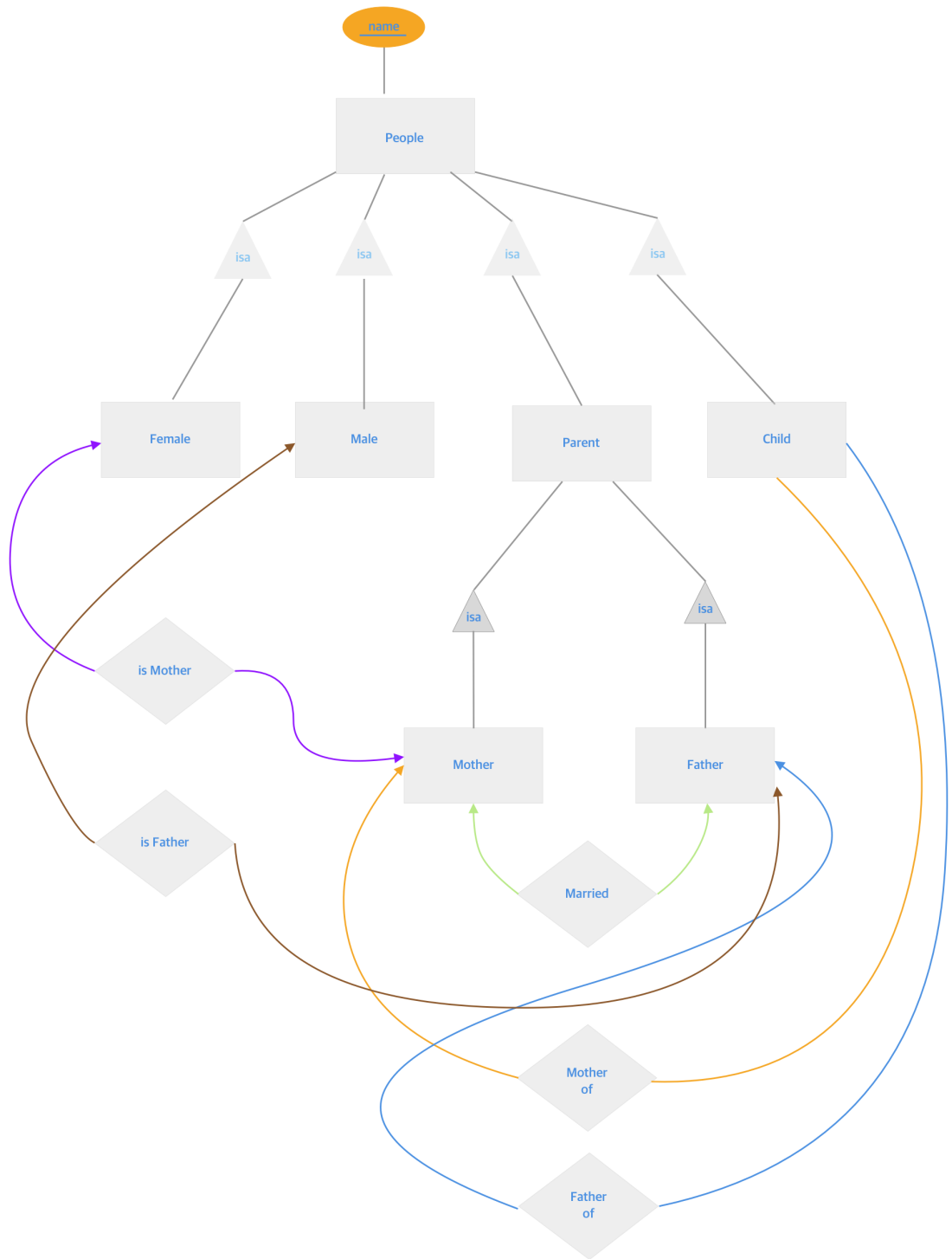
4. • E/R Diagram



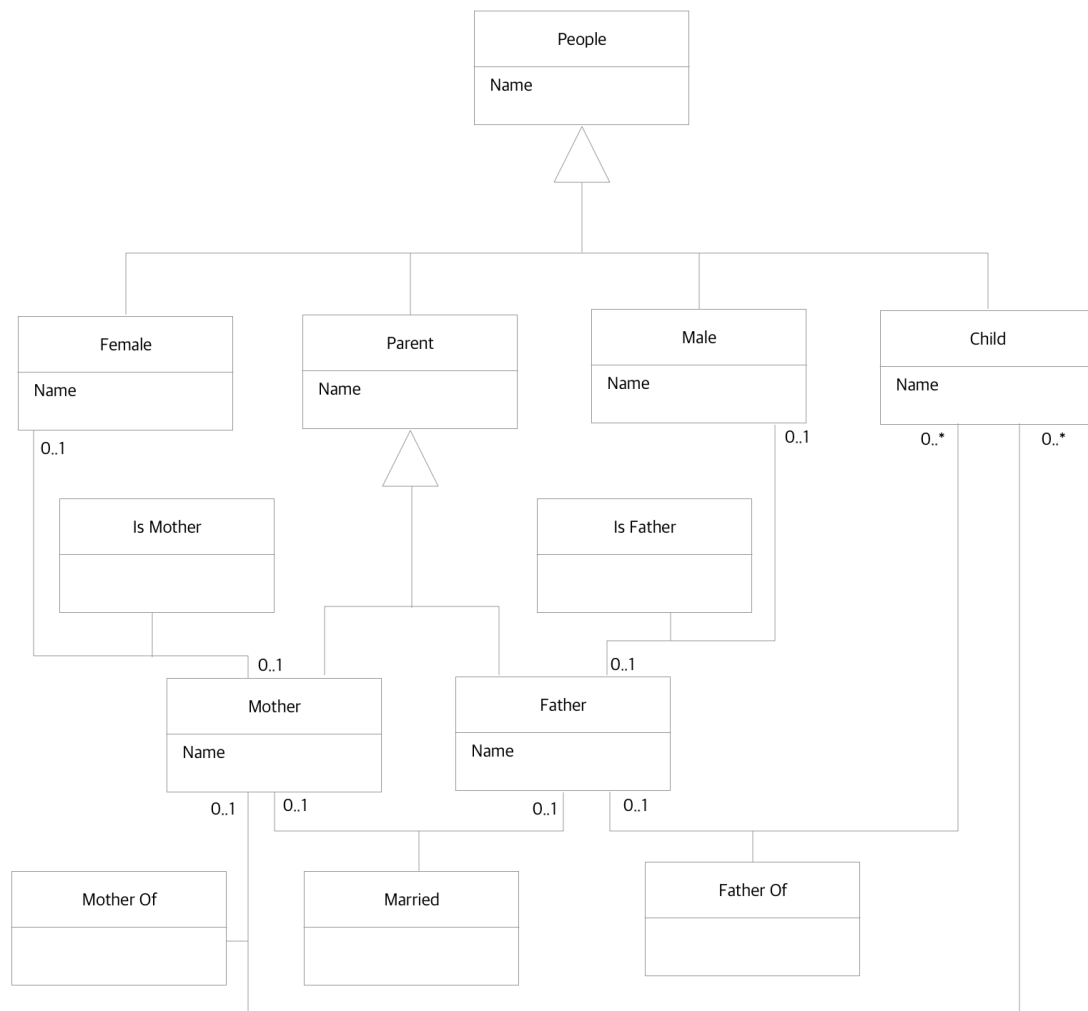
- UML



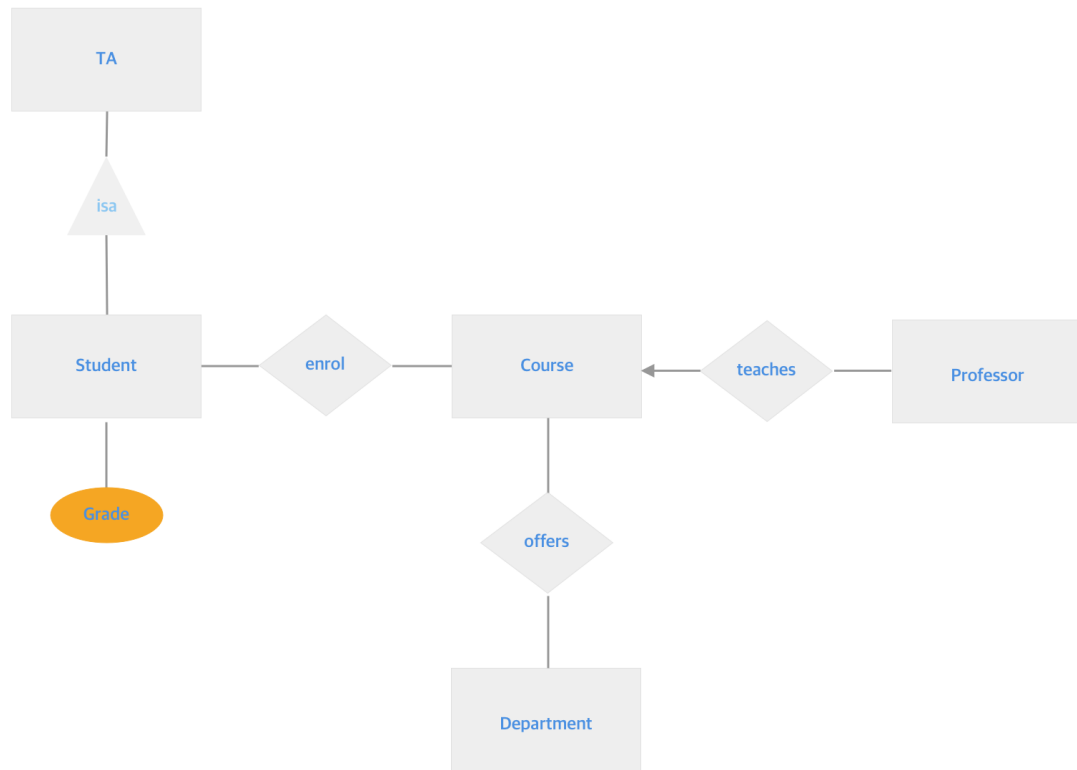
5. • E/R Diagram



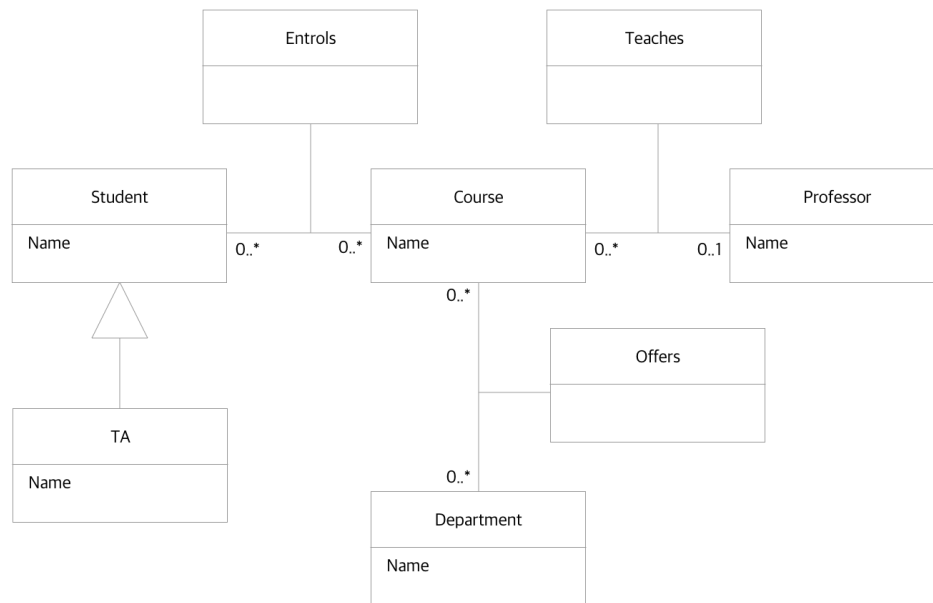
- UML



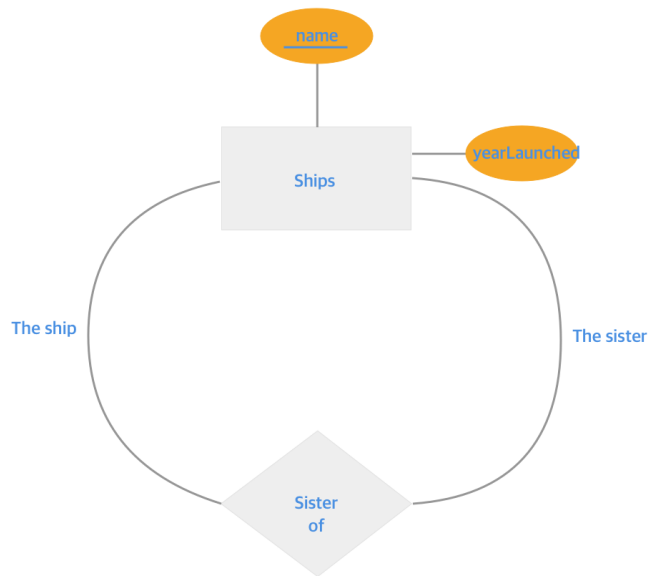
6. • E/R Diagram



- UML

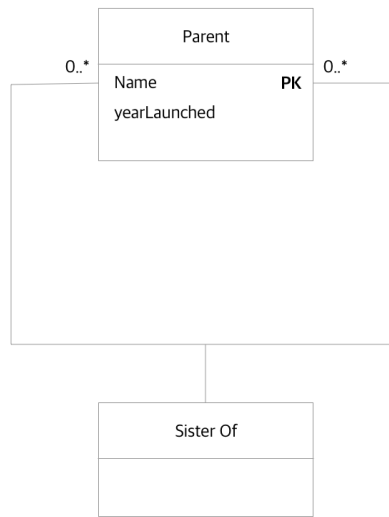


## 7. • E/R Diagram

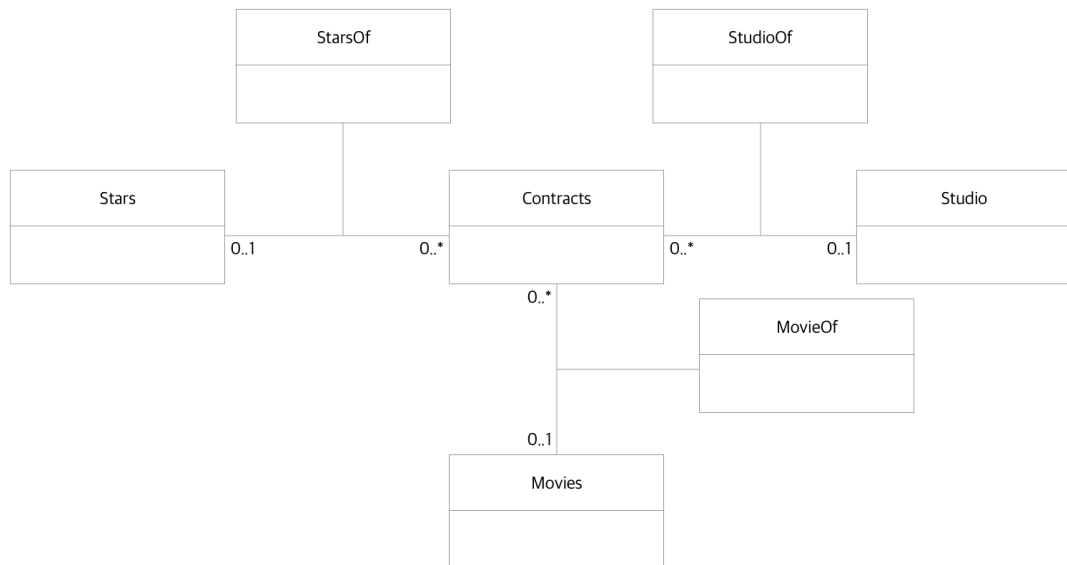


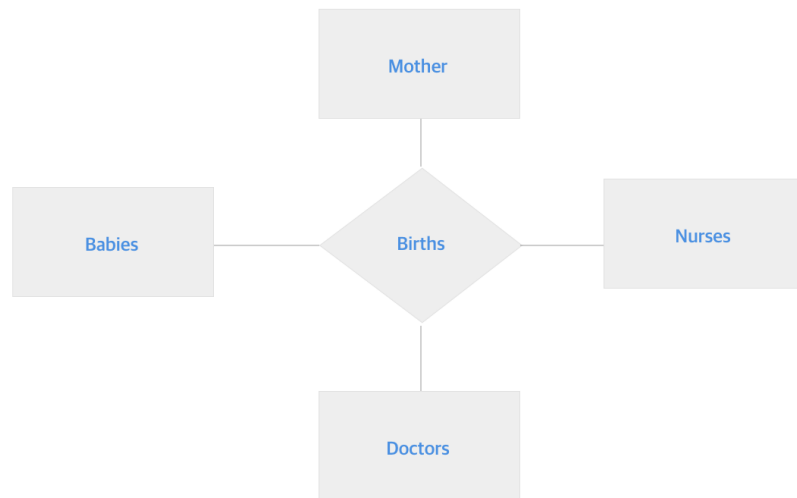
## • UML





## 8. • UML

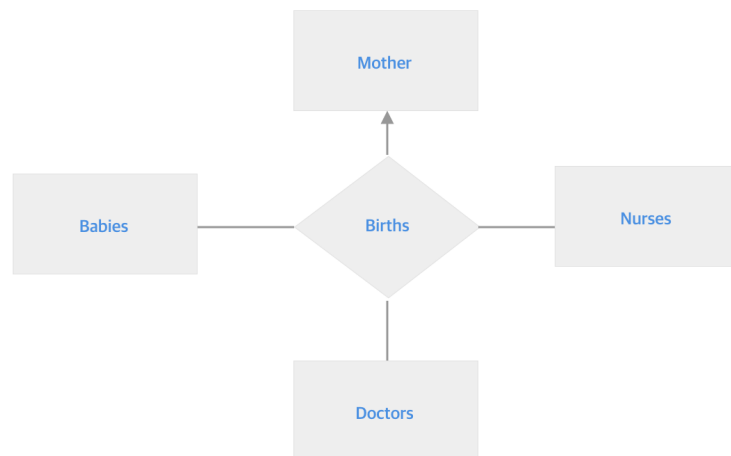




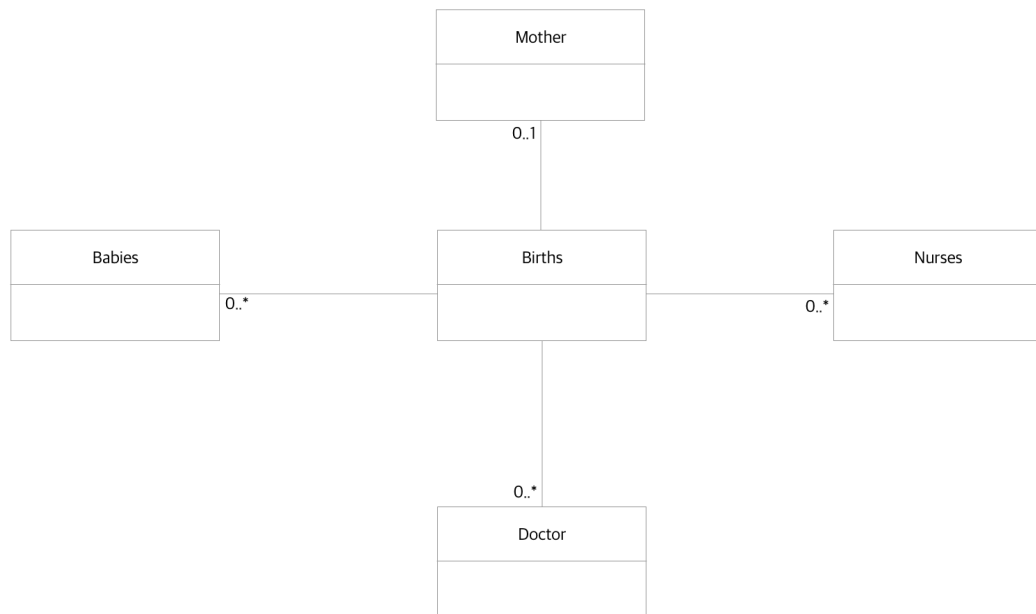
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a) **Solution:**

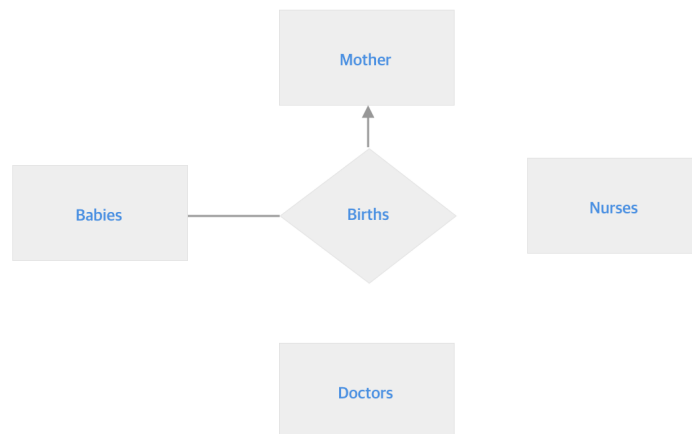
- E/R Model



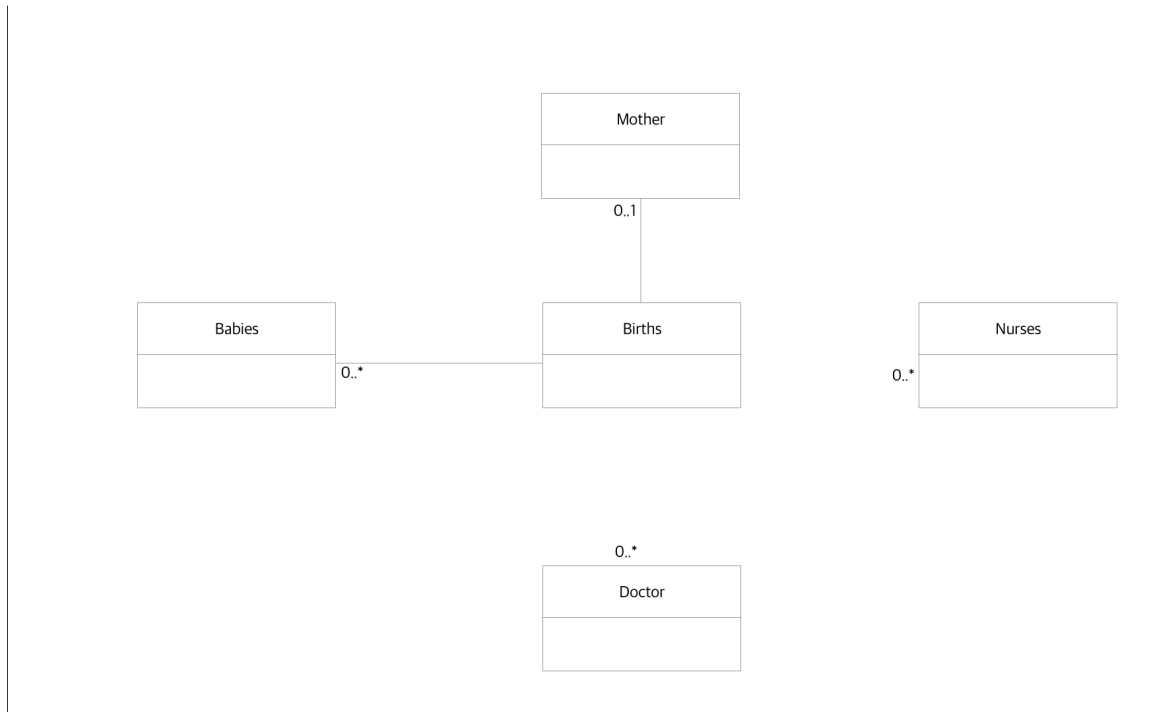
- UML

**Correct Solution:**

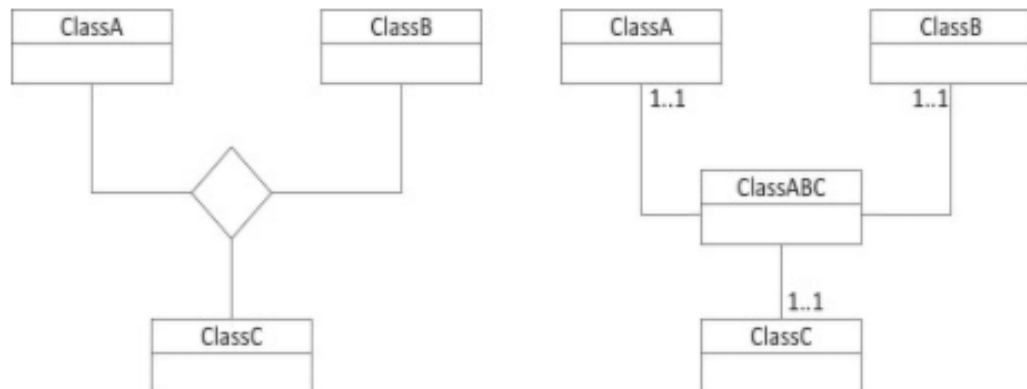
- E/R Model



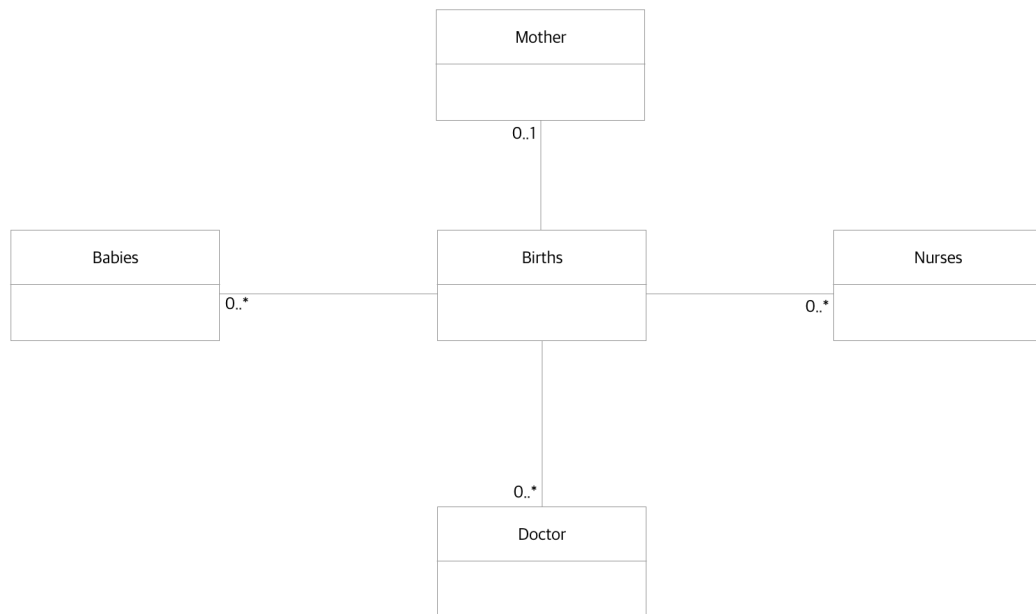
- UML

**Notes:**

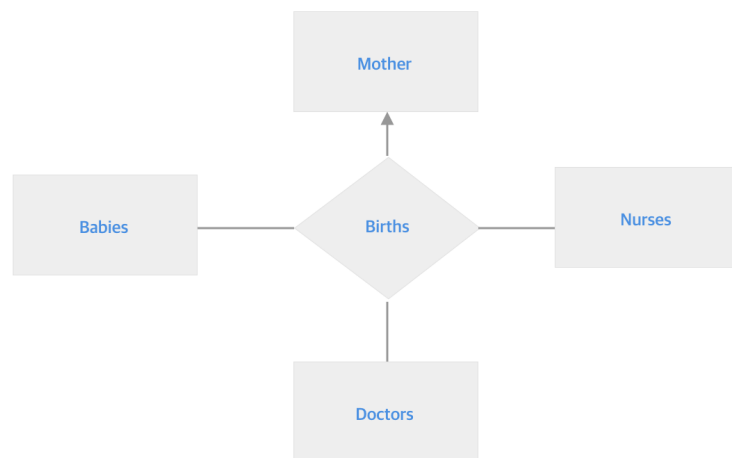
- An N-ary association is equivalent to one “central” class and N binary associations connecting the central class to the participant classes of the N-ary association

**b) Solution:**

- E/R Model

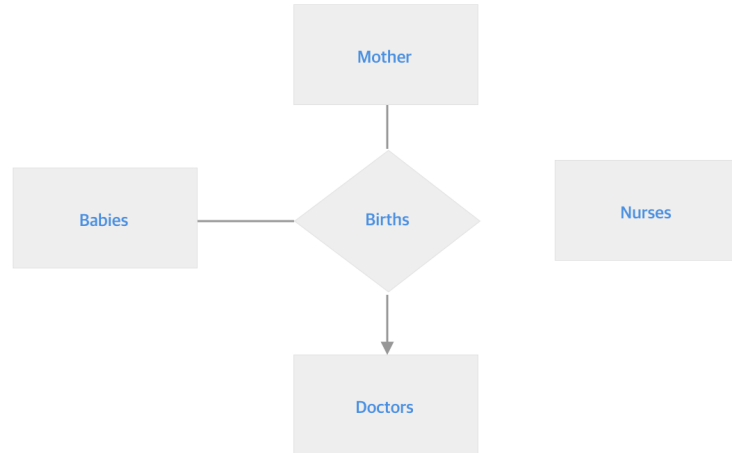


- UML

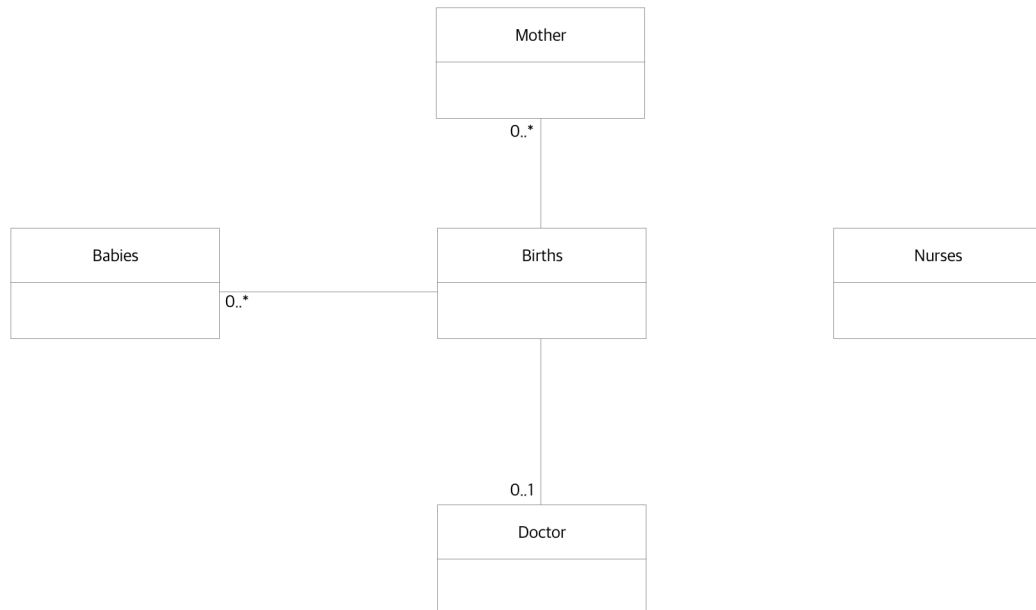


c) **Solution:**

- E/R Model



- UML



10. 

- Bookings

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

- Customers

Customers(SSNo, name, addr, phone)

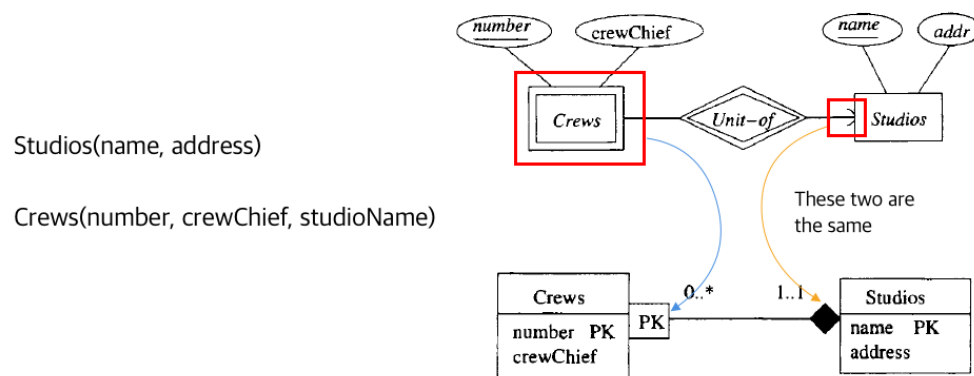
- Flights

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)
- e)
- People  
People(Name)
  - Mother  
Mother(Name)
  - Father  
Father(Name)
  - Child  
Child(Name)
  - MotherOf  
MotherOf(MotherName, ChildName)
  - FatherOf  
FatherOf(MotherName, ChildName)
  - Married  
Married(MotherName, FatherName)