

Basketball club database system

In a basketball club, we primarily keep basic information related to the club itself, which includes the club's name and the hall where the club plays its games, with the club being associated with one specific hall.

The hall has its specific attributes, which are name, capacity and address of the hall.

In the database, there are several types of individuals, namely players, coaching staff and club administration workers. All individuals share common attributes such as an identifier, first name, last name, date of birth and place of birth. Each individual is associated with exactly one city where they were born, while a country can have multiple cities.

Each player has its own specific attributes, including nationality, height, weight, jersey number and an "active" attribute that allows storing data about players who are no longer playing for the club. Each player plays exactly one position, while one position can have multiple players.

All individuals within the club have contracts with the club, which have their attributes, including an identifier, contract value, start date, end date and an identifier for the person to whom the contract belongs.

Each opponent of the club is represented by a table called "Opponent", which contains an opponent identifier and the opponent's name. Each opponent is associated with one hall in which they play, while one hall can host multiple opponents.

The "Games" table allows recording and displaying all the games that the club needs to play during a season. The "Games" table stores all the necessary information about a game, which includes the points scored by the teams, the date of the game, the hall where the game is played and the outcome score of the game(whether the club won or not).

If a game has not yet been played, the attributes for points scored should be set to 0, if the game has been played, the values of these attributes are updated accordingly.

The table also contains foreign keys that indicate which competition and season the game belongs to, as well as the opponents against whom the club is playing. There are no restrictions on the number of games with the same opponent in the same season and competition.

Club has sponsors represented by sponsorship contracts that include attributes such as value, start date and end date of the contract. These contracts are associated with the company that represents club's sponsor. Each company can have multiple sponsorship contracts.

Companies are tied to one city, while one city can have multiple companies.