

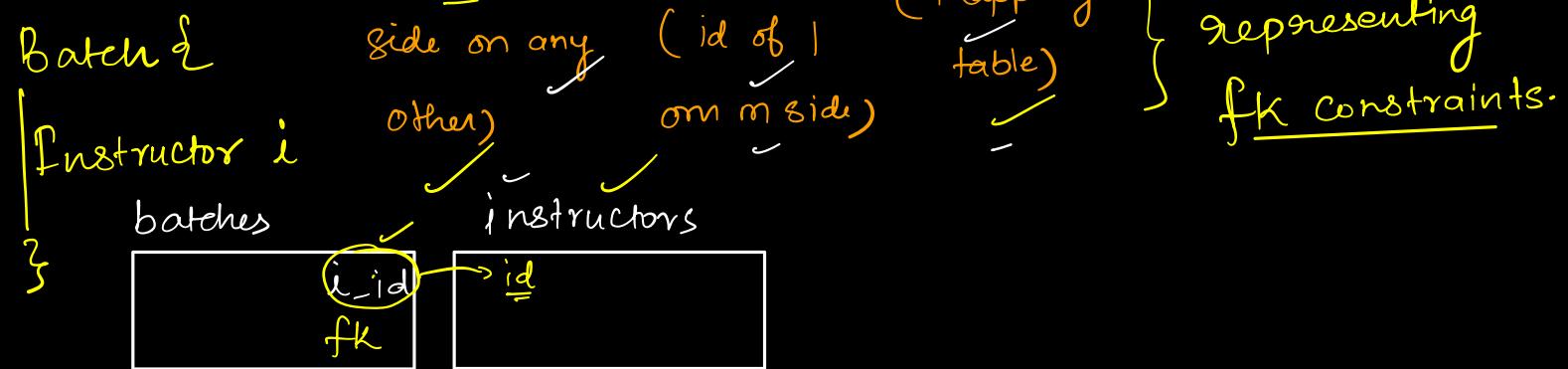
Today's Agenda :-

Req Gathering ✓
Class Diagram ✓

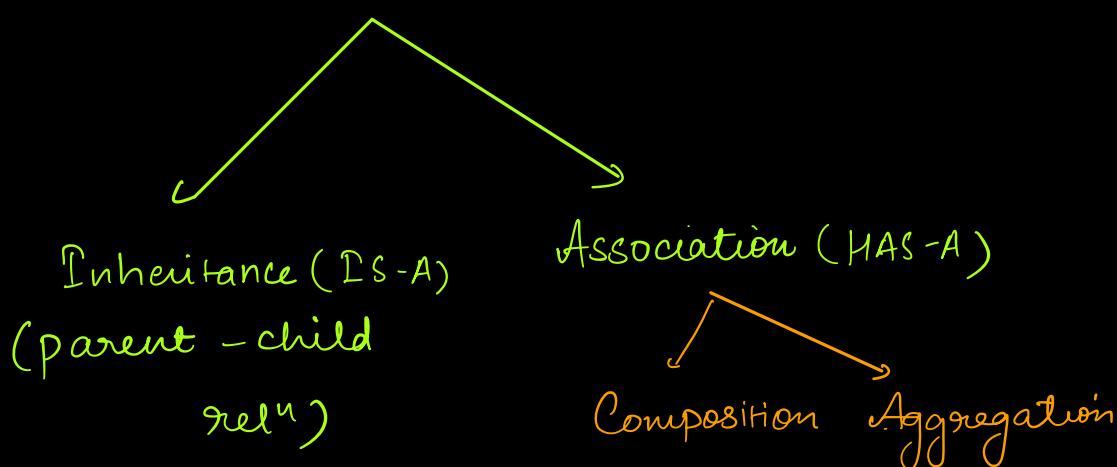
- Schema Design
- Coding the models
- Coding the controllers
 - ↳ DTO (Data transfer objects)

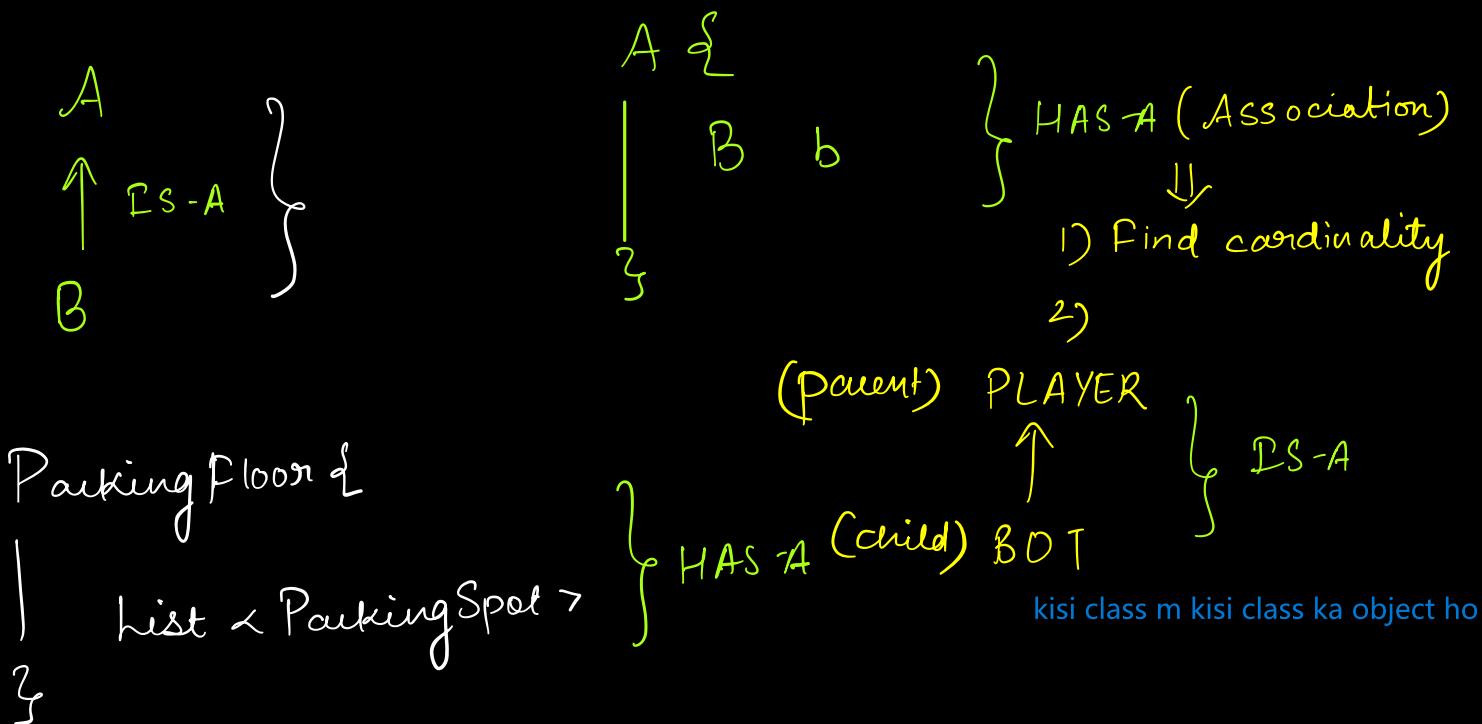
Schema Design

- 1) For all the classes in the Class Diagram, create a table for them.
 - 2) For all the primitive attr, represent them as columns in the corresponding table.
 - 3) For all the non primitive attr, find relationships/ Association
- 1 1 } M:① cardinalities . Based on the cardinality we will go for inheritance or Association
- B I M 1 1 : 1 1 : M M : M

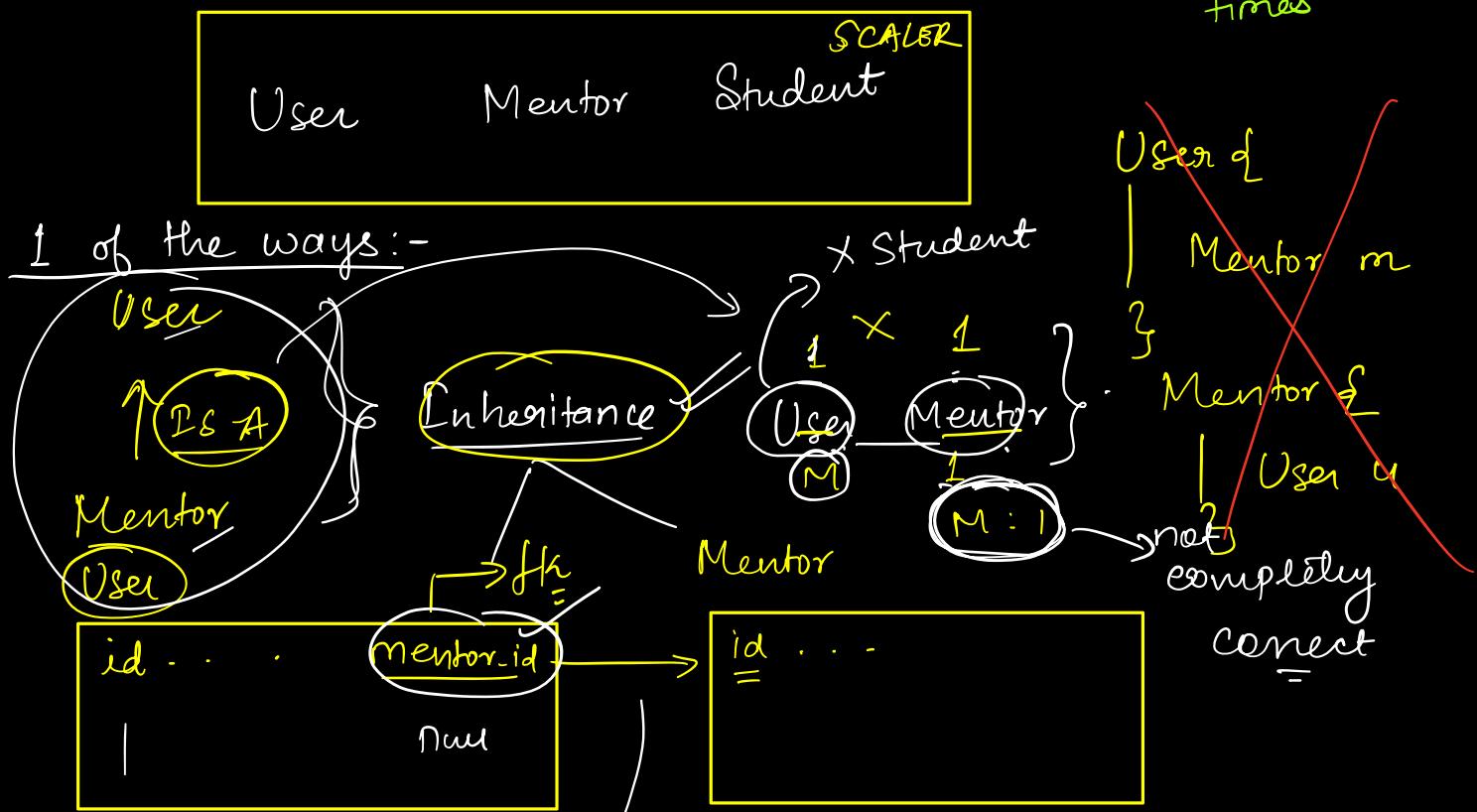


There can exist 2 types of relationships b/w classes





Representation of Inheritance is also done through fk most of the times



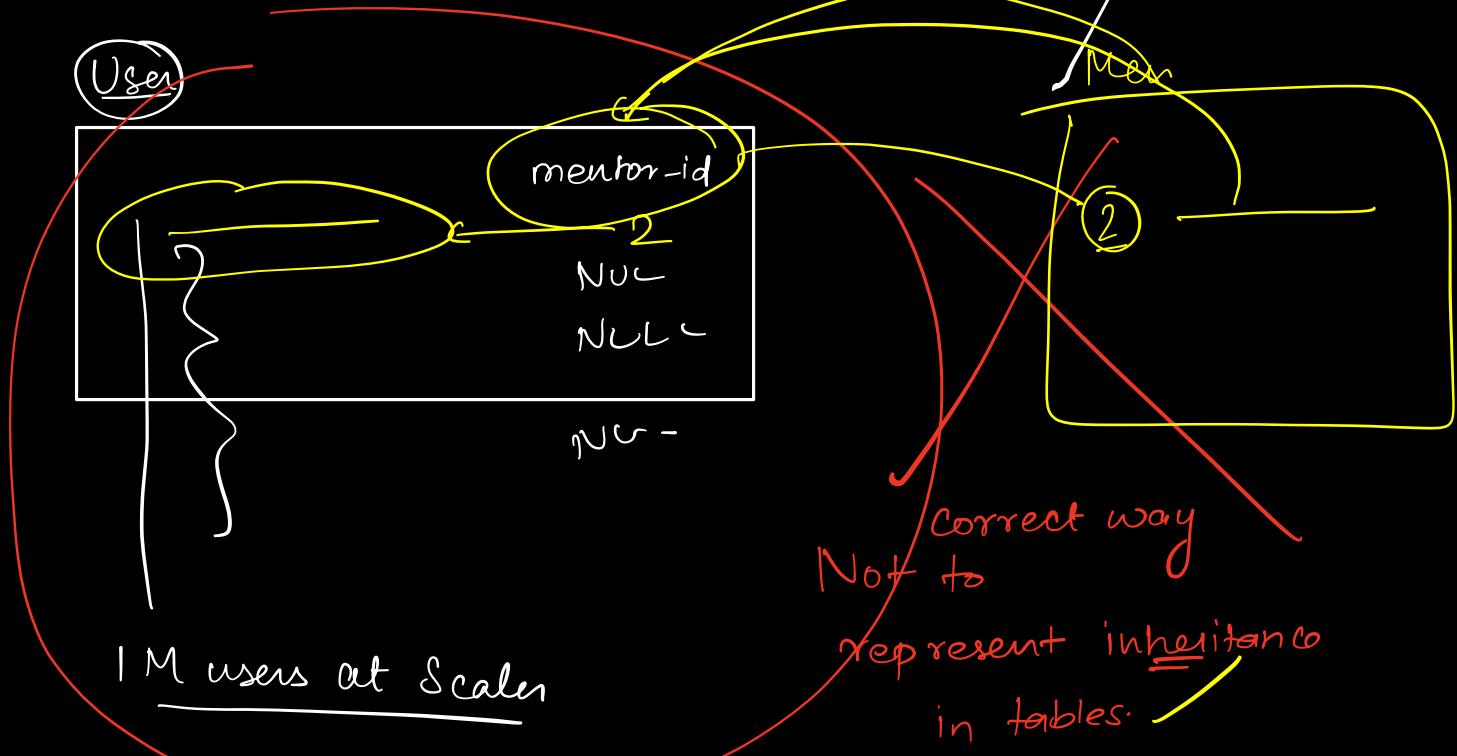
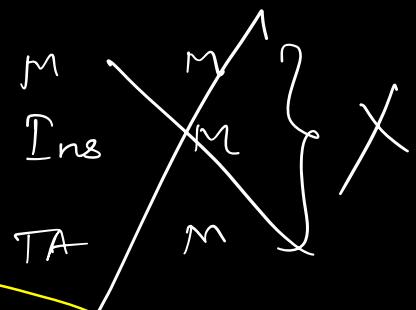
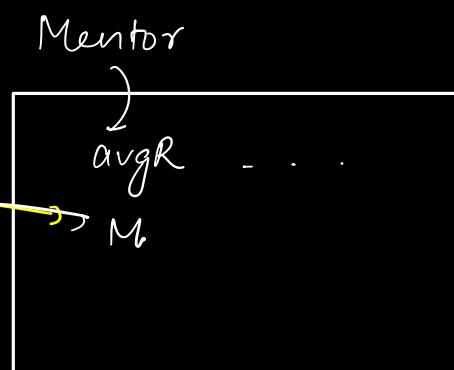
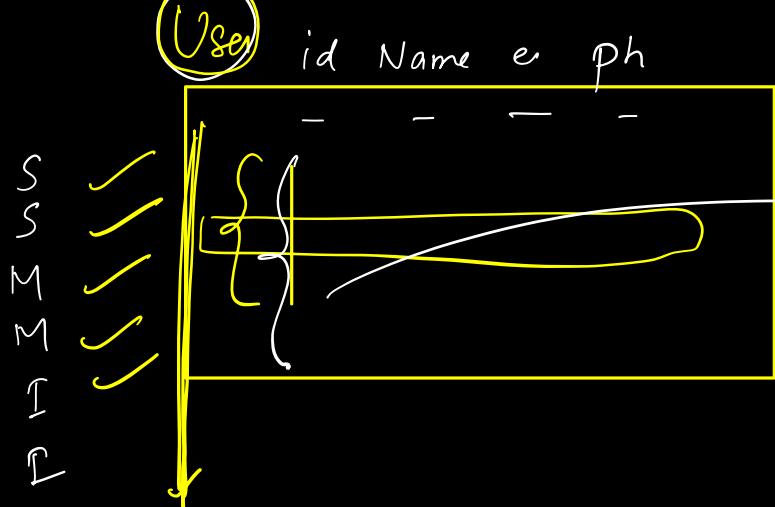
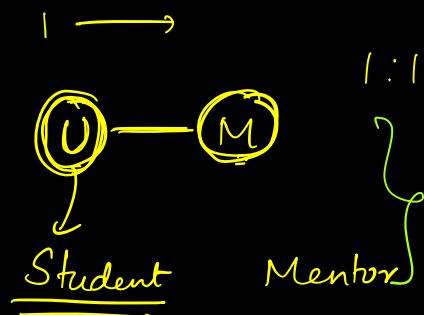
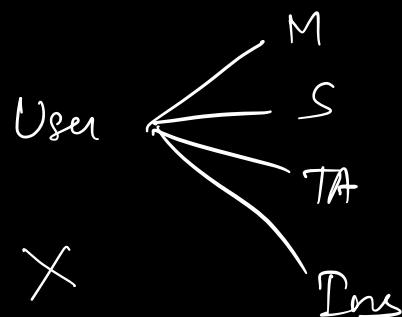
multiple users can have a mentor but 1 user can not have multiple mentors and it's not necessary that every user will have a mentor, he may be student or mentor itself.
 so cardinality is M:1 and for some mentor_id it can be null.

Uniquely identifies a row in the other table.

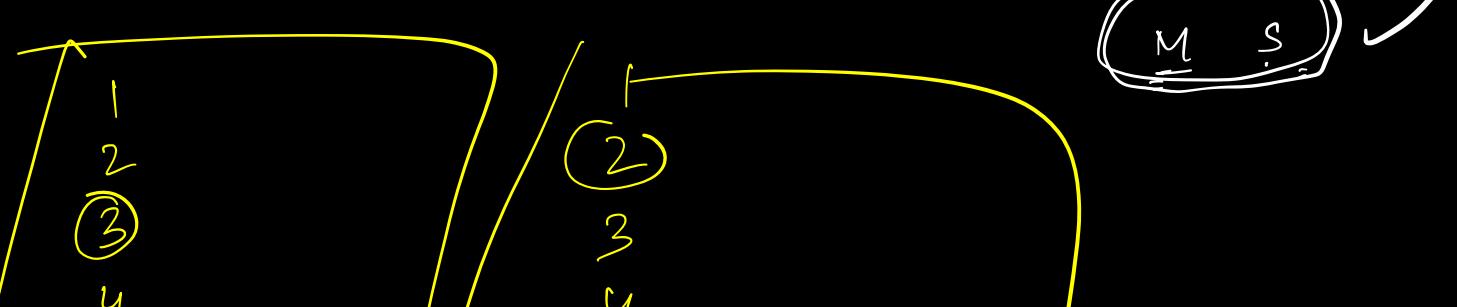
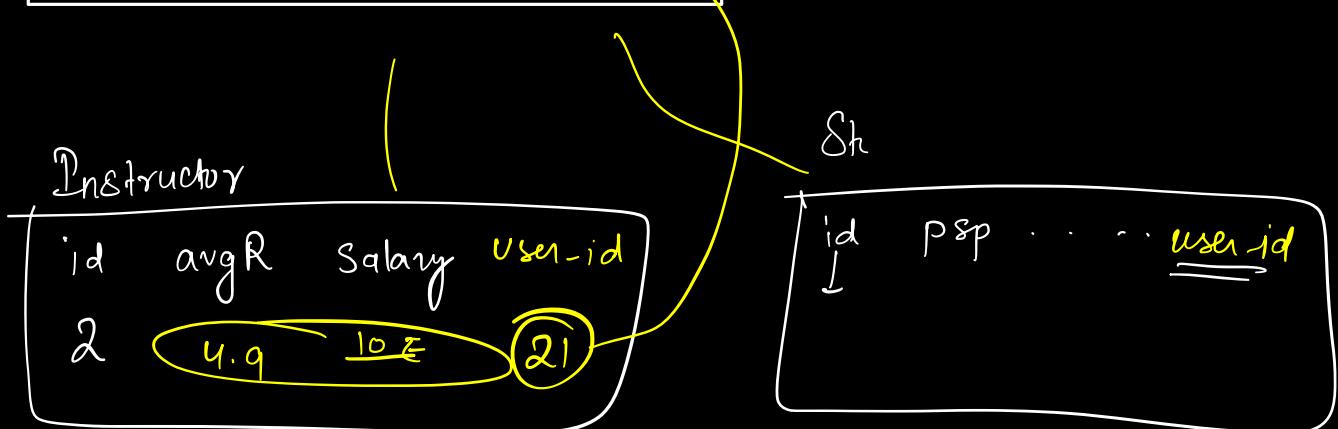
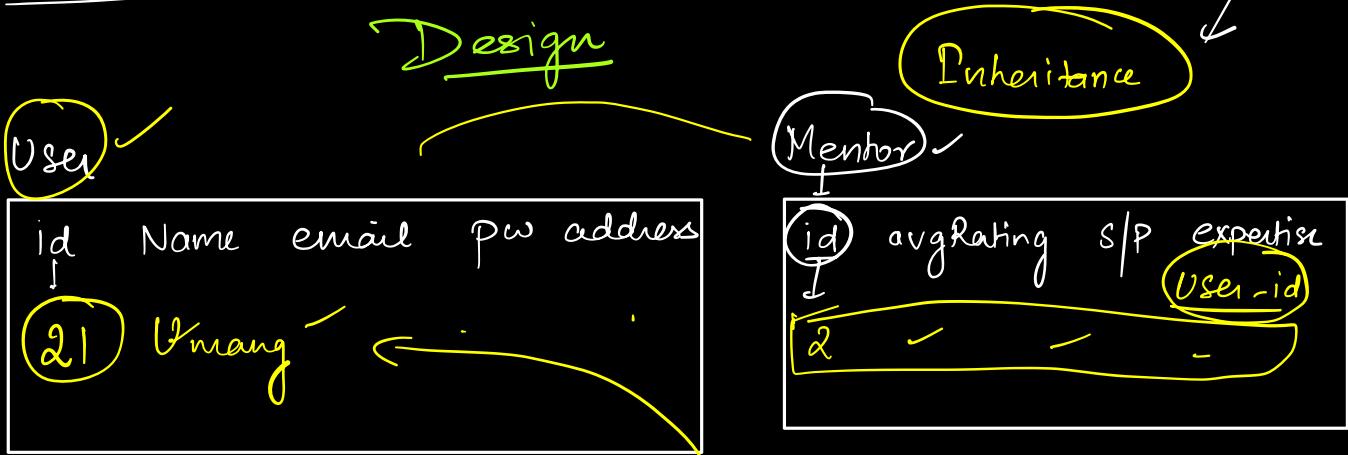
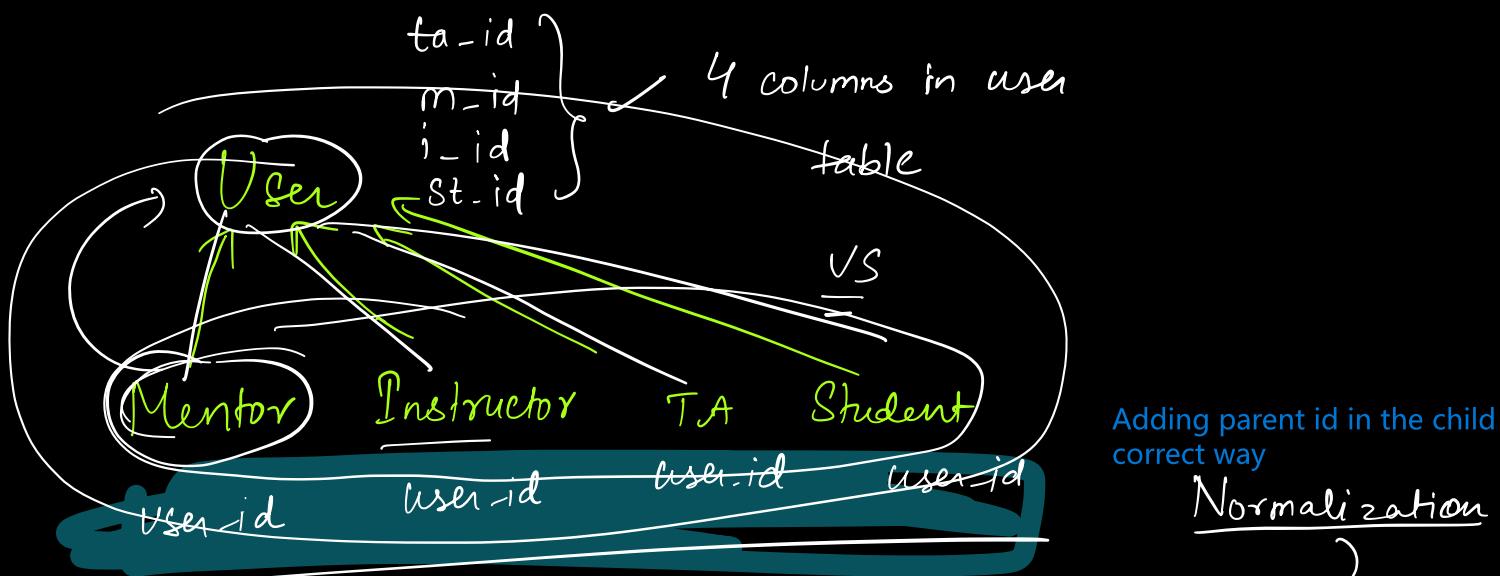
Student Mentor

$\{ \{ f_k \text{ constraints} \}$

M : |



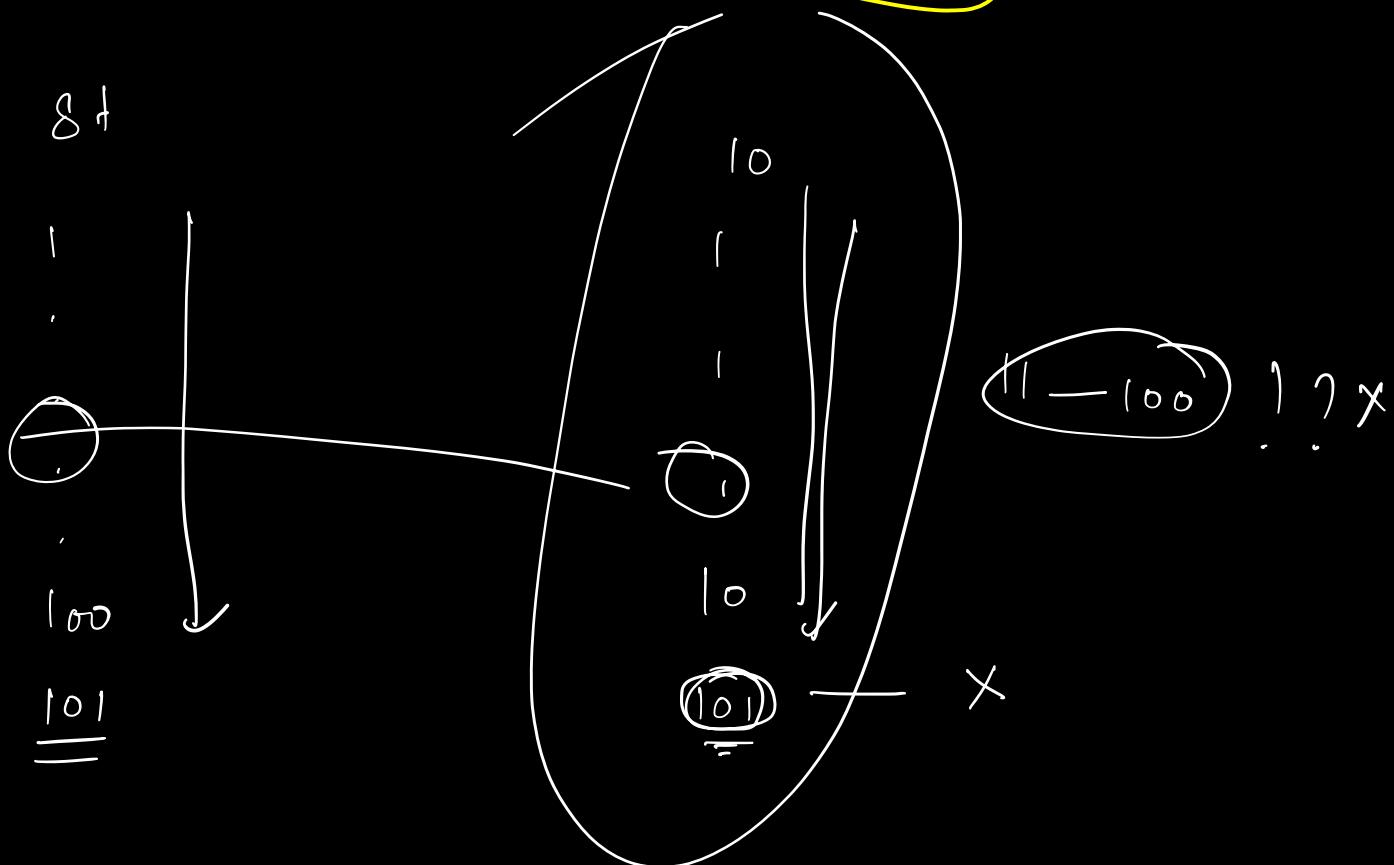
add the ref of parent in the child ✓



5
6
1

5
1

8+



$\delta \rightarrow i_{id}$

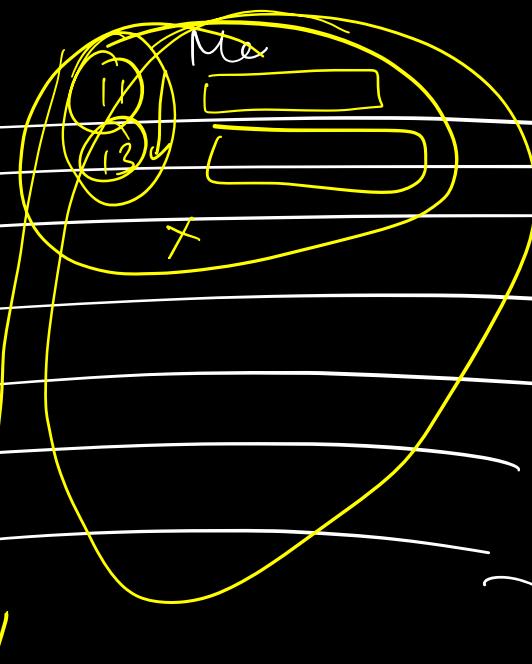
(105)

205

p_{rest}
205

User

1
+
|
10
11
12
13



S+

1
2
3
4
5
6
8
9.
10

②

11th X

X
X



Representing enums in tables

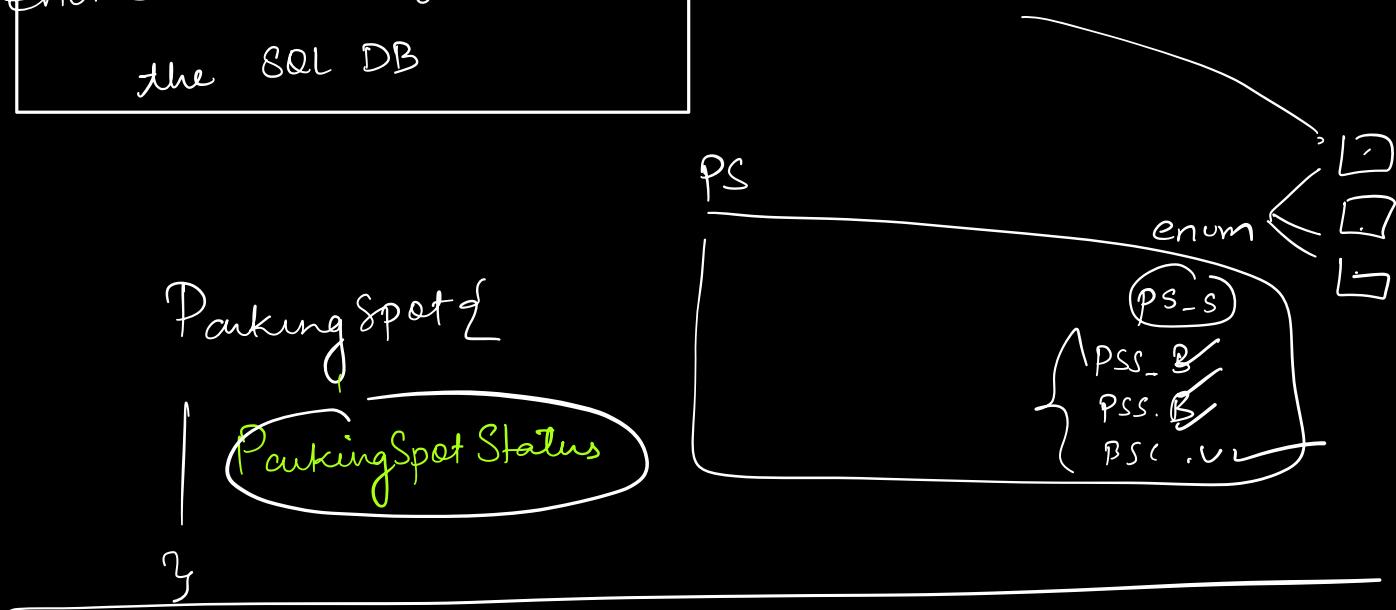
enums as data-types in
the SQL DB

ParkingSpot Status

AVAILABLE

BLOCKED

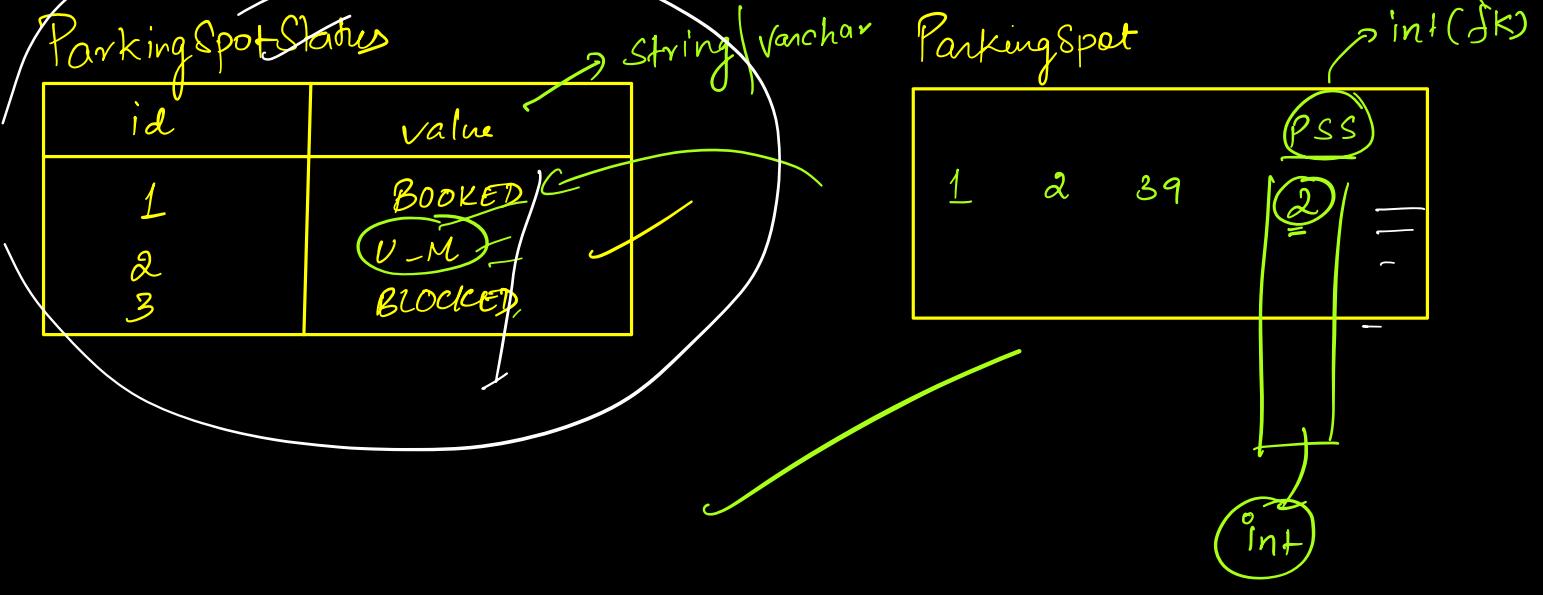
UNDER MAINTENANCE



2nd (Suggested)

- 1) For every enum, create a separate table
- 2) Every table should have 2 columns - ($=$ id, $=$ value)
- 3) In the tables, you can represent enum_id as fk.

disk
 \leq MT



Models \Rightarrow objects

Class
Blueprint of entity
real world object

class BaseModel {
 |
 | id
 | createdAt
 | lastModifiedAt
 | }
 | }

Audit / logging

konsa object kb bna kha update hua sari info.. so it will help in logging purpose

✓ ✓ ✓ ✓ ✓ ✓

✓ extend Base Model