## Class Exercises

## Exercise One

Draw an ER diagram to model each of the following scenarios:

- a. Each soccer player has a name, a position (such as left wing or goalie), a skill level, and a salary. We must also maintain a set of injury records for that player, which would not exist if the player record did not exist. Injury description and date are recorded for each injury.
- b. Each employee has a PPS (primary key), name (composed of firstName and lastName), address (composed of street, town and county), a max of 2 phoneNumbers and a max of 3 degrees.
- c. Each module has a moduleCode, moduleTitle, description and credits. Each module may be a pre-requisite to a number of other modules and may itself have other modules as pre-requisites.

## Exercise Two

Notown Records has decided to store information about musicians who perform on its albums (as well as other company data) in a database. Draw an ER diagram for the details given below. Make note of any assumptions you make.

- Each musician that records at Notown has an SSN, a name, an address, and a phone number. Some musicians have more than one phone number.
- Each instrument used in songs recorded at Notown has a unique identification number, a name (e.g., guitar, synthesizer, flute) and a musical key (e.g., C, B-flat, E-flat).
- Each album recorded at Notown has a unique album identifier, a title, a copyright date, and a format (e.g., CD or MC).
- Each song recorded at Notown has a title and an author.
- Each musician may play several instruments, and a given instrument may be played by several musicians
- Each album has a number of songs on it, and a song may appear on only one album.
- Each song is performed by one or more musicians, and a musician may perform a number of songs.
- Each album has exactly one musician who acts as its producer. A
  musician may produce several albums. For each production, start date
  and cost are recorded.
- Musicians may tutor other musicians and be tutored themselves. The date of the tutoring is recorded.