

# UNIVERSITY OF WESTMINSTER#

# Informatics Institute of Technology

Database Systems (5COSC020W)

**Individual Coursework: Part A - EERD** 

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### **Business Questions**



**Figure 1 Business Questions** 

#### 1. Questions & Answers Forum (Q&A Forum)

- 1) A player must select a sport at registration, or is it possible for a player to be registered without selecting specific sports?
- A player must select at least one sport at registration. Every player in the Racket minster scheme is required to be associated with a specific sport, either tennis or pickle ball
- 2) Is it possible to hold multiple sessions on a single court at the same time
- Yes multiple sessions can be conducted on the same court at the same time
- 3) Is an Instructor able to conduct more than one session at the same time
- No, an instructor can only conduct one session at time
- 4) Can a player recommend multiple players to the scheme and receive a discount for each recommendations
- Yes, one player can recommend multiple players to the scheme and receive a discount for each recommendation.
- 5) Can one piece of equipment be used in more than one court?
- Answer: No, each piece of equipment is unique to one court because of their availability and appropriate maintenance.

# QUESTION 1: CRITICAL EVALUATION AND REFLECTIVE COMMENTARY

#### 1.1 CRITICAL EVALUATION

#### **Critical Evaluation of the Provided EERD**

The Enhanced Entity-Relationship Diagram (EERD) in Document A.2 has a number of significant faults especially with regard to its general conceptual design and semantics. Important concerns include:

#### 1. Unclear and Incomplete Relationships

- Lack of Multiplicity Clarity: The conceptual framework of the diagram is unclear since relationships like Supervises and Maintains do not define cardinalities.
- Vague or Redundant Relationships: Relationships like "Recommends" have an uncertain goal and scope, which adds needless complexity.

#### 2. Flawed Attribute Placement

- Improperly Assigned Attributes: The improper distribution of attributes such as "Status" among entities results in functional overlaps.
- **Missing Key Attributes:** The lack of essential characteristics like Session\_Duration and Booking\_Type restricts the model's capacity to represent actual situations.

#### 3. Primary Key and Foreign Key Mismanagement

- Weak Key Definitions: Data associations become unclear when primary and foreign keys are used inconsistently, as is the case with entities like Booking.
- Unnecessary Composite Keys: Overuse of composite keys, particularly in Block\_Booking, adds complexity to the design without providing a convincing argument.

#### 4. Entity Design and Specialization Issues

• Lack of Generalization: Redundancy results from the diagram's lack of a universal Person entity to express shared properties for the Player, Caretaker, and Instructor.

• Overlapping Entities: Although the functions of entities like Session and Booking are similar, it is unclear what their specific duties are.

#### 5. Semantic Weaknesses

 The conceptual model seems disconnected and inconsistent as a result of the overall diagram's disorganization in depicting actual operations.

#### Reflective Commentary: Approach to an Improved Conceptual EERD

To address these deficiencies, a structured approach is essential for producing a coherent and semantically accurate EERD.

#### 1. Entity Design

 The Player, Court, Session, and Caretaker core entities have been carefully evaluated and improved. Where appropriate, specialization was used, such as categorizing sessions into several categories (such as Social\_Play and Fitness\_Training) to better represent realworld situations.

#### 2. Relationship Refinement

- **Define Clear Multiplicities:** Indicate the cardinalities for each relationship, such as 1..n for the caretaker maintaining courts and 1..n for the instructor monitoring sessions.
- **Simplify and Clarify:** Redefine relationships to prevent duplication; for example, combine Block\_Booking with a distinguishing attribute under Booking.

#### 3. Use of Generalization

• Introduce a Generalized Person Entity: With specializations for role-specific information, combine the shared characteristics of the Player, Caretaker, and Instructor into a Person entity.

#### 4. Optimization and Clarity

 Logical Layout: Arrange entities and connections in a visually straightforward manner, eliminating overlapping lines and excessive complexity. • **Remove Redundant Entities:** Eliminate entities or properties that do not offer value, guaranteeing a lean and functional design.

#### 5. Scalability and Practicality

 The design ensures changes without sacrificing current structures by predicting future requirements, such as the inclusion of new session types or more information for players and reservations.

#### Justification for the Improved Design

The original EERD's structural and conceptual mistakes are the main emphasis of this updated method. Through attribute alignment, connection simplification, and generalization when needed, the enhanced design improves scalability, clarity, and usability. It guarantees that the model follows best standards for conceptual modelling, is logically clear, and can handle complex operations.

# QUESTION 2: ENTITIES

Entity name	Brief Explanation
w2052726_Park	A park is a designated outdoor area within the town of
	Ovestminster that hosts various courts
w2052726_Court	A court is a location where players can engage in their
	preferred sport, such as Pickleball or Tennis.
W2052726_Player	A player is an individual registered with the Racketminster
	scheme who can book sessions to play racket sports and may
	recommend the scheme to other players.
W2052726_Sport	A sport represents a specific racket-based activity offered
	within the Racketminster scheme, such as Tennis or Pickleball,
	that players can participate in
w2052726_Equipment	Every court has specific equipment assigned to it, which is
	usually either fixed or moveable and includes things like
	netting, rackets, balls, etc.
w2052726_Staff	Staff members are individuals employed under the
	Racketminster scheme who play specific roles to maintain
	parks and facilitate sessions for players. Staff includes both
	caretakers and instructors.
w2052726_Session	A session is a scheduled time slot where players can
	participate in a racket sport. Sessions can be supervised or
	unsupervised, with supervised sessions including personal
	training, group coaching, or social-fun activities.
w2052726_Booking	A booking is a reservation made by a player to participate in a
	specific session, either supervised or unsupervised. Bookings
	ensure the player has access to the court and equipment for the
	session.
W2052726_Blockbooking	A block booking allows a player to reserve multiple

consecutive unsupervised sessions in advance, facilitating continuous session play and traceability between sessions.

**Table 1 Entity Table** 

# **QUESTION 3: SPECIALISATIONS**

### W2052726\_Court

General Entity	Specialized Entity	Brief Explanation
w2052726_Court	w2052726_TennisCourt	According to the description, these parks have
		a variety of courts, with tennis courts being
		one of the more specialized types. a tennis
		court with unique equipment and design.
	w2052726_PickleballCourt	The description shows that pickleball court is
		also considered as one kind of court. A court
		specially designed and equipped for tennis.

**Table 2 Specialisation court table** 

## W2052726\_Sport

General Entity	Specialized Entity	Brief Explanation
w2052726_Sport	w2052726_Tennis	Tennis is a <b>specialized</b> racket-based sport
		within the Racket minster scheme, played on
		courts exclusively designed or adapted for
		tennis. Tennis sessions involve specialized
		equipment and follow specific rules for
		singles or doubles play, creating a unique
		sporting experience.
	w2052726_Pickleball	Pickleball is a <b>specialized</b> racket-based sport

available in Racketminster, played on
dedicated pickleball courts or adaptable
spaces. With distinct equipment such as
paddles and pickleball-specific rules, the sport
offers players a unique blend of racket sport
elements, combining aspects of tennis,
badminton, and table tennis.

Table 3 Specialisation sport table

# W2052726\_Equipment

General Entity	Specialized Entity	Brief Explanation
w2052726_Equipmentt	w2052726_Fixed	Fixed equipment includes items permanently
		installed on or around the court, such as nets
		or boundary markers, which are essential for
		the setup and structure of each court. This
		type of equipment remains in place and is
		maintained regularly to ensure court readiness
		and functionality.
	w2052726_Movble	Movable equipment refers to portable items
		that players or staff can move as needed, such
		as rackets, balls, and paddles. This type of
		equipment is stored securely when not in use
		and can be easily transported to support
		different playing sessions and activities.

Table 4 Specialisation equipment table

## W2052726\_Staff

General Entity	Specialized Entity	Brief Explanation
w2052726_Staff	w2052726_Caretacker	A caretaker is a specialized staff member
		responsible for the upkeep and preservation of
		parks and courts. Caretakers ensure that
		facilities and equipment are maintained to
		high standards, performing regular
		maintenance and repairs as needed to keep the
		playing environment safe and well-prepared
		for use.
	w2052726_Instructor	An instructor is a specialized staff member
		focused on player engagement and guidance.
		Instructors lead and oversee supervised
		sessions, providing expertise in training,
		group coaching, and social-fun activities.
		Their role is to enhance the players'
		experience through skilled instruction and
		support.

Table 5 Specialisation staff table

## **W2052726\_Session**

General Entity	Specialized Entity	Brief Explanation
w2052726_Session	w2052726_Supervised	A supervised session is a <b>specialized</b> session
		guided by an instructor. These sessions
		include personal training, structured group
		coaching, or social-fun activities, ensuring
		players receive expert guidance and support.

	Supervised sessions offer a structured
	environment where players can enhance their
	skills and engage in a more social or
	educational setting.
w2052726_Unsupervised	An unsupervised session is a specialized
	session allowing players to play
	independently, without direct oversight from
	an instructor. These sessions typically support
	singles or doubles play, enabling players to
	enjoy more flexibility and autonomy.

Table 6 Specialisation session table

# W2052726\_Unsupervised

General Entity	Specialized Entity	Brief Explanation
w2052726_	w2052726_Single	A single session involves two players
Unsupervised		competing against each other in a one-on-one
		format. This <b>specialized</b> setup allows players
		to focus on their individual skills, strategies,
		and gameplay in a more personal and
		competitive environment
	w2052726_Double	A double session involves four players
		divided into two teams, each consisting of
		two players. This <b>specialized</b> format fosters
		teamwork and collaboration, allowing players
		to engage in a more dynamic and social
		experience. Doubles play often emphasizes
		strategy and communication, enhancing the
		overall enjoyment of the game.

Table 7 Specialisation unsupervised table

# W2052726\_Supervised

General Entity	Specialized Entity	Brief Explanation
w2052726_	w2052726_Personal_session	A personal session is a specialized one-on-
Supervised		one training experience where a single player
		works directly with an instructor. This tailored
		format allows for focused skill development,
		personalized feedback, and customized
		training regimens, enabling players to
		enhance their abilities at their own pace.
	w2052726_Group_sesssion	A group session is a specialized training
		environment where multiple players
		participate under the supervision of one or
		more instructors. Group sessions can vary in
		focus, including fitness-play sessions, group
		coaching, or social-fun activities. This format
		encourages interaction, teamwork, and
		socialization among players, while still
		providing structured guidance from
		instructors.

Table 8 Specialisation supervised table

# $W2052726\_Supervised\_Group\_session$

General Entity	Specialized Entity	Brief Explanation
w2052726_Court	w2052726_Fitness_Play_	A fitness-play session is a specialized group
	Session	experience that combines physical fitness
		with gameplay. In these sessions, players
		engage in exercises and drills aimed at
		improving their fitness levels while enjoying
		the dynamics of racket sports. This format

	promotes both health and skill development in
	a fun and engaging environment.
w2052726_Group_Coaching	A group-coaching session is a specialized
Sesssion	instructional setting where players of varying
	skill levels receive targeted coaching from
	instructors. These sessions focus on specific
	techniques, strategies, and skill improvement,
	fostering a supportive learning atmosphere.
	Players benefit from peer interaction and
	feedback while enhancing their abilities in a
	structured format.
w2052726_Social_Fun	A social-fun session is a specialized group
	activity that emphasizes enjoyment and
	camaraderie among players. While instructors
	oversee the session, the primary focus is on
	social interaction and casual play rather than
	strict competition or intense training. This
	format encourages players to connect with
	others, make new friends, and enjoy racket
	sports in a relaxed setting.

Table 9 Specialisation supervised\_group\_session table

# QUESTION 4: RELATIONSHIPS AND MULTIPLICITIES

Entity name	Multipliciy	Relationship	Multipli	Entity	Brief justification for the multiplicity
			city	name	
w2052726_	0*	Participate	12	w205272_	Each player must participate in at least one
Player				Sport	sport (participation 1)
					Player can participate in a maximum of two
					sports (cardinality 2)
					each sport can exist without any players
					(participation 0)
					A sport can also have many players
					(cardinality *)
w2052726_	11	Recommend	0*	w2052726_	A player can recommend zero players to the
Player				Player	scheme (participation 0)
					A player can recommend many players to the
					scheme (cardinality *)
					Player can be recommended by exactly one
					minimum player. (participation 1)
					Player can be recommended by exactly one
					maximum player. (participation 1)
w2052726_	1*	Place	0*	w2052726_	Each player can make a minimum of zero
Player				Booking	bookings. (participation 0)
					Each player can make a maximum of many
					bookings. (cardinality *)
					A booking must have a minimum of one
					player. (participation 1)
					A booking can have a maximum of multiple
					players. (participation *)
	l	1	I	1	1

w2052726_	11	Contain	0*	w2052726_	A park can have a minimum of 0 courts	
Park				Court	(participation 0)	
					A park can have maximum of many courts	
					(cardinality *)	
					One court belongs to only one park	
					minimum (participation 1)	
					One court belongs to only one park	
					maximum (cardinality 1)	
w2052726_	1*	Look after	0*	w2052726_	caretaker can be assigned to a minimum of 0	
Caretacker				Park	parks (participation 0)	
					A caretaker can be assigned to a maximum of	
					many parks. (cardinality *)	
					Each park must have a minimum of 1	
					caretaker (participation 1)	
					Each park can have a maximum of many	
					caretakers. (cardinality *)	
w2052726_	1*	Maintain	0*	w2052726_	caretaker can be assigned to a minimum of 0	
Caretacker				Court	court (participation 0)	
					A caretaker can be assigned to a maximum of	
					many court. (cardinality *)	
					Each court must have a minimum of 1	
					caretaker (participation 1)	
					Each court can have a maximum of many	
					caretakers. (cardinality *)	
w2052726_	1*	Maintain	0*	w2052726_	caretaker can be assigned to a minimum of 0	
Caretacker				Equipment	Equipment (participation 0)	
					A caretaker can be assigned to a maximum of	
					many Equipment. (cardinality *)	
					Each Equipment must have a minimum of 1	

					caretaker (participation 1)
					Each Equipment can have a maximum of
					many caretakers. (cardinality *)
w2052726_	12	Guide	01	w2052726_	Each instructor can guide a minimum of zero
Instructor				Supervised	sessions (participation 0)
				Session	Each instructor can guide a maximum of one
					session. (cardinality 1)
					Each session must have a minimum of one
					instructor (participation 1)
					Each session can have a maximum of two
					instructors. (cardinality 2)
w2052726_	11	has	0*	w2052726_	Each session can have a minimum of zero
Session				Booking	bookings. (participation 0)
					Each session can have a maximum of many
					bookings. (cardinality *)
					Each booking is associated with a minimum
					of one session. (participation 1)
					Each booking is associated with a maximum
					of one session. (cardinality 1)
w2052726_	0*	Pre-schedule	11	w2052726_	Each session is pre-scheduled to a minimum
Session				Court	of one court (participation 1)
					Each session is pre-scheduled to a maximum
					of one court. (cardinality 1)
					A court may contain a minimum of zero
					sessions.(participation 0)
					A court can contain a maximum of many
					sessions. (cardinality *)

w2052726_	1*	Allocated	11	w2052726_	Each piece of equipment is allocated to a
Equipment				Court	minimum of one court. (participation 1)
					Each piece of equipment is allocated to a
					maximum of one court. (cardinality 1)
					A court may have a minimum of zero pieces
					of equipment.(participation 1)
					A court can have a maximum of many pieces
					of equipment. (cardinality *)
w2052726_	1*	Allocated	11	w2052726_	Each piece of equipment is allocated to a
Equipment				Court	minimum of one court. (participation 1)
					Each piece of equipment is allocated to a
					maximum of one court. (cardinality 1)
					A court may have a minimum of zero pieces
					of equipment.(participation 1)
					A court can have a maximum of many pieces
					of equipment. (cardinality *)

Table 10 Relationships and multiplicities table

# QUESTION 5: ATTRIBUTES AND PRIMARY KEYS

Attributes for each	Brief explanation
entity (include PK)	
w2052726_staffId {PK}	Unique identifier for each
	staff member.
w2052726_email	Email address of the staff
	member.
w2052726_careTakerName	Name of the caretaker
	responsible for facility
	maintenance.
w2052726_careTakerSalary	Monthly salary of the
	caretaker.
w2052726_instructorName	Name of the instructor for
	training sessions.
w052726_instructorSalary	Monthly salary of the
	instructor.
w2052726_parkId {PK}	Unique identifier for each
	park.
w2052726_parkName	Name of the park.
w2052726_parkLocation	Location of the park within
	the town.
w2052726_court_id {PK}	Unique identifier for each
	court.
w2052726_court_type	Type of court, such as
	tennis or pickleball.
w2052726_net_height	Height of the tennis court
	net.
w2052726_court_surface	Surface type of the
	pickleball court.
	entity (include PK)  w2052726_staffId {PK}  w2052726_email  w2052726_careTakerName  w2052726_careTakerSalary  w2052726_instructorName  w052726_instructorSalary  w2052726_parkId {PK}  w2052726_parkLocation  w2052726_court_id {PK}  w2052726_court_id {PK}  w2052726_court_type  w2052726_net_height

w2052726_Sport	w2052726_sport_id {PK}	Unique identifier for each
		sport.
	w2052726_name	Name of the sport (e.g.,
		tennis, pickleball).
w2052726_Tennis	w2052726_no_of_Tennis_play	Number of players in a
	ers	tennis match.
w2052726_Pickleball	w2052726_no_of_pickleball_p	Number of players in a
	layers	pickleball match.
w2052726_Equipment	w2052726_equipment_id	Unique identifier for each
	{PK}	piece of equipment.
	w2052726_name	Name of the equipment
		used in sessions (e.g.,
		rackets, balls).
w2052726_Fixed	w2052726_fixedLocation	Fixed location of
		stationary equipment
		within the park.
w2052726_Movable	w2052726_weight	Weight of the movable
		equipment.
w2052726_Player	w2052726_player_id {PK}	Unique identifier for each
		player.
	w2052726_name	Name of the player.
	w2052726_email	Email address of the
		player.
w2052726_Booking	w2052726_booking_id {PK}	Unique identifier for each
		booking.
	w2052726_start_time	Start time of the booking.
	w2052726_end_time	End time of the booking.
w2052726_BlockBooking	w2052726_blokbook_id	Identifier for block
		bookings (multiple
		sessions).

	w2052726_time	Time of the block booking.
w2052726_Session	w2052726_session_id {PK}	Unique identifier for each
		session.
	w2052726_date	Date of the session.
	w2052726_time	Time when the session
		starts.
	w2052726_type	Type of session (e.g.,
		supervised, personal
		training).
w2052726_Supervised	w2052726_player_limit	Maximum number of
		players allowed in a
		supervised session.
w2052726_Personal_Training	w2052726_player_skill_level	Skill level required for
		personal training sessions.
w2052726_Supervised_Group	w2052726_group_size	Number of players in a
_Session		supervised group session.
w2052726_Fitness_Play	w2052726_fitness_goal	The primary fitness
_Session		objective for the play
		session.
w2052726_Group_Coaching	w2052726_learning_lessons	umber of coaching lessons
_Session		in the group session.
w2052726_Social_Fun	w2052726_activity_type	Type of activity in social
		fun sessions (e.g.,
		recreational games).
w2052726	w2052726_instructor_count	Number of instructors for
_Unsupervised		the unsupervised session
		(if applicable).
w2052726_Single	w2052726_score_format	Format used for scoring in
		single-player matches.
w2052726_Double	w2052726_team_format	Format used for team

	organization in doubles
	matches.

Table 11 Attributes and primary keys table

# QUESTION 6: CONCEPTUAL EERD QUALITY AND NOTATION

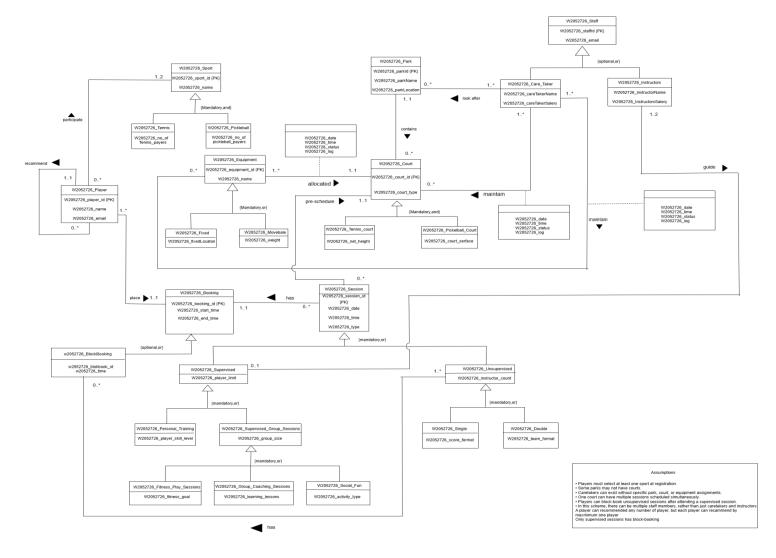


Figure 2 Conceptual EERD diagram

# QUESTION 7: MAPPING CONCEPTUAL EERD TO LOGICAL ERD

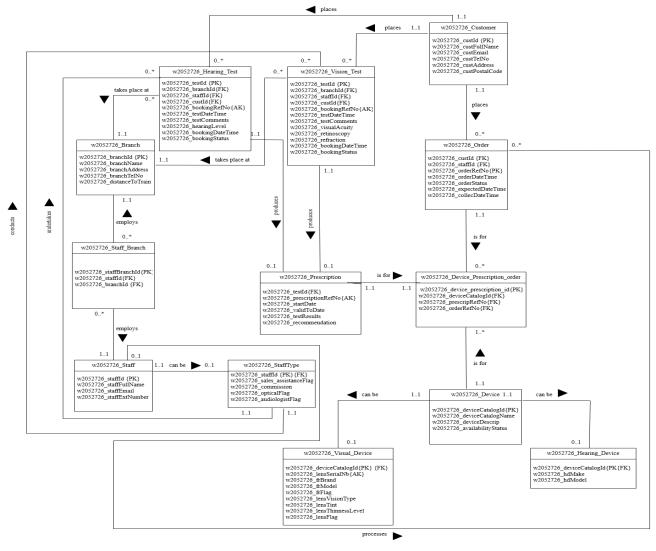


Figure 3 Logical ERD