

Database Design Project

Oracle Baseball League Store Database

Project Scenario:

You are a small consulting company specializing in database development. You have just been awarded the contract todevelop a data model for a database application system for a small retail store called Oracle Baseball League (OBL).

The Oracle Baseball League store serves the entire surrounding community selling baseball kit. The OBL has two types of customer, there are individuals who purchase items like balls, cleats, gloves, shirts, screen printed t-shirts, and shorts. Additionally customers can represent a team when they purchase uniforms and equipment on behalf of the team.

Teams and individual customers are free to purchase any item from the inventory list, but teams get a discount on the list price depending on the number of players. When a customer places an order we record the order items for that order in our database.

OBL has a team of three sales representatives that officially only call on teams but have been known to handle individual customer complaints.

Section 6 Lesson 4 Exercise 1: Data Manipulation Language

Use DML operations to manage database tables (S6L4 Objective 2)

In this exercise you will populate and work with the data that is stored in the database system tables.

Part 1: Running a script to populate the tables.

You have to consider the order of the tables when populating them. A table that has a foreign key field cannot be populated before the related table with the primary key.

1. Use the table mapping document and list the order that you would use to populate the tables.

Table created.

Table altered.

```
ALTER TABLE customers ADD CONSTRAINT customer_sales_rep_fk FOREIGN KEY ( sre\_id ) REFERENCES sales_representatives ( id )
```

Table altered.

```
ALTER TABLE customers ADD CONSTRAINT customer_team_fk FOREIGN KEY ( tem_id ) REFERENCES teams ( id )
```

Table altered.

```
ALTER TABLE items ADD CONSTRAINT item_inventory_list_fk FOREIGN KEY ( ilt_id ) REFERENCES inventory_list ( id )
```

Table altered.

```
ALTER TABLE orders ADD CONSTRAINT order_customer_fk FOREIGN KEY ( ctr_number ) REFERENCES customers ( ctr_number )
```

Table altered.

```
ALTER TABLE ordered_items ADD CONSTRAINT ordered_item_item_fk FOREIGN KEY ( itm_number ) REFERENCES items ( itm_number )
```

Table altered.

```
ALTER TABLE ordered_items ADD CONSTRAINT ordered_item_order_fk FOREIGN KEY ( odr_id ) REFERENCES orders ( id )
```

Table altered.

```
ALTER TABLE sales_rep_addresses ADD CONSTRAINT sales_rep_add_sales_rep_fk FOREIGN KEY ( id ) REFERENCES sales_representatives ( id )
```

Table altered.

```
ALTER TABLE sales_representatives ADD CONSTRAINT sales_rep_sales_rep_fk FOREIGN KEY ( supervisor_id ) REFERENCES sales_representatives ( id )
```

Table altered.

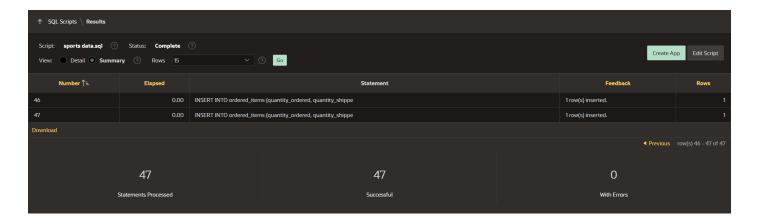
Trigger created.

2. Open the "sports data.sql" and look at the order the data is being added there, does your list match?

This filecan be found in the Section 6 Lesson 4 interaction (sports data.zip) and must first be extracted.

YES

- 3. Run the "sports data.sql" script in APEX to populate your tables.
- 4. Check that no errors occurred when you ran the script.



Part 2- Inserting rows to the system

1. Add a new team to the system

id	name	Number_of_players	discount	
t004	Jets	10	5	

INSERT INTO TEAMS (id, name, Number_of_players, discount) VALUES ('t004', 'Jets', '10', '5')



2. Add a new Customer with the following details to the system

	ctr number	email	First name	Last name	Phone number	Current balance	Loyalty card number	tem id	sre id
	c02001	brianrog@hoote ch.com	Brian	Rogers	01654564898	-5	lc4587		

INSERT INTO CUSTOMERS (ctr_number, email, first_name, last_name, phone_number, current_balance, loyalty_card_number)

VALUES ('c02001', 'brianrog@hootech.com', 'Brian', 'Rogers', '01654564898', '-5', 'lc4587')



3. This information violates the check constraint that the current balance must not be less than zero. Change the current balance to 50 and rerun the query.

INFORMATION VIOLATES



CHANGE CURRENT BALANCE



AFTER UPDATED

