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PROJECT 1 PHASE 2

DATABASE AND FILE STRUCTURES

HONOR CODE

I pledge, on my honor, to uphold UT Arlington's tradition of academic integrity, a tradition that values hard work and honest effort in the pursuit of academic excellence.

I promise that I will submit only work that I personally create or that I contribute to group collaborations, and I will appropriately reference any work from other sources. I will follow the highest standards of integrity and uphold the spirit of the Honor Code.



Design Description

For the design, I divided the entities as Stadium, MATCH, PLAYERS and Teams/Countries based on the design ideas and they had their attributes clearly mentioned. For relationships, I chose three special relationships such as goal, card and substitutes.

goal – As we need to connect players that scored goal in a match

card – As we need to connect players that got disciplinary card in the match

Goal and Card both are weak entities as they are totally dependent on player entity.

Substitutes: I made a recursive relationship for players as players were substituted by players.

Player was not divided into subclass as it was a weak entity.

Attributes with unique property were underlined to determine key attributes and one shorter attribute was chosen among the candidates for primary key.

For Example:

For Country entity, I chose CNAME as the primary attribute for relational table.

For Players entity, I did not have any primary key as player was a weak entity. But for its representation I chose Player Number (P No) as a partial key.

For Match entity, I chose GID as the primary attribute for relational table as it was the only key attribute.

For stadium entity, I chose Stadium ID as the main attribute as it was the only key attribute.

The EER diagram for description above is given in fig 1. below.

Conceptual Schema(EER Diagram)

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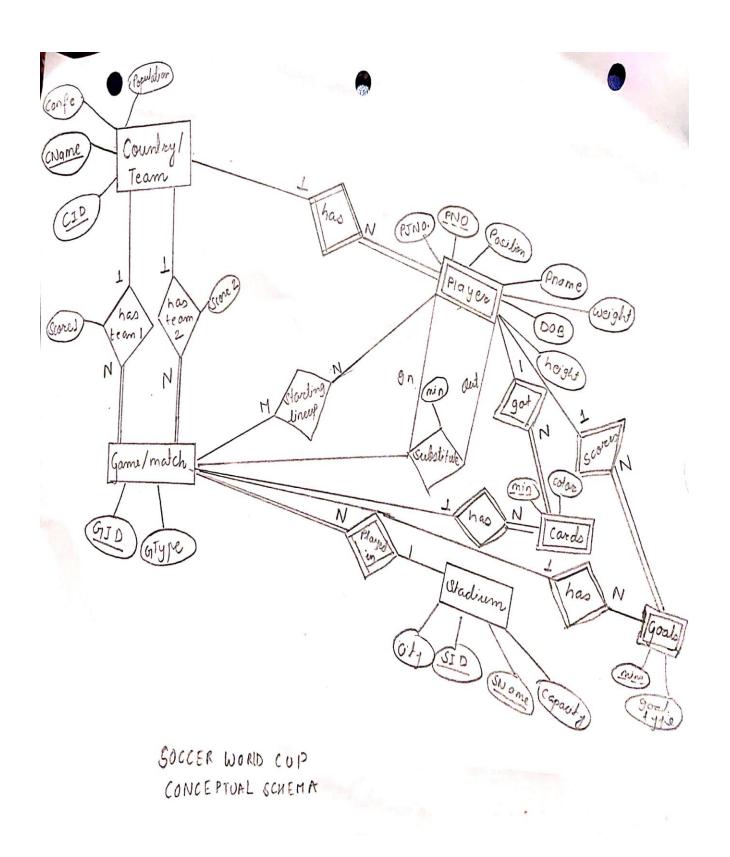


Fig: EER diagram representing conceptual schema for soccer world cup database

Relational Model Description (Mapping from conceptual to relation)

In the conceptual schema, there are different relationships established between the entities. Based on the relationship, they are mapped to the relational schema along with some relationship themselves.

```
We have,
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Match(1)—played in -- Stadium(N)

Players(N)----starting lineup -- Match(M)

Players(1)—Scored goal--Match(N)

Players(1)- Got Card---Match(N)

Players{In}()---Substitutes----Player {Out}()

Match(N)-- has---Teams(N)

Countries/Teams(1)---has---Players(N)

We build a different relationship for starting lineup as it has M:N relation with player and games.

This relationship is mapped out in a relational schema given in fig.2 below

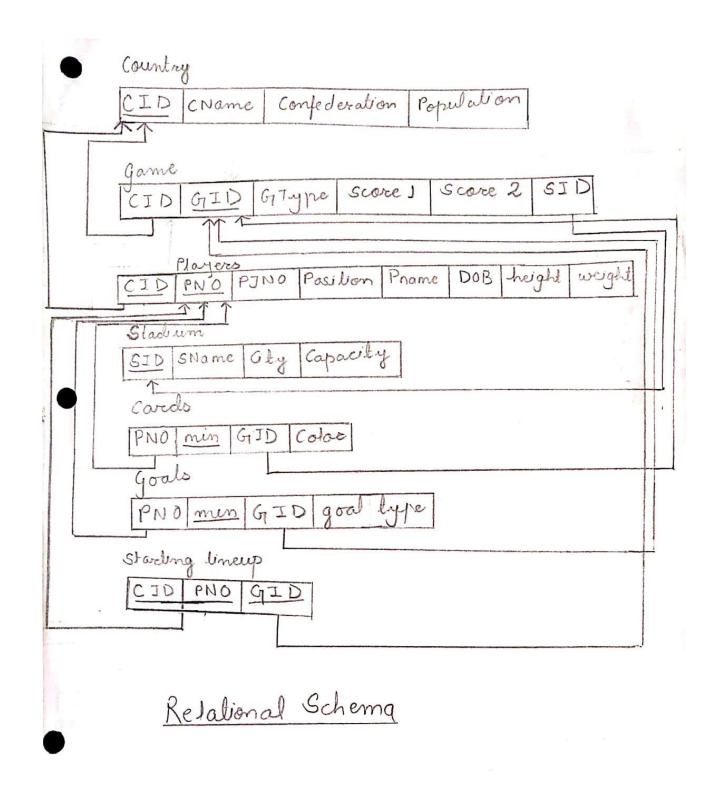
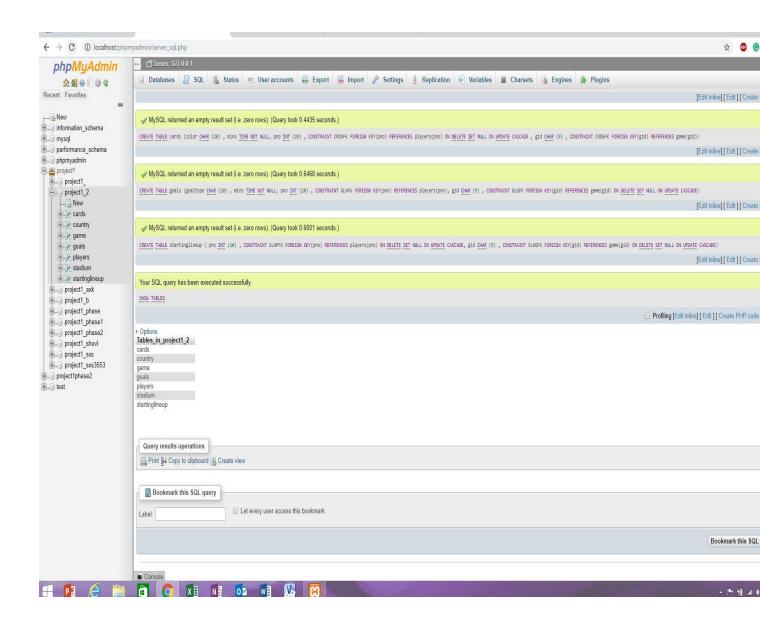


Fig 2: Figure representing relational database schema

Proof of Executing Create Statement along with figure for table in Xampp

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CREATE DATABASE projecti_2	
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Error: #1046 No database selected	
USE project1_2	
	[Edit inline] [Edit] [Create PHP cod
CREATE TABLE country (confederation VARCHAR (20) NOT NULL, chane VARCHAR (20) NOT NULL, CONSTRAINT CTYSK UNIQUE(cname), continent VARCHAR (15), population INT (20), cid CHAR (9) NOT NULL DEFAULT "123456788", CONSTRAINT CTYPK PRIMARY KEY(cid	d))
	[Edit inline] [Edit] [Create PHP cod
CREATE TABLE players (pname VARCHAR (20) NOT NULL, pjname VARCHAR (20), club VARCHAR (15), pno INT (20) NOT NULL DEFAULT 1, CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (9) , CONSTRAINT PLYRPK PRIMARY KEY(pno), birthdate DATE, height DECIMAL (5,2), weight DECIMAL (5,2), cid CHAR (5,2	STRAINT PLYRFK FOREIGN KEY(cid)
	[Edit inline] [Edit] [Create PHP cod
CREATE TABLE game (gid CHAR (9) NOT NULL DEFAULT "123456789", CONSTRAINT WITCHPK PRIMARY KEV(gid), gtype VARCHAR(20), gdate DATE, scorel INT (3) NOT NULL, score2 INT(3) NOT NULL, cid CHAR (9))	
	[Edit inline] [Edit] [Create PHP cod
CREATE TABLE Stadium (sid CHAR (9) NOT NULL DEFAULT "123456789", CONSTRAINT STDMPK PRDMARY KEY(sid), sname VARCHAR(28) NOT NULL, CONSTRAINT STDMSK UNIQUE(sname), city VARCHAR(25), capacity INIT(28))	
	[Edit inline] [Edit] [Create PHP cod
CREATE TABLE CAR'S (COLOR CHAR (20), mins TIME NOT NULL, pno IIIT (20), CONSTRAINT CRONFK FOREIGN KEY(pno) REFERENCES players(pno) ON DELETE SET NULL ON UPDATE CASCADE, gid CHAR (9), CONSTRAINT CROSFK FOREIGN KEY(gid) REFERENCES game(gid)	d))
	[Edit inline] [Edit] [Create PHP cod
CREATE TABLE goals (goaltype CHAR (20) , mins TIME NOT NULL, pno INT (20) , CONSTRAINT GLIFK FOREIGN KEY(pno) REFERENCES players(pno), gid CHAR (9) , CONSTRAINT GLIFK FOREIGN KEY(gid) REFERENCES game(gid) ON DELETE SET NULL ON UPDATE CASCA	DE)
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SQL code attached:

```
CREATE DATABASE project1_sxs2;
USE project1_sxs2;
CREATE TABLE country
  confederation VARCHAR (20) NOT NULL,
           VARCHAR (20) NOT NULL,
  cname
  CONSTRAINT ctysk
  UNIQUE(cname),
  continent
           VARCHAR (15),
  population INT (20),
  cid CHAR (9) NOT NULL DEFAULT "123456789",
  CONSTRAINT ctypk
  PRIMARY KEY(cid)
 );
CREATE TABLE players
  pname VARCHAR (20) NOT NULL,
  pjname VARCHAR (20),
  club
        VARCHAR (15),
  pno INT (20) NOT NULL DEFAULT 1,
  CONSTRAINT plyrpk
  PRIMARY KEY(pno),
  birthdate DATE,
  height DECIMAL (5, 2),
  weight DECIMAL (5, 2),
  cid
        CHAR (9),
  CONSTRAINT plyrfk
  FOREIGN KEY(cid) REFERENCES country(cid)
  ON DELETE SET NULL ON UPDATE CASCADE
 );
 CREATE TABLE game
  gid CHAR (9) NOT NULL DEFAULT "123456789",
  CONSTRAINT mtchpk
  PRIMARY KEY(gid),
  gtype VARCHAR(20),
  gdate DATE,
```

```
score1 INT (3) NOT NULL,
  score2 INT(3) NOT NULL,
  cid
       CHAR (9),
  CONSTRAINT gmcfk
  FOREIGN KEY(cid) REFERENCES country(cid)
  ON DELETE SET NULL ON UPDATE CASCADE,
  sid
        CHAR (9),
  CONSTRAINT gmsfk
  FOREIGN KEY(sid) REFERENCES stadium(sid)
 ON DELETE SET NULL ON UPDATE CASCADE);
CREATE TABLE stadium
  sid CHAR (9) NOT NULL DEFAULT "123456789",
  CONSTRAINT stdmpk PRIMARY KEY(sid),
  sname VARCHAR(20) NOT NULL,
  CONSTRAINT stdmsk UNIQUE(sname),
  city VARCHAR(25),
  capacity INT(20)
);
CREATE TABLE cards
(
  color CHAR (20),
  mins TIME NOT NULL,
  pno INT (20),
  CONSTRAINT crdnfk FOREIGN KEY(pno) REFERENCES players(pno)
 ON DELETE SET NULL ON UPDATE CASCADE,
 gid CHAR (9),
 CONSTRAINT crdgfk FOREIGN KEY(gid) REFERENCES game(gid)
);
CREATE TABLE goals
  goaltype CHAR (20),
        TIME NOT NULL,
  mins
        INT (20),
  CONSTRAINT glnfk FOREIGN KEY(pno) REFERENCES players(pno),
       CHAR (9),
 gid
 CONSTRAINT glgfk FOREIGN KEY(gid) REFERENCES game(gid)
 ON DELETE SET NULL ON UPDATE CASCADE
);
```

```
CREATE TABLE startinglineup

(
    pno INT (10),
    CONSTRAINT slnpfk FOREIGN KEY(pno) REFERENCES players(pno)
    ON DELETE SET NULL ON UPDATE CASCADE,
    gid CHAR (9),
    CONSTRAINT slngfk FOREIGN KEY(gid) REFERENCES game(gid)
    ON DELETE SET NULL ON UPDATE CASCADE
);

SHOW tables;
```

All the figures obtained from create statement in Xampp is listed below along with create statements' screenshot.

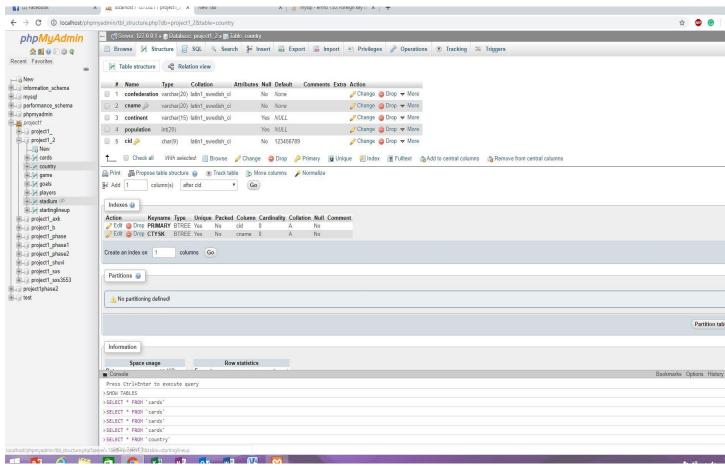


Fig 3: table for country

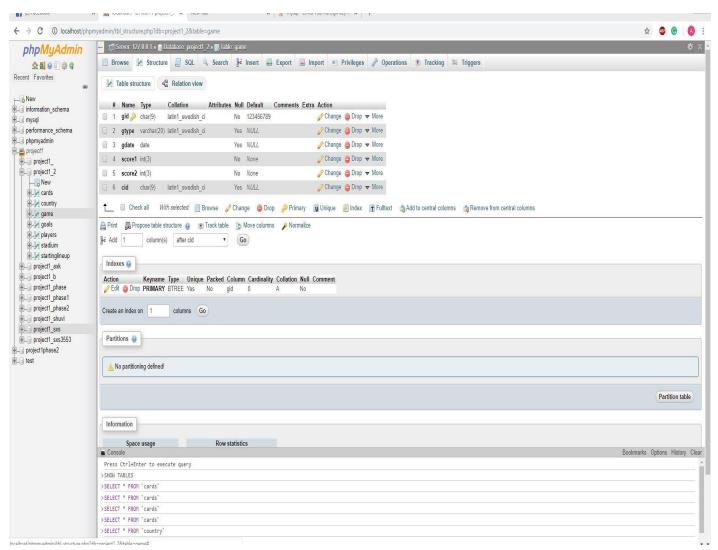


Fig 4: table for game

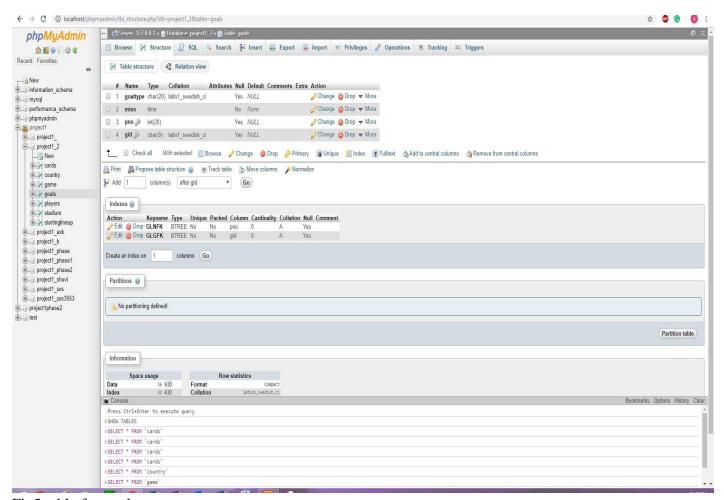


Fig5:table for goals

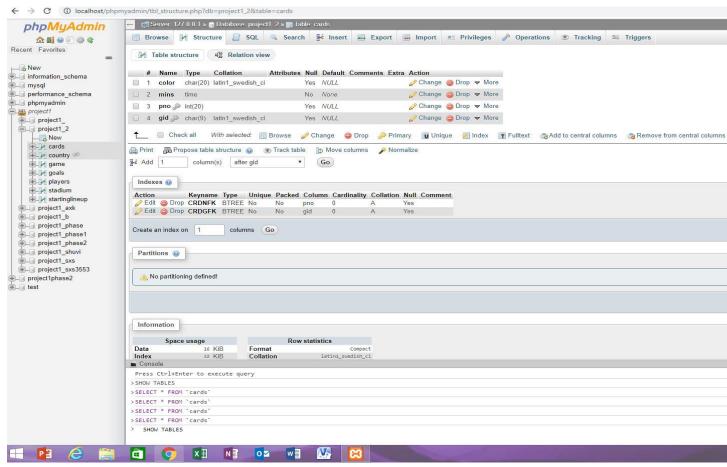


Fig 6: table for cards

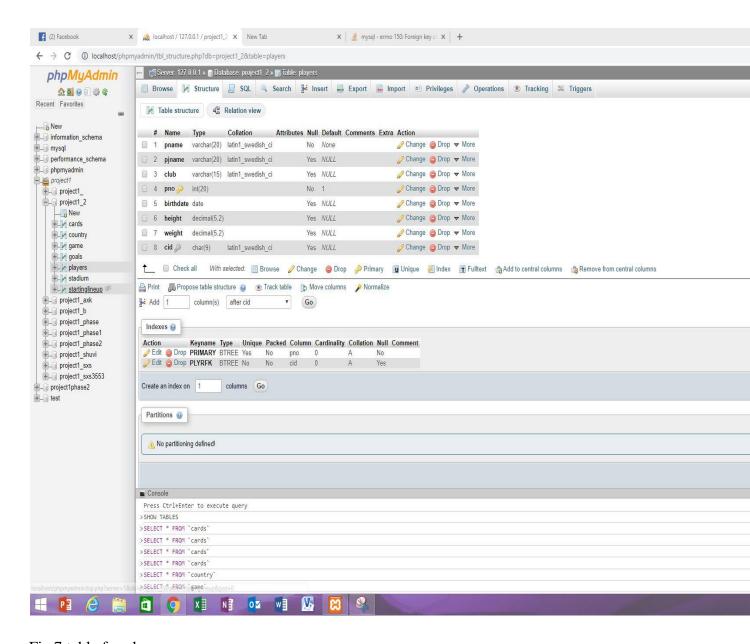


Fig 7:table for players

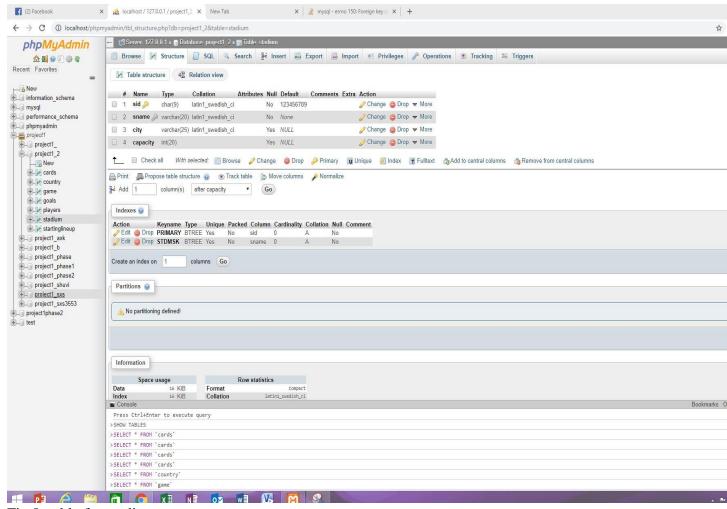


Fig 8: table for stadium

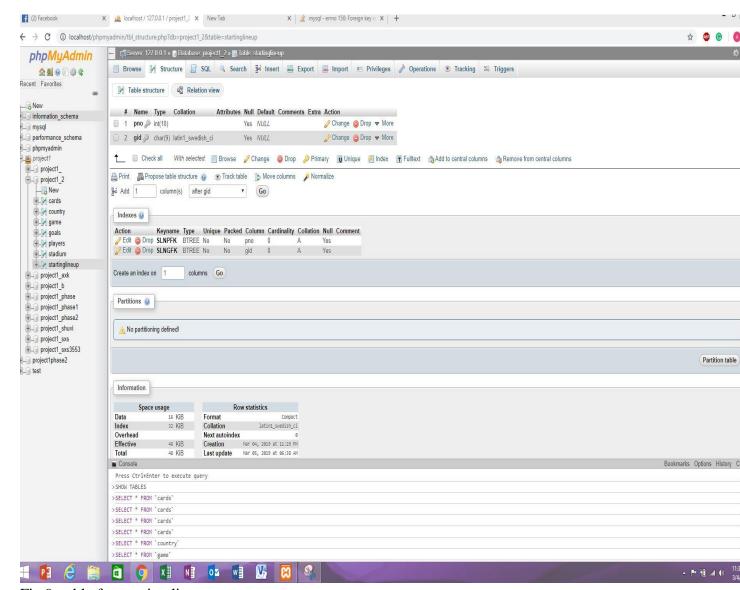


Fig 9: table for starting lineup

THE END