

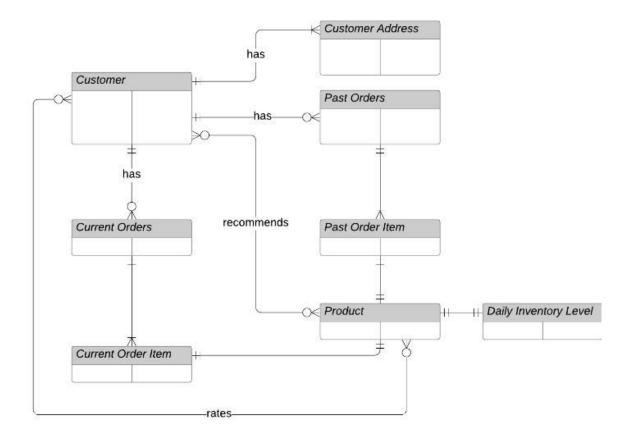


Deliverables

Task allocation between group members;
NoSQL database design showcase
Design decisions, design patterns, operations assumptions
Queries design decisions.

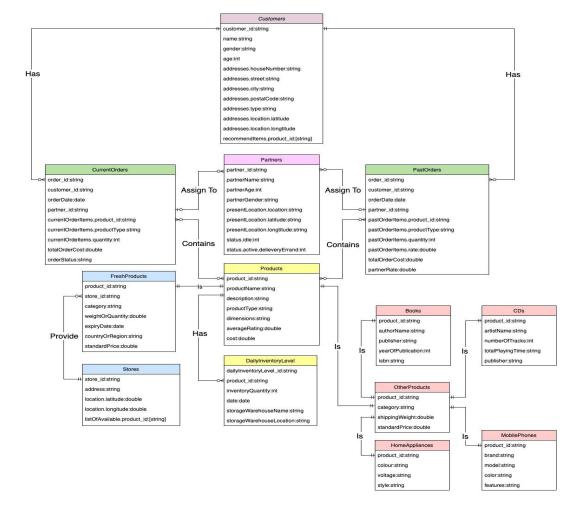


[Original] NoSQL database design





[Updated] NoSQL database design





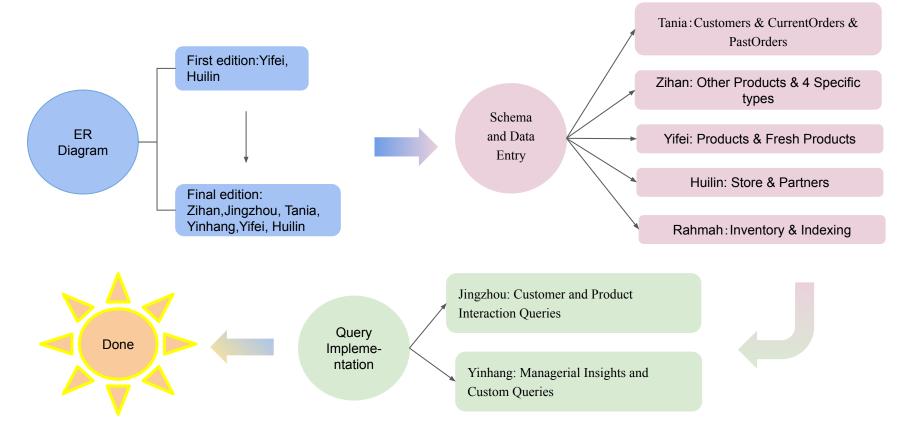
Why Document Format?

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01	Flexibility	 Variety of products Unique and tailored structure per collection Easy to update
02	Simplicity	 Nested data in a single document I.e. Orders (multiple products per order)
03	Speed	 No joins Faster, cheaper, and more simple queries
04	Scalability	HorizontalIdeal for high traffic



Task Allocation





Operations assumptions

- Coordinates (In GeoJSON format) is added for easy location management
- The distance we used are straight line distance, but in reality this is not the case
- Fresh product are stored in the store and other products are placed in the warehouse



Design decisions

- Combine collections
- Separating 'FreshProducts' & 'OtherProducts', all following 'Products'
- Adding longitude and latitude to 'Customers' and 'Stores' to calculate distance
- Add orderStatus to 'CurrentOrders'
- Add averageRating to 'Products'; Calculate the average from the rate of 'PastordeItems'



Design Patterns - 1

What are Design Patterns?

- Solutions to database design problems that are reusable
- Ensure the database is efficient and prevents redundancy, ensuring it can be scaled to other requirements. For example, including all products in Products would make it harder to find specific products from the database.

Reasons to use design patterns in this Database:

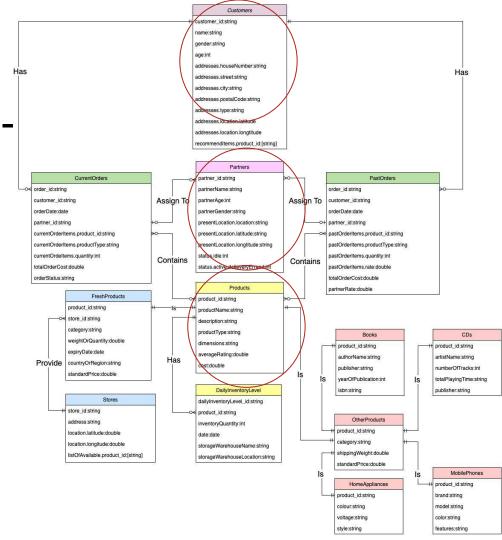
- Handling diverse product attributes
- Integrate spatial data for entities like Store, where location-based attributes exist
- Enhance relationships between entities, such as: customers, orders; products, stores.



Design Patterns - ER Diagram

Key entities

highlighted in ER
diagram:





Key Design Patterns - 3

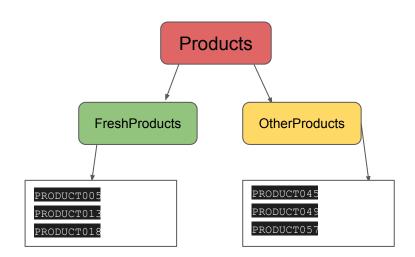
- Entity-Attribute-Value model:

The database separates Product attributes into child tables like:

- CDs
- Books
- FreshProducts etc.

Where Books, CDs, MobilePhones and HomeAppliances belong to OtherProducts, which is then connected to Products.

This helps to manage product variations efficiently; as some entities have less/more attributes. This key-value pattern stores each data item as a pair of unique keys and values. General product attributes exist in Products and more specific attributes in each child entity. Here, these entities inherit attributes through 'product id.'





Key Design Patterns - 4

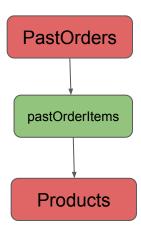
Parent-Child design pattern:

This design allows orders to contain multiple items in a single entity, which in turn, reduces redundancy as there are less repeated attributes.

Example:

PastOrders and CurrentOrders contain an array of items which include product_id, productType and quantity etc.

This allows for efficient order processing.

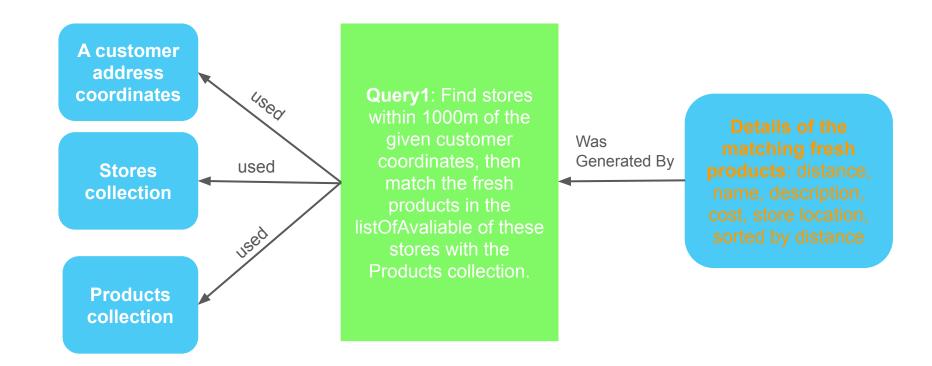




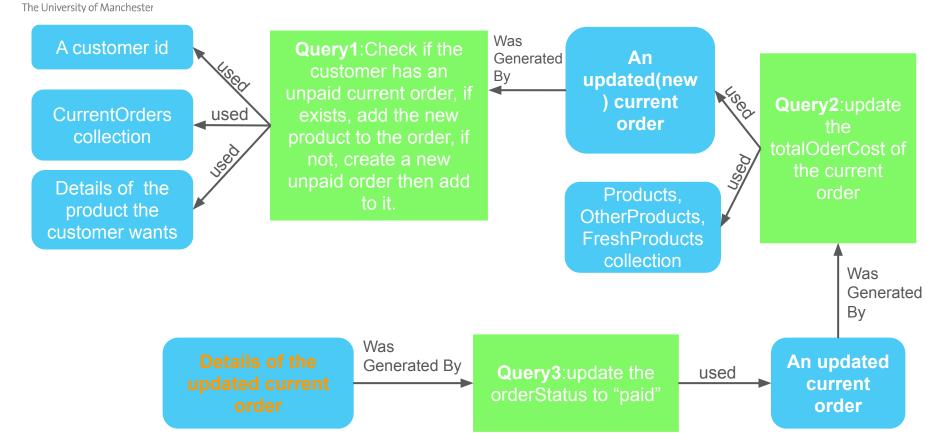
The University of Manchester **Details** of the An **order** id of a Was **Query1**:Extract current order: current order Generated By customer id, containing fresh in the currentorder products details, etc. and find the stores Query2:Find the used' **Stores** that meets the store closest to collection conditions **Details** of the the customer Was matching **stores**: Generated By stores' **Products** location. listOfAvaliable collection store id, available Was Generated By products, etc. The machting used Query3:Find the Was store Generated By idle partner used closest to the matching store **Partners**

collection

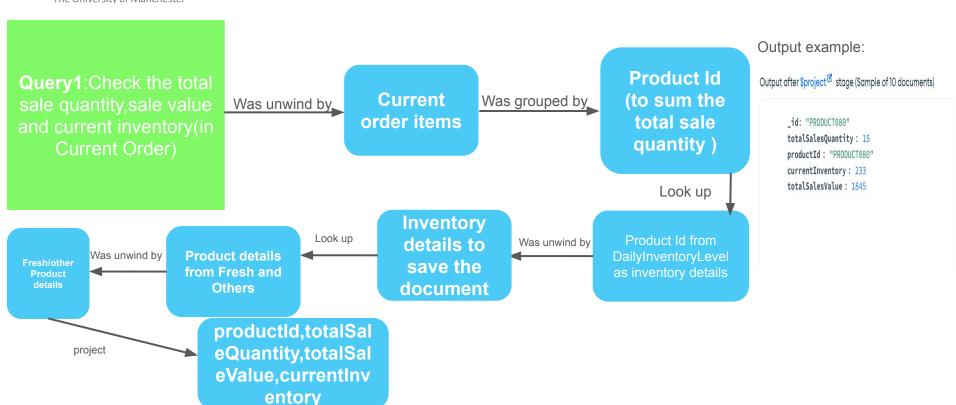






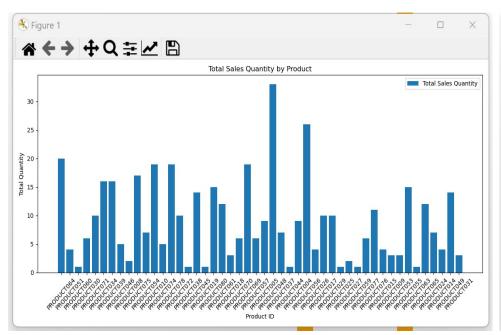


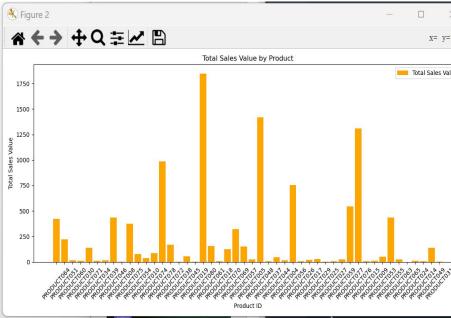




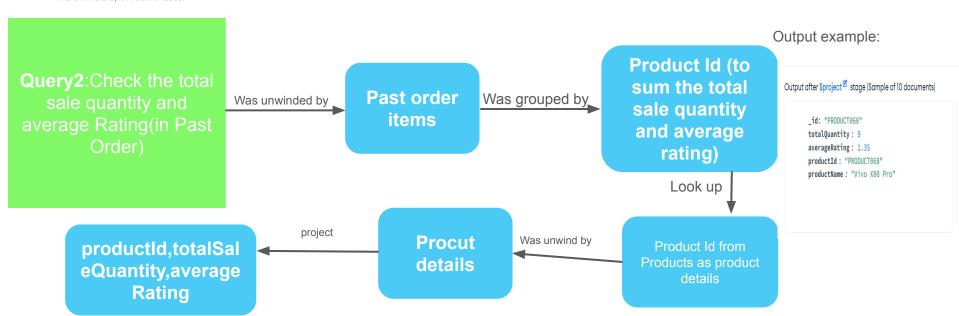


Visualization



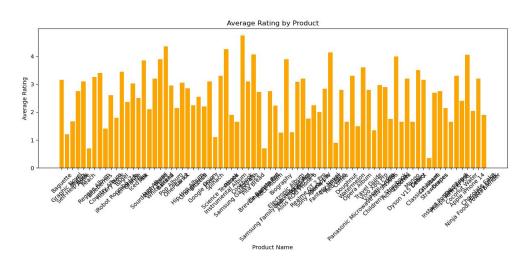


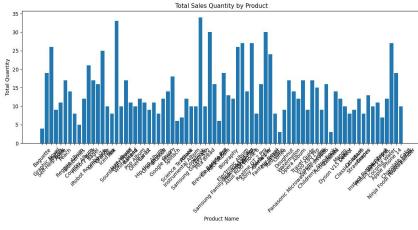




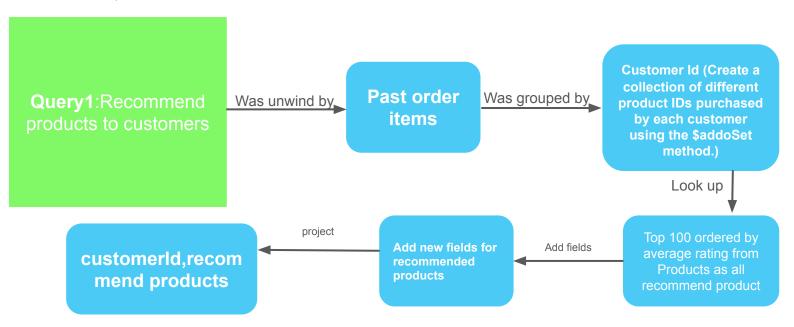


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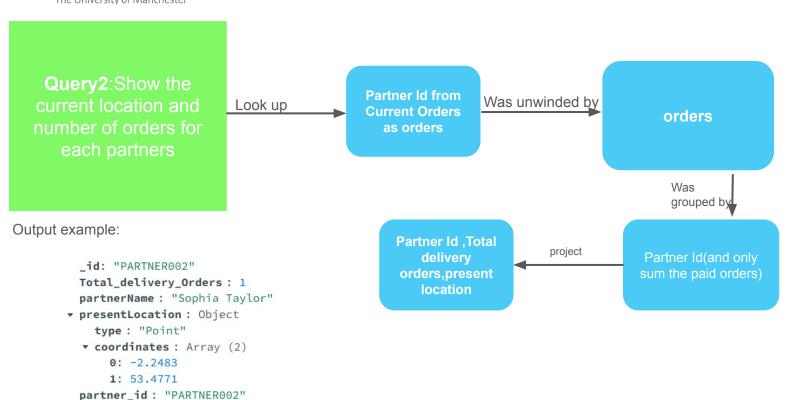




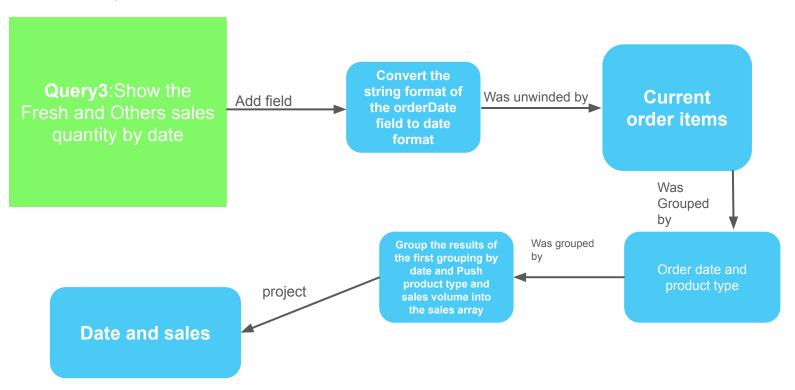














Visualization

