

## Task 2: Generating Design of other (traditional) database model

9-8-28

~~Hint~~  
Creating hierarchical/network model of the database by enhancing the sound abstract data by performing following tasks using forms of inheritance

- a. Identify the specific of each relationship - find and form surplus relations
- b. checking if a hierarchy / has a hierarchy and perform generalization and/or specialization relationship
- c. find the domain of the attributes and perform check constraint to the applicable
- d. Remove the relations
- e. perform sql relations using PDL, DDL commands

~~Identify the specifying of each relationship, find & form surplus relations~~

### Entity identification

- Cricket board has multiple teams
  - team consists of multiple players
  - team involve multiple teams and played on the ground
  - empire supervises the match
- specificity analysis
- cricket board  $\leftarrow\rightarrow$  team  $\rightarrow$  one-to-many
  - team  $\leftrightarrow$  player  $\leftrightarrow$  many-to-many  $\rightarrow$  team - player
  - match  $\leftrightarrow$  Team  $\rightarrow$  many-to-many  $\rightarrow$  match - Team
  - match  $\leftrightarrow$  ground  $\rightarrow$  one-to-one

~~surplus relations (associative tables)~~

=Team-player (Team ID, player ID)

b) club is a hierarchy / has - a hierarchy & perform relationships

### Generalization

In the ER diagram for the Tamil Nadu Cricket Board (TNCR) described earlier, we can identify potential generalization based on common attributes or relationships among based here's as possible generalization

entity

Player

Umpire

Attributes

The above entities have common attributes like first-name, last-name, date-of-birth, age, contact-no, and emno...

### Potential Generalization

Create a superclass called "Person" to represent the common attributes shared by player and umpire

The "Person" Entity would have the following attributes

person-ID (primary key)

first-name

last-name

Date-of-birth

Age

contact-number

email

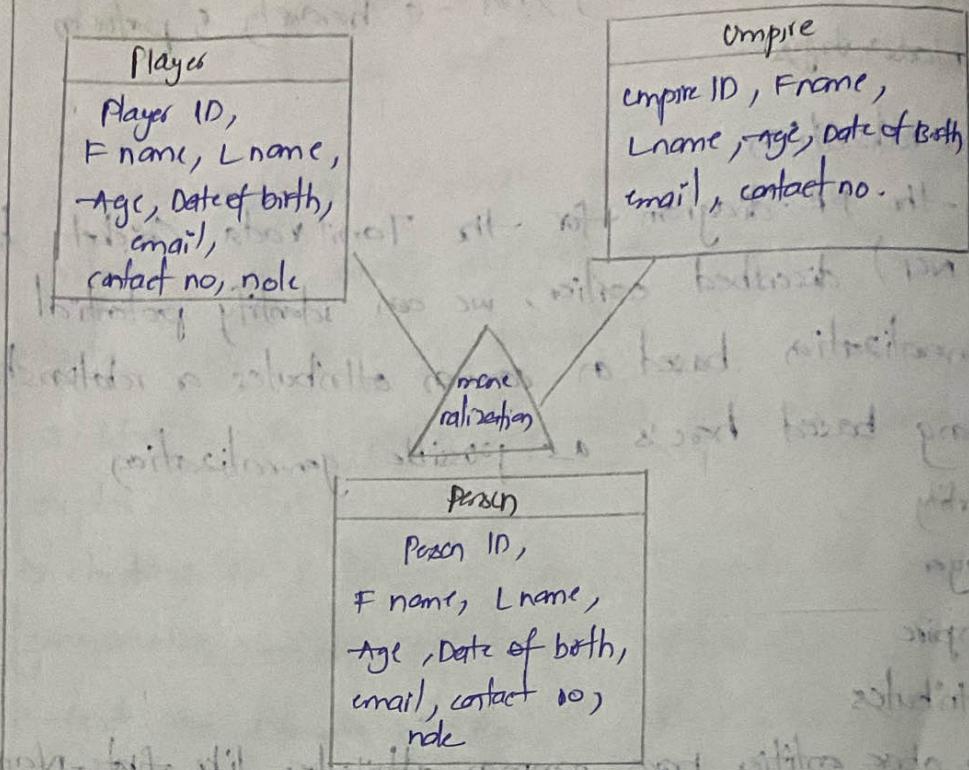
### Subclasses

Player: Inherited attributes from "Person" & add specific attributes

like player-ID

Umpire: Inherited attributes from "Person", add specific attributes

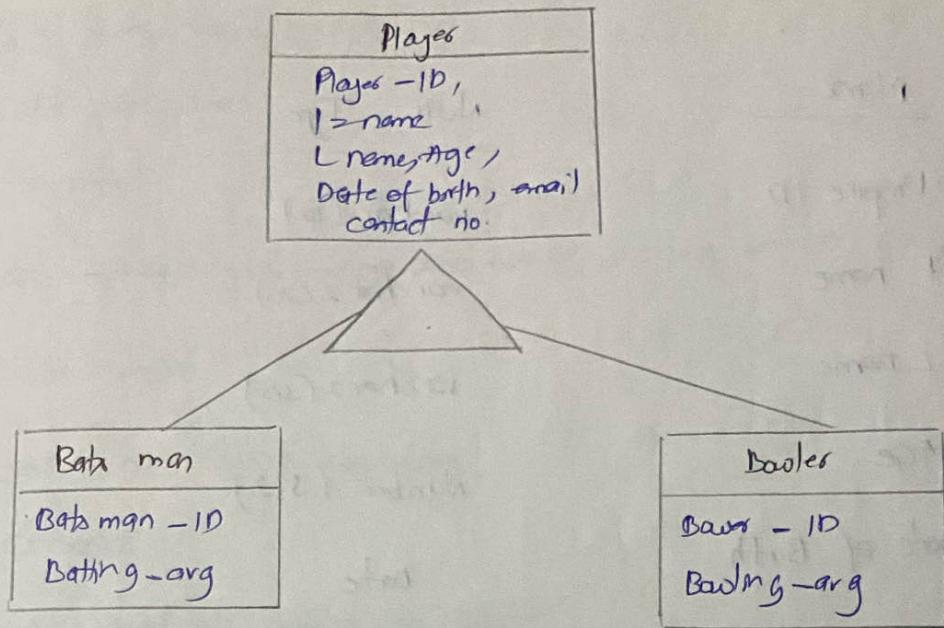
like umpire-ID



In the context of entity relationship (ER) diagram, specialization refers to the process of defining sub-type with in an entity type.

In the case of Tamil Nadu cricket board Association, let's consider the specialization of the 'player' entity in the two sub-types: Batman & Bowler.

This is the modified ER diagram with the specialization.



2.c Find the domain of the attribute & perform check constraint to the applicable.

Attribute	Domain	check constraint example
Age	Integer	check (age >= 18)
contact no	varchar(10-15)	check (length(contact_no) = 10, 15)
email	varchar	check (email like '%.ai')
capacity	Integer	check (capacity > 0)
playingrole	varchar	check (playing role IN (batsman, E. wicket keeper))

SPL > AFTER Table Add constraints check - com

check (age >= 18)

Table altered.

<u>Name</u>	<u>Null : Type.</u>
Umpire ID	varchar (10)
F name	varchar 2(30)
L name	varchar2 (50)
Age	Number (5,2)
Date of Birth	date
Country	varchar (50)
Email	varchar2(40)
Phone no	number

### Grant:

It is used to provide specific privileges to users, allowing them to perform certain actions on data base objects.

SQL > create user Raj identified by tmar  
User created

SQL > grant resource to raj;  
Grant succeeded

SQL > grant create session to raj;  
Grant succeeded

SQL > conn

Enter user-name : raj

Enter password

connected

SQL > create table emp(ceno number, cname varchar(10))

Table created

SQL > conn system /managru

connected

SQL > grant all privilege to raj

Grant succeeded

VEL TECH-CSE	
EX NO.	2
PERFORMANCE (5)	5
RESULT AND ANALYSIS (5)	5
VIVA (5)	0
PRactical (5)	0
Total	15
Wish	10

Result: Thus, the hierarchical model & network model

has been successfully created.