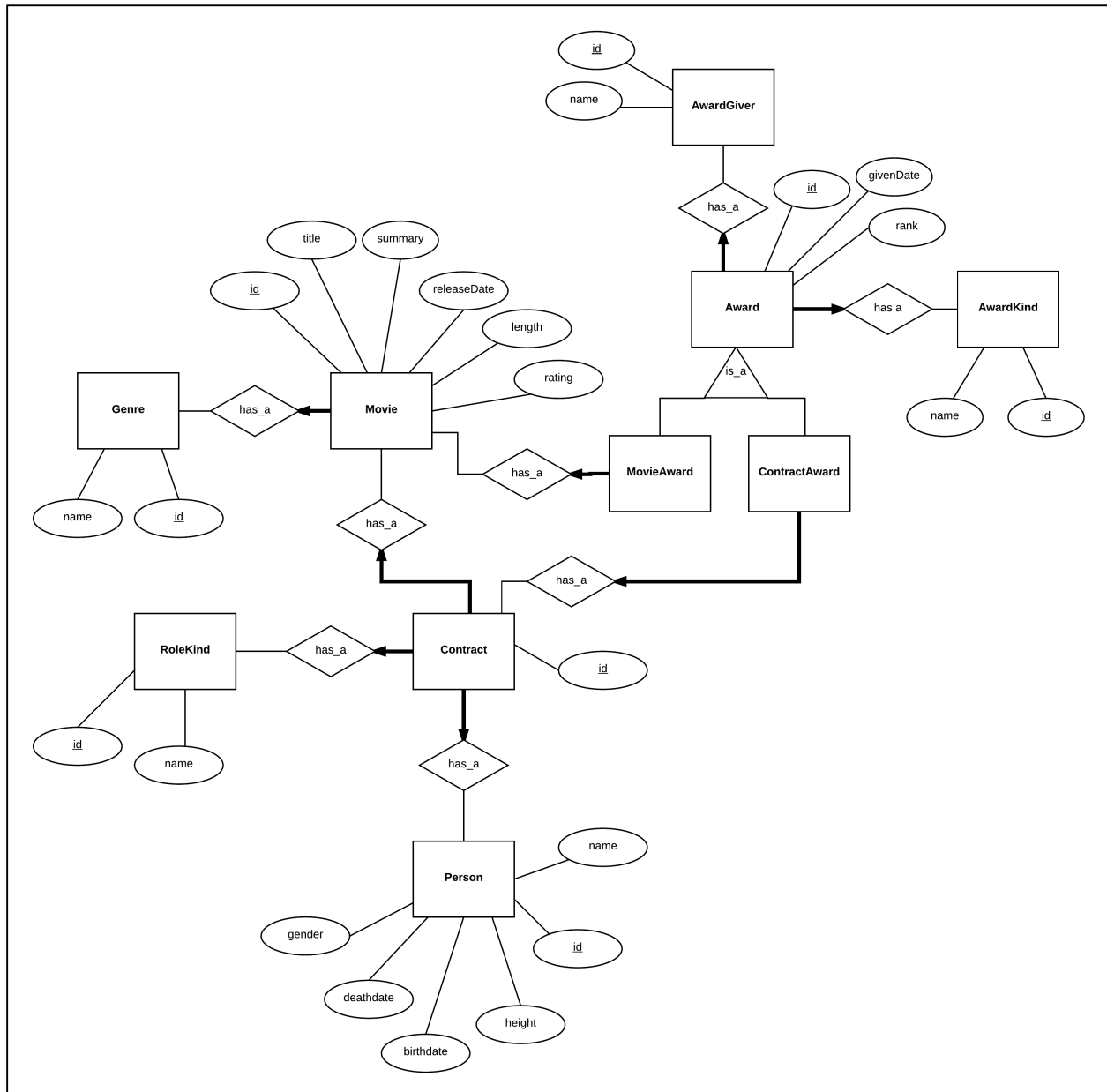


Group Fight Club - Assignment 1

Question 1

ER-model



Assumptions

- The **rating** attribute on the **Movie** entity is a number from 1 to 10, which is not calculated based on user reviews.
- A **Contract** entity exists for every role a **Person** have had in a given movie, showing for example if the person was camera man, actor or a director.
- The **rank** attribute on the **Award** entity decides the placing of the award that **Contract** or **Movie** won (eg. first place, second place). If the rank is not defined, the **Award** entity simply corresponds to a nomination.
- An **Award** entity can only be awarded to a **Movie** or a **Contract** (a **Person**'s role in a movie). Therefore an **Award** can either be a **MovieAward** or a **ContractAward**.
- An **Award** has an **AwardGiver** and an **AwardKind**. The **AwardGiver** is the festival awarding the **Award** (eg. Academy Awards, USA). The **AwardKind** is the kind of the **Award** (eg. Best Motion Picture of the Year).
- An **AwardGiver** can exist without ever giving an **Award**.
- A **Genre** may exist without a **Movie** (eg. if we delete all movies, all the genres should not be deleted).
- A **Movie** may not exist without a **Genre**.
- An **Award** may not exist without an **AwardGiver** or an **AwardKind**.
- A **Contract** may not exist without a **Person**, **RoleKind** or **Movie**.
- For numerous reasons we chose to create the **RoleKind**, **AwardKind**, **AwardGiver** and **Genre** entities with **name** attributes. First of all, the entities are all part of zero-to-many relations. As an example, a **RoleKind** may have a relation to more than one **Contract**, so by having the **RoleKind** entity we avoid a lot of redundancy. Secondly, it becomes very easy to distinguish between entities with the same **name** attribute. If we for example created an **awardGiverName** attribute on the **Award** entity, it would be very hard to find all awards given by the same **AwardGiver**. Thirdly, it is very convenient that we can introduce more attributes later on. If we later wish to store the popularity of the genres or localized the genre, we can simply add an a popularity and **german_name** attributes to the **Genre** entity.

Question 2

Person(*id*: int, *deathdate*: Date, *birthdate*: Date, *height*: int, *name*: string, *gender*: Enum)

Contract(*personId*: int, *movieId*: int, *roleKindId*: int)

Genre(*id*: int, *name*: string)

RoleKind(*id*: int, *name*: string)

Movie(*id*: int, *title*: string, *summary*: string, *releaseDate*: Date, *length*: int, *rating*: float, *genreId*: int)

Award(*id*: int, *givenDate*: Date, *rank*: int, *awardGiverId*: int, *awardKindId*: int)

MovieAward(*awardId*: int, *movieId*: int)

ContractAward(*awardId*: int, *contractId*: int)

AwardGiver(*id*: int, *name*: string)

AwardKind(*id*: int, *name*: string)

Question 3

```
1 CREATE TABLE Genre (  
2     id            INT            PRIMARY KEY AUTO_INCREMENT,  
3     name          VARCHAR(50)    NOT NULL  
4 );
```

```
1 CREATE TABLE Movie (  
2     id            INT            PRIMARY KEY AUTO_INCREMENT,  
3     title          VARCHAR(100)  NOT NULL,  
4     summary        TEXT,  
5     releaseDate    DATE          NOT NULL,  
6     length         INT           NOT NULL,  
7     rating         FLOAT         NOT NULL,  
8     genreId        INT           NOT NULL,  
9     FOREIGN KEY (genreId) REFERENCES Genre(id)  
10     ON UPDATE CASCADE  
11 );
```

```
1 CREATE TABLE Person (  
2     id            INT            PRIMARY KEY AUTO_INCREMENT,  
3     name          VARCHAR(100)   NOT NULL,  
4     height        INT,  
5     birthdate      DATE,  
6     deathdate      DATE,  
7     gender         ENUM('MALE', 'FEMALE', 'OTHER') NOT NULL  
8 );
```

```
1 CREATE TABLE RoleKind (  
2     id          INT          PRIMARY KEY AUTO_INCREMENT,  
3     name        VARCHAR(50)  NOT NULL  
4 );
```

```
1 CREATE TABLE AwardGiver (  
2     id          INT          PRIMARY KEY AUTO_INCREMENT,  
3     name        VARCHAR(200) NOT NULL  
4 );
```

```
1 CREATE TABLE AwardKind (  
2     id          INT          PRIMARY KEY AUTO_INCREMENT,  
3     name        INT          NOT NULL  
4 );
```

```
1 CREATE TABLE Contract (  
2     movieId      INT          NOT NULL,  
3     roleKindId   INT          NOT NULL,  
4     personId     INT          NOT NULL,  
5     PRIMARY KEY (movieId, roleKindId, personId),  
6     FOREIGN KEY (movieId) REFERENCES Movie(id)  
7         ON DELETE CASCADE  
8         ON UPDATE CASCADE,  
9     FOREIGN KEY (roleKindId) REFERENCES RoleKind(id)  
10        ON DELETE CASCADE  
11        ON UPDATE CASCADE,  
12    FOREIGN KEY (personId) REFERENCES Person(id)  
13        ON DELETE CASCADE  
14        ON UPDATE CASCADE  
15 );
```

```
1 CREATE TABLE Award (  
2     id           INT          PRIMARY KEY AUTO_INCREMENT,  
3     awardGiverId INT          NOT NULL,  
4     awardKindId  INT          NOT NULL,  
5     givenDate    DATE         NOT NULL,  
6     rank         INT,  
7     FOREIGN KEY (awardGiverId) REFERENCES AwardGiver(id)  
8         ON DELETE CASCADE  
9         ON UPDATE CASCADE,  
10    FOREIGN KEY (awardKindId) REFERENCES AwardKind(id)  
11        ON DELETE CASCADE  
12        ON UPDATE CASCADE  
13 );
```

```
1 CREATE TABLE MovieAward (  
2     movieId      INT          NOT NULL,  
3     awardId       INT          NOT NULL,  
4     FOREIGN KEY (awardId) REFERENCES Award(id)  
5         ON DELETE CASCADE  
6         ON UPDATE CASCADE,  
7     FOREIGN KEY (movieId) REFERENCES Movie(id)  
8         ON DELETE CASCADE  
9         ON UPDATE CASCADE  
10 );
```

```
1 CREATE TABLE ContractAward (  
2     contractId    INT          NOT NULL,  
3     awardId       INT          NOT NULL,  
4     FOREIGN KEY (awardId) REFERENCES Award(id)  
5         ON DELETE CASCADE  
6         ON UPDATE CASCADE,  
7     FOREIGN KEY (contractId) REFERENCES Contract(id)  
8         ON DELETE CASCADE  
9         ON UPDATE CASCADE  
10 );
```

Question 4

Table: Person

FDs: id → deathDate, birthDate, height, name, gender

Table: Contract

FDs: id → personId, MovieId, roleKind

Represents a persons contract with a movie, and what their role was in the production of the movie (not necessarily who they played in the movie, but more so if they were an actor, an instructor, a camera man etc.

Assumptions:

If you have two roles in the same film (for example both instructing and acting), you would have 2 records in the table, with a different roleKind. All 3 columns combine into a composite key, that uniquely defines your contract on that movie, with that given role, to avoid duplication (SQL Integrity will not let you define two keys that are the same).

Table: Movie

FDs: id → title, summary, releaseDate, length, rating, genre

Assumptions:

One could argue that the movie's title and the releaseDate would also constitute a key, thus not following BCNF. However, it is technically possible for two movies of the exact same name, to be released on the exact same day (ignore copyright issues).

Table: Award

FDs: id → awardGiver, awardKind, givenDate, rank

Represents a giver (Oscar's for example), a kind of award (Best Male Lead), when it was given, and your placement in the nomination (1st, 2nd, 3rd...).

Table: MovieAward

FDs: id → movieId, awardId

Represents an award given to the movie as a whole.

Table: ContractAward

FDs: id → contractId, awardId

Represents an award given to a persons role in (contract with) a movie.

Table: Genre

FDs: id → name

Represents a genre a movie can have.