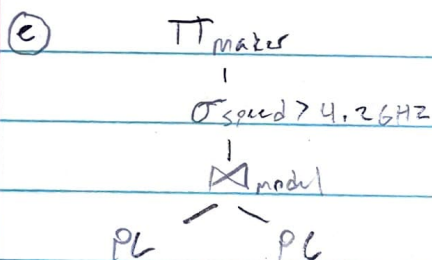
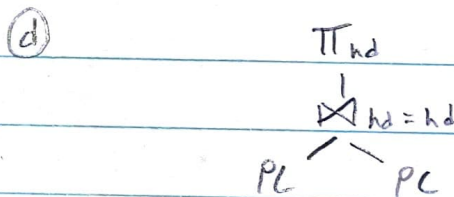
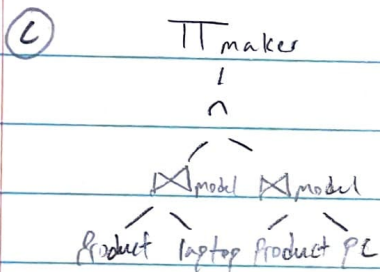
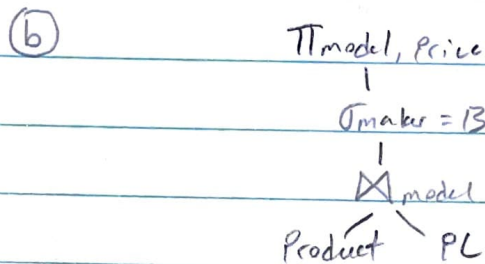
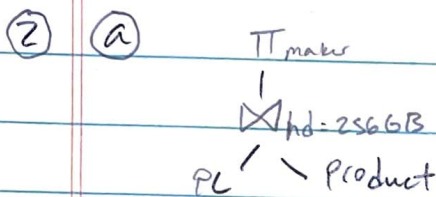


27/30

HW#2

- ① a)  $\Pi_{\text{maker}} (PC \bowtie_{hd=256GB} \text{Product})$
- b)  $\Pi_{\text{model, price}} (\sigma_{\text{maker}=B} (\text{Product} \bowtie_{\text{model } PC} PC))$  need union (-1)
- c)  $\Pi_{\text{maker}} ((\text{Product} \bowtie_{\text{model } Laptop}) \cap (\text{Product} \bowtie_{\text{model } PC}))$  (-1) need set difference
- d)  $\Pi_{hd} (PC \bowtie_{hd=hd} PC)$  diff. model (-1)
- e)  $\Pi_{\text{maker}} (\sigma_{\text{speed} > 4.2GHz} (\text{Product} \bowtie_{\text{model } PC}))$

need set diff (-1)



- ③ a)  $\min = \text{max}(n, m)$  (-1)
- b)  $\min = n$ ,  $\max = n + m$  min(n, m) (-1)
- c)  $\min = n$ ,  $\max = n + m$  (-1)
- d)  $\min = n$ ,  $\max = n + m$  (-1)
- e)  $\min = 0$ ,  $\max = (n - \text{len}(\Pi_1(R)) + m) - n$  (-1)

join w/ PartList

-1

4

- a)  $\Pi_{\text{item-number, name}} (\sigma_{\text{part-list} > 10 \wedge \text{price} < 25} (\text{Sets}))$
- b)  $\Pi_{\text{item-number, name}} ((\sigma_{\text{part-list.name} = 1 \times 2 \text{ brick} \wedge \text{color} = \text{brightblue}} (\text{Sets})) \bowtie (\sigma_{\text{part-list.name} = 2 \times 1 \text{ plate} \wedge \text{color} = \text{bright red}} (\text{Sets})))$  -1
- c)  $\Pi_{\text{item-number, name}} (\text{Sets} \bowtie_{\text{theme} = \text{Disney} \wedge \text{category} = \text{Building}} (\text{Sets}))$
- d)  $\Pi_{\text{item-number, name}} ((\sigma_{\text{category} = \text{Building}} (\text{Sets})) \bowtie_{\text{eid}} (\sigma_{\text{category} = \text{Sports}} (\text{Sets})))$  a key? -1
- e)  $\Pi_{\text{eid, name, price}} (\text{Bricks} \bowtie_{\text{design-id} = \text{design-id} \wedge \text{elem-id} = \text{elem-id} \wedge \text{price} < 0.20} \text{Bricks})$

I needed to structure my Sets table more around the part list attribute to have access to those attributes

-1  $\rightarrow$  need identical bricks table

- 1) I will be modifying an existing project I have been working on for some time. It will be an expense calculator written in Python that allows a user to track their expenses over a period of time. The current Database component only stores single transactions, tracks a user's current balance, & output a history of the user's transactions. I would like to add more features to flesh out this app. Giving users the ability to tag transactions for easy review would be beneficial. Also providing the users w/ visualizations & friend graphs would be extremely useful. Designing a simple & effective GUI to allow users to navigate the functions of the application is a important feature to add as well. Finally, I believe it would be of great benefit to the user to allow entry of multiple transactions at the same time.
- 2) For this version of the proposal, I decided on 2 new features to describe. First, implementing a GUI is paramount because it should be very clear and easy for a user to interact with the application properly. Additionally, it would be helpful for users to have a feature to enter transactions in bulk in case they are behind on entries.



### ③. User tasks in application

- The user will login using their credentials when prompted by the login screen. This will retrieve their associated data (OLTP)
- The user can enter a transaction amount, chose deposit or withdrawl, describe their transaction, and select a transaction tag. Once they click a submit button, the user's transaction will be processed & inserted into the database (OLTP)
- The user can click a history button to have their transactions compiled & displayed to them. This will likely open a new page to the user to allow them to filter out their results (OLAP)
- The user's homepage will display visualizations of their data in the form of trend graphs & other forms (OLAP) details--
- The user will have the capability in the history screen to delete or modify past entries. Ideally this will be accomplished with a button & a pop-up window (OLTP)