## Lecture 07 Data Modeling: E/R Diagrams

Monday, October 14, 2002

### Outline

- E/R diagrams (Chapter 2)
- From E/R diagrams to relations (3.2, 3.3)

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### Database Design

- Why do we need it?
  - Agree on structure of the database before deciding on a particular implementation.
- Consider issues such as:
  - What entities to model
  - How entities are related
  - What constraints exist in the domain
  - How to achieve **good** designs

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### Database Design Formalisms

- 1. Object Definition Language (ODL):
  - Closer in spirit to object-oriented models
  - Will not cover in class
- 2. Entity/Relationship model (E/R):
  - More relational in nature.
  - Very widely used
- Both can be translated (semi-automatically) to relational schemas
- ODL to OO-schema: direct transformation (C++ or Smalltalk based system).

### Entity / Relationship Diagrams

Objects — entities
Classes — entity sets

Product

Attributes are like in ODL.

address

Relationships: like in ODL except

buys

- first class citizens (not associated with classes)
- not necessarily binary

name category

Product

Makes

Company

Stockprice

employs

Person

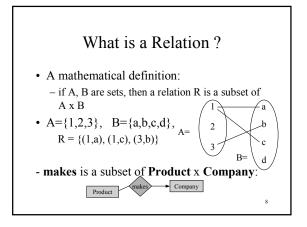
address

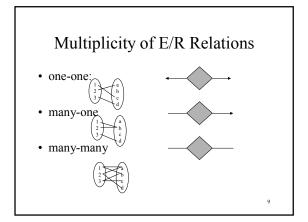
name

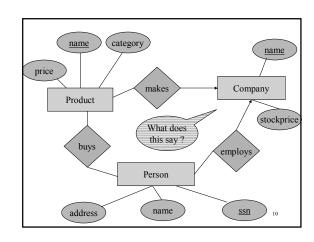
SSN

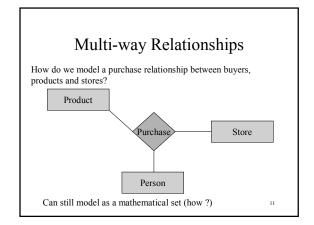
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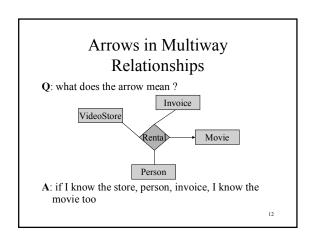
## Keys in E/R Diagrams • Every entity set must have a key name category Product



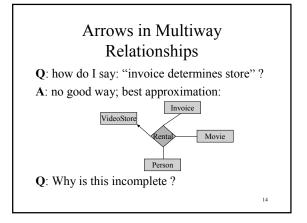


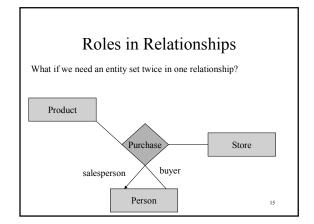


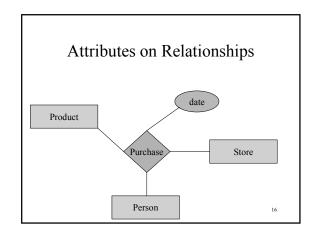


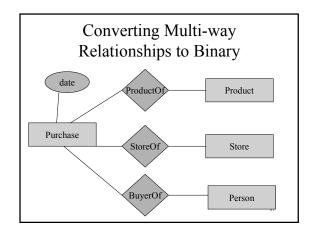


# Arrows in Multiway Relationships Q: what do these arrow mean? Invoice VideoStore Person A: store, person, invoice determines movie and store, invoice, movie determines person

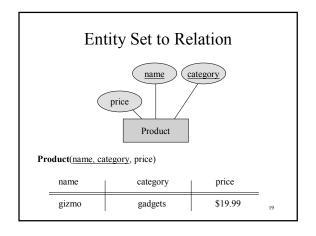


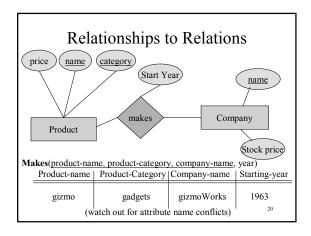


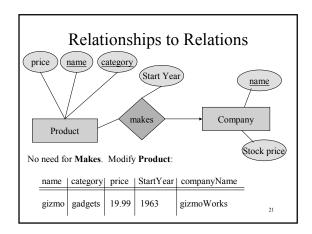


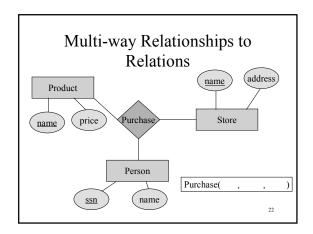


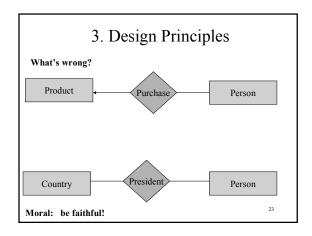
# From E/R Diagrams to Relational Schema • Entity set → relation • Relationship → relation

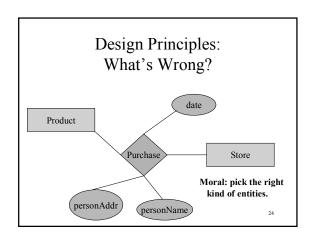


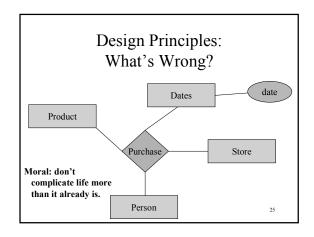


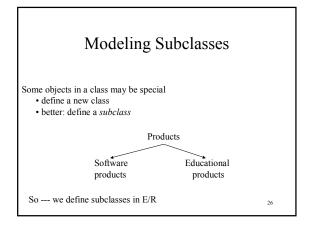


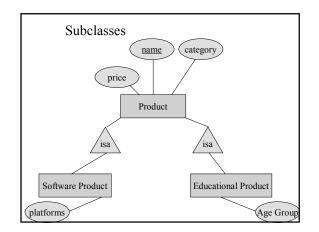


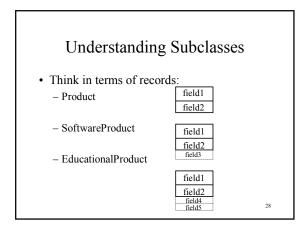


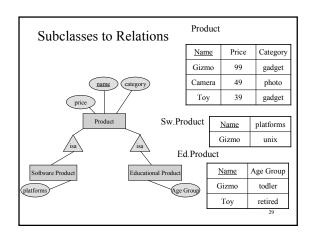


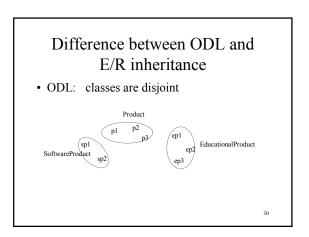






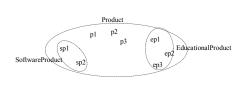






## Difference between ODL and E/R inheritance

• E/R: entity sets overlap



• No need for multiple inheritance in E/R



- we have three entity sets, but four different kinds of objects
- · Still needed if we want extra attributes

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