

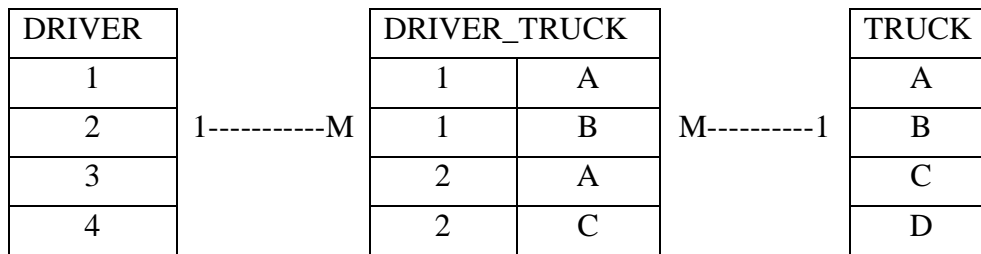
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Assignment #2

- Complete problems #8, #10, #12, #13, #14, #15 and #16 on pages 94-95 of the Text.
- Due Date: Aug 2nd 2009.
- Please submit your solution file by using the assignment link provided..

8. Suppose you have the ERM shown in Figure Q3.8. How would you convert this model into an ERM that displays only 1:M relationships? (Make sure you create the revised ERM.)

To convert this model to 1:M relationships, an intermediary table should be placed between the DRIVER and TRUCK tables to describe the relationships between drivers and trucks.



10. How would you implement a 1:M relationship in a database composed of two tables? Give an example.

This would depend on the subject matter we are storing in the tables. For instance, if I had a table of libraries and the books they carried, there would be many cases where libraries would have copies of the same books. To enforce a 1:M relationship between libraries and books, we would have a LIBRARIES table and a BOOKS table. The BOOKS table could have multiple instances of the same book, but each of those instances would have a different LIBRARIES foreign key to distinguish them.

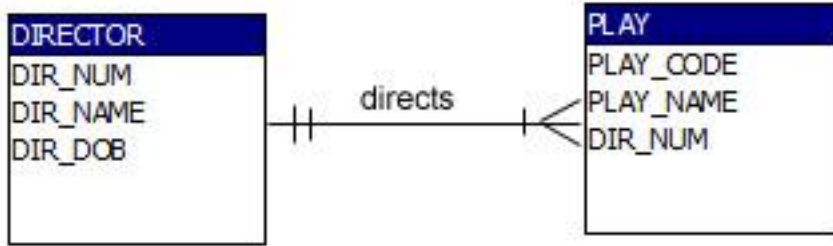
12. Identify the primary keys.

In table DIRECTOR the PK is DIR_NUM. In table PLAY the PK is PLAY_CODE.

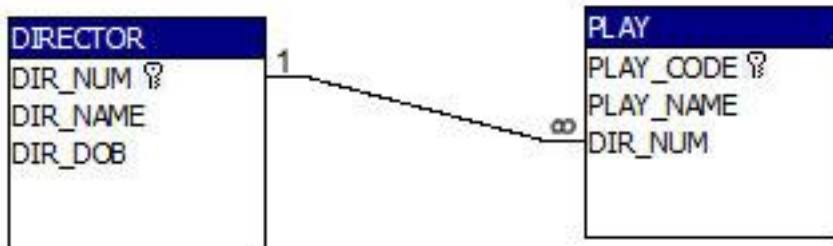
13. Identify the foreign keys.

In the table PLAY, the FK is DIR_NUM, referencing the PK in DIRECTOR.

14. Create the ERM.



15. Create the relational diagram to show the relationship between *DIRECTOR* and *PLAY*.



16. Suppose you wanted quick lookup capability to get a listing of all plays directed by a given director. Which table would be the basis for the *INDEX* table, and what would be the index key?

We are looking for entries in the *PLAY* table where a *DIR_NUM* matches the desired value; therefore, the *DIR_NUM* column in the *DIRECTOR* table would serve as the proper index to reference as it is unique in the *DIRECTOR* table and will serve as the pointers for records in the *PLAY* table.