



# • Character based database design - FirstName (1-4) - LastName (5-10) - Address (11-46) • Address (11-46) • Record #1: Paul Bunyun, 100 Main Street, Pocatello, ID 83201 NOTE: Record #2 starts at character #47



#### Integrity

- Important for *consistency* and *transaction management*.
- Types:
  - $-\underbrace{\text{Domain}}_{\text{null}}$ : all values come from predefined domains or are null
  - <u>Redundancy</u>: problems can occur as a result of repetitive storage that is not consistently updated and from stored data that is derived from other stored data. Redundant data must be consistent.

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# Integrity Types (cont'd)

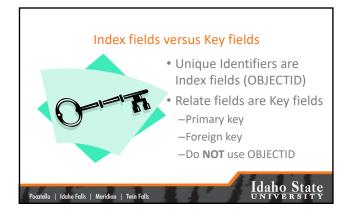
- <u>Constraint</u>: Business integrity. Stored data must not violate business rules.
- <u>Entity</u>: Every record must be uniquely identifiable (index field or OBJECTID)
- <u>Referential</u>: Relationships must not be ambiguous. Two types...

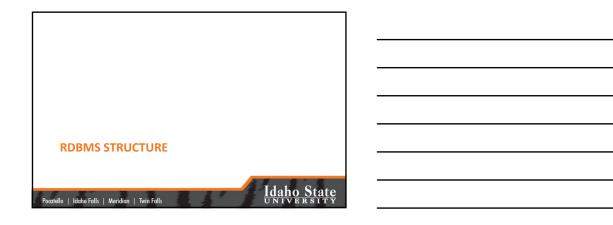
Cascading or non-cascading

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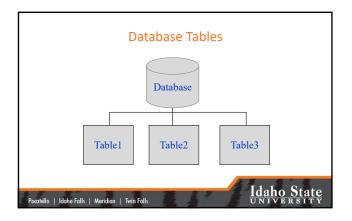


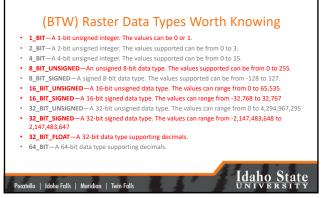


Table Structure		
	COLUMN 1 (FIELD OR ATTRIBUTE)	COLUMN 2
ROW 1 (RECORD OR ENTITY)	VALUE	
ROW 2		
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Type Name	Storage Occupied/ data value	Valid Domain Range
Short Integer	2 bytes	-35768 to 32767
Long Integer	4 bytes	-2147483648 to 2147483647
Float	4 bytes	Any number from $n^{-45}$ to $n^{38}$
Double	8 bytes	Any number from $n^{-324}$ to $n^{308}$
Text (string)	10 + max. length = bytes	Any alphanumeric characters
Date	8 bytes	Jan 1, 100 to Dec. 31 9999
LOB (variant)	22 + max. length = bytes	Any alphanumeric characters



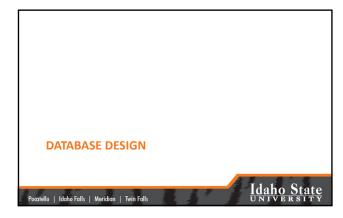


# Making Sense of all this...

- Recall, there are 8 bits in 1 byte
- Cross-reference
  - 8-bit is byte data
  - 16-bit is short integer (2 bytes (8x2=16))
  - 32-bit (signed or unsigned) is long integer (4 bytes (8x4=32))
  - 32-bit (float) is single-precision floating point (4 bytes)
     64-bit is double-precision floating point (8 bytes (8x8=64))

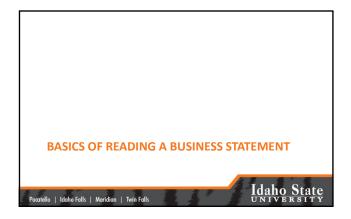


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## Identify Candidate Classes

- A *candidate* class may or may not remain a class throughout the design process
- A candidate class may or may not become a table
- Try not to think about tables when reading the business statement at this point

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# Think Object-Oriented

Classes are nouns

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• A noun is a "person, places, and things"



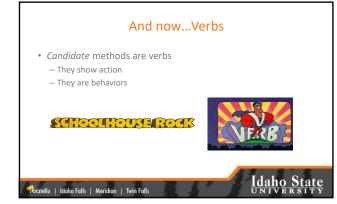


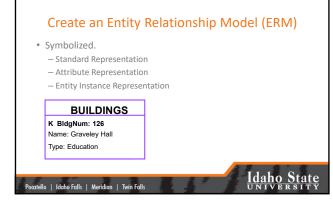


#### Methods

- Identifying *candidate* methods allows us to better understand how the business operates and how the Enterprise uses GIS data.
- A method is a behavior...a relationship between classes (or a relationship between business units)
- Ultimately, a connection between two tables
- The candidate methods will describe an inheritance, aggregation, or dependency relationship

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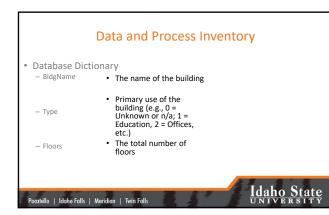




- Determine the Relationship between Entity Types.
- Add these to the ERM

(more about database relationship classes later in the semester)

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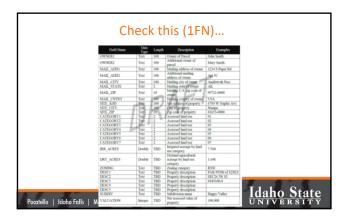


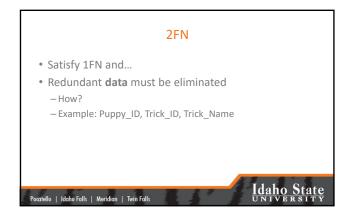


### 1FN

- "All values are atomic"
   Each cell in the table contains only a single data value
- Eliminate repeating groups - Puppy\_Trick1, Puppy\_Trick2, ...

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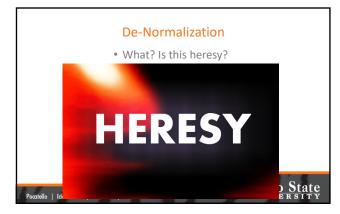
#### 3FN

• Satisfy 1FN and 2FN and...

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- No non-key attributes are dependent on other non-key attributes.
  - Example: Appointment\_ID, Name, Date, Time, Species







# Designing the Actual RDBMS

- Visual modeling based upon your ERM and Tuple type model.
- Implementation of integrity rules based upon your business constraints.

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