Fundamentals of Database Systems | (5th Edition)

Chapter 4, Problem 20E   Bookmark   Show all steps: **ON**

Step-by-step solution

Step 1 of 2 ⌃

Consider the following museum database to create the ER diagram:

$ART\_OBJECT(Id\_no, Artist, Year, Title, Description)$

$ARTIST(Name, DateBorn, Date\_died, Country\_of\_origin, Epoch, Main\_style, Description)$

$PERMANENT\_COLLECTION(Date\_acquired, Status, Cost)$

$BORROWED(Borrowed\_from, Date\_borrowed, Date\_returned)$

$PAINTING(Drawn\_on, Paint\_type, Style)$

$SCULPTURE(Material, Height, Weight, Style)$

$STATUE(Material, Height, Weight, Style)$

$OTHER(Type, Style)$

$COLLECTIONS(Name, Type, Description, Address, Phone, Contact\_person)$

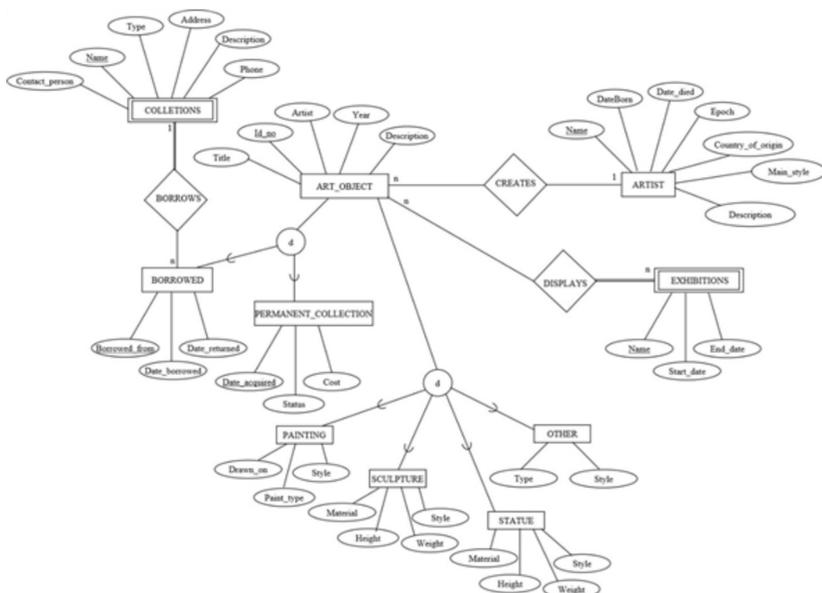$EXHIBITIONS(Name, Start\_date, End\_date)$

The following are the assumptions:

• An ARTIST can create any number of ART_OBJECTS.

• ART_OBJECT will be displayed in the exhibition.

• Many ART_OBJECTS can be displayed in many EXHIBITIONS.

Comment

Step 2 of 2 ⌃

The EER schema diagram for the art museum database is as follows:

Comment

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Recommended solutions for you in Chapter 4
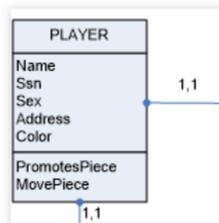
Chapter 4, Solution 26E

(a) Correct. In this case E1 and E2 are overlapping specializations and if an entity is present in E2 is related to E3 by R. this condition is overlapping entity is prohibited from being related to E3. Therefore, This is correct it is possible...

See solution

Chapter 4, Solution 24E

Assumptions: 1. In any move maximum two pieces can get affected. 2. Player can promote a piece. 3. A piece gets promoted. 4....

See solution

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