Lecture 4 Activity Solutions
Activity 1

Note that various ER diagrams could work, not just the following one!
Teams play each other in Games. Each pair of teams can play each other multiple times.
Players belong to Teams (assume no trades / changes)
A Game is made up of **Plays** that result in a yardage gain/loss, and potentially a touchdown.
A Play will contain either a **Pass** from one player to another, or a **Run** by one player.
Activity 2

Note that various ER diagrams could work, not just the following one!
A player can only belong to one team, a play can only be in one game, a pass/run..?
Players can achieve a **Personal Record** linked to a specific Game and Play
Players might have different weights at different times.

Note: point here is that different players might have different numbers of training / weight phases - hence should represent as new entity!
Players might have different weights at different times.
Extra Activity (Not in Lecture)

Note that various ER diagrams could work, not just the following one!
Add in: Subclasses, constraints, and weak entity sets

Concepts to include / model:

- Teams belong to cities - model as weak entity sets
- Players are either on Offense or Defense, and are of types (QB, RB, WR, TE, K, Farmer*...)
- All passes are to exactly one player; all runs include a player
- Make sure you have designated keys for all our concepts!

*https://twitter.com/McBPJ/status/638728908628586496/photo/1
Teams belong to cities - model as *weak entity sets*
Players are either on Offense or Defense, and are of types (QB, RB, WR, TE, K, Farmer*...)