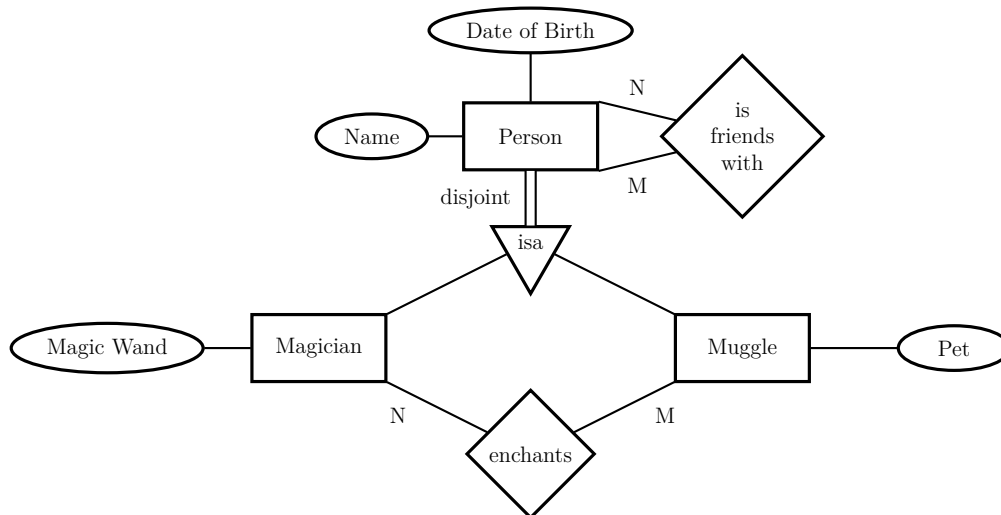




## Exercise 1

1 Point

Mark the following statements as true (**T**) or false (**F**) with respect to the given ER-diagram.



1. A person can be a magician and a muggle.

2. A muggle must be enchanted by at least one magician.

3. A magician can be friends with a muggle.

4. A muggle may have a magic wand.

5. Every person can have a pet.

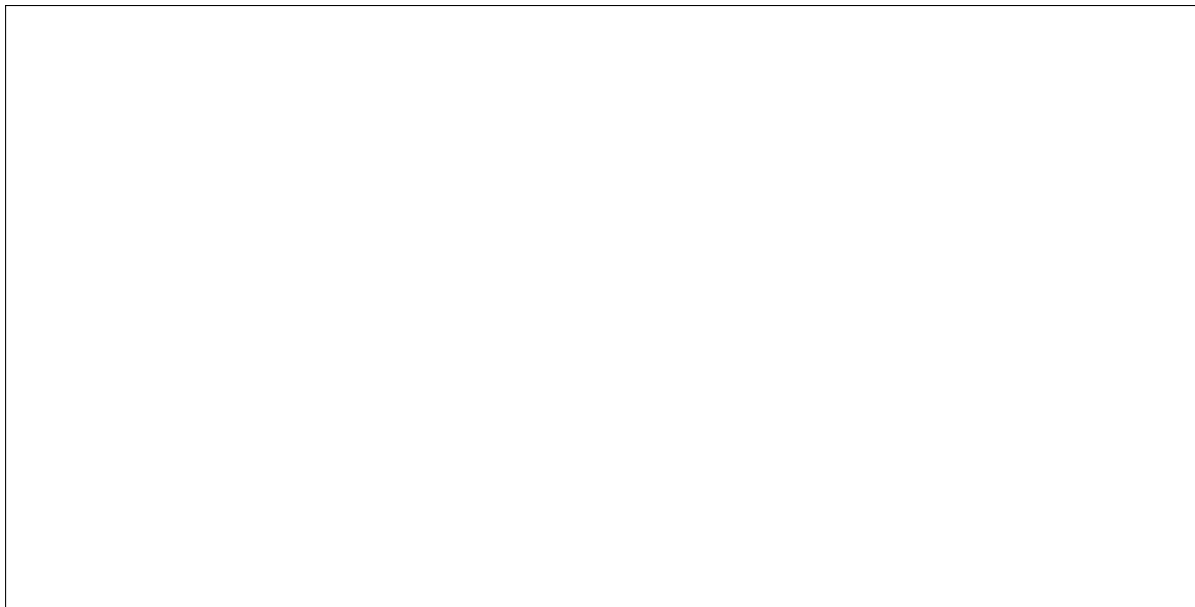
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Exercise 21 Point

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Draw an **ER-diagram** which satisfies the following requirements:

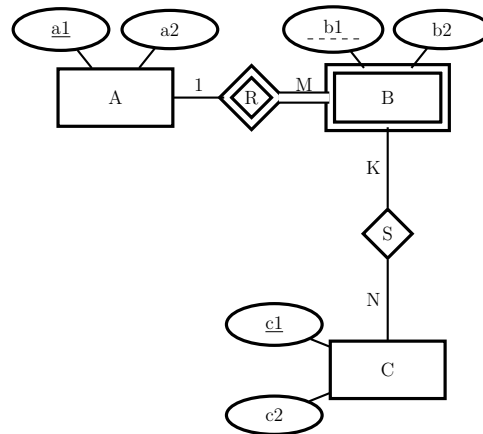
1. Each property has a unique plot number.
2. A property can have furniture associated with it. Each piece of furniture has to belong to a property.
3. The furniture id combined with the property's plot number is unique.
4. A person has a unique social security number (SSN) and a name.
5. A property can be owned by more than one person. A person can own several properties.
6. A property can be a house or an apartment.



## Exercise 3

1 Point

Translate the following ER-diagram into a **relational schema** and state all **foreign key constraints** using projection and subset operations.



**Relational Schema** (0.5 Punkte)

**Foreign Key Constraints** (0.5 Punkte)

**Schema for the following exercises****Relational schema****Character**(name, species, hometown)**Game**(title, release\_year, developer, platform)**AppearsIn**(character\_name, game\_title, role)**Genre**(game\_title, type)**Foreign key constraints** $\pi_{\text{character\_name}}(\text{AppearsIn}) \subseteq \pi_{\text{name}}(\text{Character})$  $\pi_{\text{game\_title}}(\text{AppearsIn}) \subseteq \pi_{\text{title}}(\text{Game})$  $\pi_{\text{game\_title}}(\text{Genre}) \subseteq \pi_{\text{title}}(\text{Game})$ **Instance for the following exercises**

<b>(C)haracter</b>			<b>(Ge)ne</b>	
name	species	hometown	game_title	type
Bowser	koopas	Koopa Kingdom	Donkey Kong	platform
Donkey Kong	ape	Kongo Bongo Island	Metroid Dread	action
Link	human	Hyrule	Metroid Dread	platform
Funky Kong	ape	Kongo Bongo Island	Super Mario Odyssey	adventure
Mario	human	Mushroom Kingdom	Super Mario Odyssey	platform
Princess Zelda	human	Hyrule	Super Smash Bros	fighting
Samus	hybrid	Earth Colony K-2L	TLoZ: Ocarina of Time	adventure
Wario	human	Mushroom Kingdom	TLoZ: Ocarina of Time	action

<b>(Ga)me</b>					
title	release_year	developer	platform	sales	
Donkey Kong	1981	Nintendo	Arcade	152,000	
Metroid Dread	2021	Mercury Steam	Switch	2,900,000	
Super Mario Odyssey	2017	Nintendo	Switch	25,760,000	
Super Smash Bros	1999	HAL	N64	5,550,000	
TLoZ: Ocarina of Time	1998	Nintendo	N64	7,400,000	

<b>(A)ppearsIn</b>		
character_name	game_title	role
Bowser	Super Smash Bros	other
Bowser	Super Mario Odyssey	antagonist
Donkey Kong	Donkey Kong	antagonist
Donkey Kong	Super Smash Bros	other
Link	Super Smash Bros	other
Link	TLoZ: Ocarina of Time	protagonist
Mario	Super Smash Bros	other
Mario	Super Mario Odyssey	protagonist
Princess Zelda	TLoZ: Ocarina of Time	other
Samus	Super Smash Bros	other
Samus	Metroid Dread	protagonist

## Exercise 4

1 Point

Given the following query in **relational algebra**:

$$\pi_{\text{game\_title}}(\sigma_{\text{hometown}='Koopas\ Kingdom'}(\text{Character}) \bowtie_{\text{character\_name}=\text{name}} (\text{AppearsIn}))$$

1. Describe the result of the query in natural language (in 1-2 sentences). **(0.2P)**

2. Provide the output of the result with respect to the example instance. **(0.4P)**

3. Provide a query in extended relational algebra that computes the following:  
All characters which do not appear in any of the games. **(0.4P)**

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Exercise 51 Point

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Formulate the following queries using **SQL**. The data of the instance on page 5 is exemplary, hence, always provide solutions that are generally valid.

1. *All protagonists (characters with role "protagonist") without duplicates that do not appear in games developed by Nintendo. (0.4P)*

2. *The year of each character, in which the character appeared the last time in a game. Characters not occurring in any game can be ignored. (0.6P)*

## Exercise 6

1 Point

Formulate the following query using **SQL**. The data of the instance on page 5 is exemplary, hence, always provide solutions that are generally valid.

*For each character, the total number of sold games in which the character occurs. Characters not appearing in any game should be considered as well. Also, only characters where the total number of sold games does not exceed 10,000,000 should be in the result. (1P)*



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Exercise 71 Point

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Consider relation  $R[A, B, C, D, E, F, G]$  with the following functional dependencies:

$$F = \{BC \rightarrow E, \\ DE \rightarrow G, \\ FG \rightarrow A, \\ A \rightarrow E, \\ G \rightarrow D, \\ F \rightarrow C\}$$

Find and list all candidate keys of  $R$ . **Explain your answer.**

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Exercise 81 Point

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Use the Armstrong axioms to show the soundness of the union rule:

$$X \rightarrow Y, X \rightarrow Z \models X \rightarrow YZ$$

**Hint:** The Armstrong axioms are given by:

- Reflexivity:  $Y \subseteq X \models X \rightarrow Y$
- Augmentation:  $X \rightarrow Y \models XZ \rightarrow YZ$
- Transitivity:  $X \rightarrow Y, Y \rightarrow Z \models X \rightarrow Z$

## Exercise 9

1 Point

Consider relation  $R[A, B, C, D, E, F]$  (already in first normal form – 1NF) with the following functional dependencies:

$$F = \{E \rightarrow C, \\ BC \rightarrow E, \\ ACDE \rightarrow B, \\ E \rightarrow CD, \\ A \rightarrow F\}$$

Is relation  $R$  in 2NF? Explain your answer.

Which functional dependencies violate either 3NF or BCNF?

	Violates 3NF	Violates BCNF
$E \rightarrow C$	<input type="checkbox"/>	<input type="checkbox"/>
$BC \rightarrow E$	<input type="checkbox"/>	<input type="checkbox"/>
$ACDE \rightarrow B$	<input type="checkbox"/>	<input type="checkbox"/>
$E \rightarrow CD$	<input type="checkbox"/>	<input type="checkbox"/>
$A \rightarrow F$	<input type="checkbox"/>	<input type="checkbox"/>