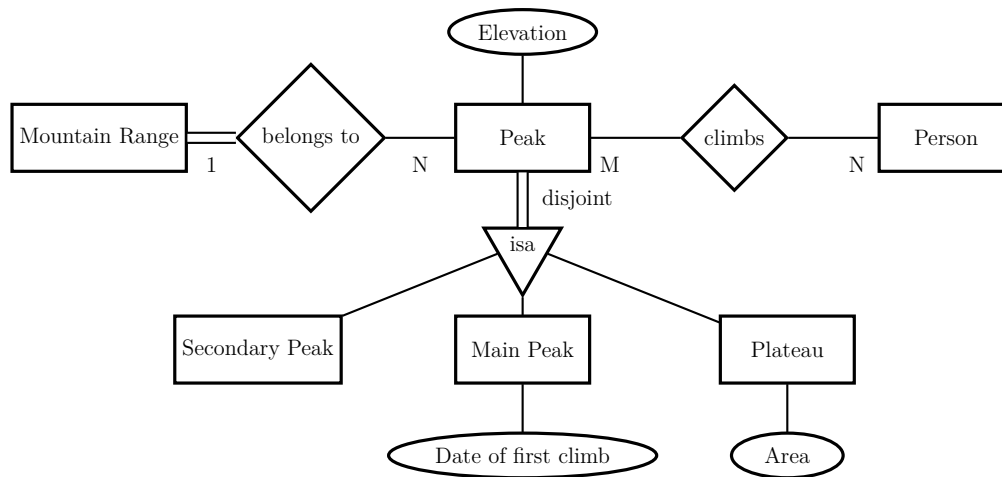


Exercise 1

1 Point

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



1. There are mountain ranges without peaks.
2. Every person has to climb a peak.
3. Each peak is either a main peak, a secondary peak, or a plateau.
4. Every peak has a date of first climb.
5. Each secondary peak has an elevation.

Exercise 21 Point

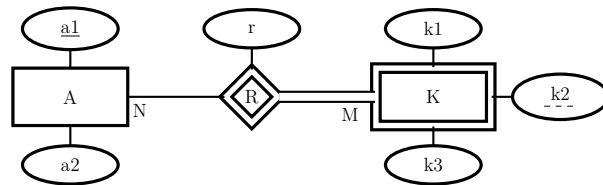
Draw an **ER-diagram** which satisfies the following requirements:

1. Every person has a unique social security number (SSN) and a name.
2. An orchestra has a unique name and a hometown.
3. A concert venue has a unique name, an associated town, and a capacity.
4. An instrument has a unique name and a type (wind instrument, percussion instrument,...).
5. A person is either a conductor or a musician.
6. A conductor has a year of their debut.
7. An orchestra can consist of several people, but at least one.
8. A person can be part of several orchestras.
9. A musician plays exactly one instrument.
10. An instrument can be played by several musicians.
11. One orchestra can perform at one venue at a certain time.
12. There can only be a performance by one orchestra at a venue at a certain time.

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 (0.6 Punkte)

Foreign Key Constraints (0.4 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**

(C)haracter			(Ge)ne	
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

(Ga)me					
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	

(A)ppearsIn		
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**:

$$\pi_{type}(\sigma_{character_name='Link'}(AppearsIn) \bowtie Genre)$$

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:
all characters that do not appear in any of the games. **(0.4P)**

Exercise 51 Point

Formulate the following queries using **SQL** for the schema on page 5.

1. *All antagonists (without duplicates) that are not of the species koopa. (0.4P)*

2. *The year of each character, in which the character appears the first 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**.

For each character, the number of games in which the character occurs. Characters not appearing in any game should be considered as well. Also, sort the result by the number of games in decreasing order. (1P)

Exercise 7

1 Point

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

$$F = \{E \rightarrow BCF, \\ ABDE \rightarrow F, \\ F \rightarrow ACE, \\ BDE \rightarrow F\}$$

Find and list all candidate keys of R .

Exercise 8

1 Point

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

$$F = \{D \rightarrow AC, \\ B \rightarrow ABCDF, \\ F \rightarrow B, \\ BDE \rightarrow ACF\}$$

Compute the canonical cover F_C of F and show the results after each of the following four steps.

1. Left reduction.

2. Right reduction.

3. Remove empty sets.

4. Union.

Exercise 91 Point

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

$$F = \{A \rightarrow C, \\ AB \rightarrow D, \\ B \rightarrow CE, \\ E \rightarrow AB\}$$

Use the synthesis algorithm to decompose R into 3NF. **Show your work after every step of the algorithm.**