# Tutorial: DB-Main 9.1.1 (based on DB-Main help)

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• Este tutorial foi originalmente criado para a versão 9.1.1 do Db-main.

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Contudo, o produto gerado é compatível à versão 9.1.6 e a forma de trabalho na ferramenta não foi alterada (pelo menos não para as funcionalidades usadas na construção do .lun deste tutorial).

Se você encontrar algum problema no tutorial, por favor, escreva para sarajane@usp.br, e coloque no assunto da mensagem: [Tutorial DBMain] – Problema encontrado.

## DB-Main 9.1.1 – General Information

- General Purpose Modeling Tool For Database Applications Engineering
  - supporting toolset for system engineering;
  - modeling tool development environment Computer Aided Software Engineering (CASE) tool.
- A product of the Laboratory of Database Application Engineering University of Namur.
- Developed and distributed by: REVER S.A. (Belgium)
- Web Site: <u>www.db-main.eu</u> Support: <u>dbm@rever.eu</u> Basic file extension: .lun



- This tool offers support for some forward and reverse engineering activities.
- Foward engineering
  - A generic, wide-spectrum representation model for conceptual, logical and physical objects;
  - A graphical representation of ERA Schemas, UML Class, Activity and Use Case Diagrams;
  - A generic model that describes procedural components of information systems at various abstraction levels as well as their relations;
  - Semantic and technical semi-formal annotations attached to each specification object;

#### Reverse engineering

- Code parsers extracting physical schemas from SQL, COBOL, CODASYL, IMS, XML DTD and RPG source programs;
- Interactive and programmable source text analyzers that can be used, a.o., to detect complex programming patterns or *clichés* in source texts, and to build data flow diagrams through program variables;

#### CASE - Typical features

- A toolbox of semantics-preserving transformational operators intended to carry out in a systematic way such activities as conceptual normalization, development of optimized logical and physical schemas from conceptual ones, and conversely (i.e. reverse engineering);
- A set of assistants. An assistant is a kind of expert in a specific kind of tasks, or in a class of problems. It is intended to help the analyst to carry out frequent, tedious or complex tasks.

#### Meta level functions

- Java Interface for DB-MAIN (JIDBM) language and the Voyager 2 allow the engineer (analyst or method engineer) to develop new functions that can be seamlessly incorporated into the tool;
- Extension of the repository : new properties can be dynamically added and managed through plug-ins;
- Methodological customization: the tool is methodologically neutral and can assist the analyst in following a large spectrum of methodologies.

#### **Basic Interface Views**

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#### **Basic Interface Views**

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Engineering methods must be written in MDL (Method Description Language) and compiled with the external MDL compiler to produce a \*.LUM file. This file can be associated to the project at creation time (File/New project menu item). If no method is specified, the default one allows to do anything.

#### **Basic Interface Views**



## Object: Notes

#### Simplified requirements system.

A note is a kind of postit that can be inserted in a schema or attached to some objects of a schema.

The links between a note and its owners are represented by dotted lines, except for those associated to schemas.





Use in your project in order to improve the specification legibility !! note Prop Text Example: First Steps (DB-MAIN Help) A library proposes copies of books to its borrowers. Each book has a unique number (ISBN), a title and some authors (one to five). Each copy of a book has a serial number that identifies it among all the copies of this book. It also has a location (made up of a store, a shelf and a row). A borrower is identified by his/her name and can have an address.

#### Inserting Text Information



### Building a Use Case Diagram

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#### Linking the new schema to other object



#### Use Case – Toolbar



#### Use Case - Definitions

- Use Case: A use case is a kind of classifier representing a coherent unit of functionality provided by a system, a subsystem, or a class.
  - a *use case generalization* from a use case *A* to a use case *B* indicates that *A* is a specialization of *B* (is a kind of *relation*).
- Actor: an actor represents a coherent set of roles that users can play when interacting with a system. An actor materializes any resource (man, machine, ...) that can be associated with an action.
  - an actor generalization from an actor A to an actor B indicates that an instance of A can communicate with the same kinds of use-case instances as can do an instance of B (is a kind of *relation*).

#### These are also kinds of relations:

- an extend relationship from a use case A to a use case B indicates that an instance of B may be augmented by the behavior specified by A;
- an *include relationship* from a use case A to a use case B indicates that an instance of A will also contain the behavior specified by B;
- an association between a use case and an actor indicates the participation of an actor in a use case.

### Use Case – building the diagram





### Building an Activity Diagram

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### Activity Diagram – Toolbar



# Activity Diagram - definitions

• *Objects* are used as input or output of action states.

- an *internal object* can be a data type, a variable, a constant or any object that is known by the action states of the schema but that is unknown outside;
- an *external object* is defined in a data schema and used in a UML Activity Diagram. Such is the case of entity types, attributes, collections or reltypes.
- State (or object state) is a picture of an object at a precise time. In fact, an object that can be transformed during the process described by the activity diagram can be in a different state before and after one of the actions.
  - For instance, a glass can be empty before the action of filling it, and full after that action. Since only the empty glass can be put in a cupboard and only the full glass can be drunk, it is important, for other actions, to distinguish the various states of the object.

## Activity Diagram - definitions

- Action state is a shorthand for a state with an entry action and at least one outgoing transition involving the implicit event of completing the entry action.
- Initial state is a special kind of action state that represents the beginning of an activity diagram.
- *Final state* is a special kind of action state that represents the completion of an activity diagram.

- Synchronization state, either horizontal or vertical allows to synchronize concurrent regions. It is used in conjunction with forks and joins to insure that one region leaves a particular state before another region can enter a particular state.
- Decision state is expressed when conditions are used to indicate various possible transitions that depend on boolean conditions.

### Activity Diagram - definitions

- Signal sending shows a transition sending a signal.
- Signal receipt shows a transition receiving a signal.
- Control Flow: to open a dialog box for selecting the action state(s) implied in a control flow;
  - a *control flow* indicates the order of execution of action states;
- Object Flow: to open a dialog box for selecting the object(s) implied in a object flow;
  - an *object flow* indicates input object states or output objects (internal or external) of an action state;

#### Activity Diagram - elements



## Building an Entity-Relationship Model



### Entity Relationship Model – Toolbar



- Entity type materializes a class of entities that represent objects. These objects can be real world abstract or concrete entities. They can also be abstract or concrete data structures, such as records, tuples or segments. An entity type can have any number (including zero) of attributes.
  - An entity type can be a subtype of one or several other entity types.
- *Rel-type* (relationship type) represents a class of associations between entities. It has two or more roles and any number (including zero) of attributes.
  - A role is the partner of an entity type.

- An attribute represents a property of entities or associations of the same type. It is either atomic or compound; an atomic attribute has a domain of values; each attribute is subject to a cardinality constraint [min-max]. This constraint allows to specify optional/mandatory (min = 0 or 1) attributes as well as single-valued/multivalued (max = 1 or > 1) attributes.
- The possible domains of values are listed below:
  - boolean; char; compound; date; float; index; numeric; sequence; varchar; object type;
  - user-defined: can be atomic or compound, it can be associated with several attributes (in the attribute properties dialog box, select userdefined type in the type combo-box and then the user-defined domain in the new combo-box). A user-defined domain is defined for the current project.

- A multivalued attribute has a collection type. The possible collection types are listed below:
  - set: the values of the attribute are distinct and there is no ordering relation between them.
  - bag: the values are not necessarily distinct and there is no ordering relation between them.
  - *unique list*: the values are distinct and ordered.
  - *list*: the values are not necessarily distinct but they are ordered.
  - unique array: the values are distinct and ordered. Each value is stored into a cell and a cell can be empty.
  - array: the values are not necessarily distinct but they are ordered.
     Each value is stored into a cell and a cell can be empty.

- Role is a place holder in a rel-type. It is played by one or several entity types (mono-ET role or multi-ET role) and is given a cardinality constraint that states the minimum and maximum number times connected entities can play this role.
- Group is associated to a parent object (entity type, rel-type or multivalued compound attribute). A group is a set of attributes and/or roles and/or other groups that play some functions together for the parent object. The possible functions of a group include: identifier, coexistence, exclusive, at-least-one, user constraint and access key.

- Collection is a repository of entity types. In logical and physical schemas, collections can be used to represent files and the like.
- In a data schema (ER or UML Class Diagram), an anchored processing unit is any dynamic or logical component of the described system that can be associated with a schema, an entity-type or a relationship type.

#### Entity Relationship Model - elements









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If the cluster has the disjoint property, the new group is submitted to the exclusive constraint.

If the cluster has the total property, the new group is submitted to the at-least-one constraint.

If the cluster has the partition property, the new group is submitted to both the exclusive and the at-least-one constraints (i.e. the exactly-one constraint).



Os objetos que serão criados no SGBD como triggers, views, etc.

#### Link/association between entity and relationship types.

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Reading:

A bibliography item can appears 0 ou 1 time in the borrow event (relationship), i.e., a bibliography item can be borrowed or not.

A client can appears 0 ou N times in the borrow event (relationship), i.e., a client can borrow some (or several) items or not.



**Classic view** 

#### ATENÇÃO!!!!!



# Building an Relation Model through an automatic mapping (1)

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Short name

Version 1-1

Schema type

Name Tutorial Relational Model

(a) Entity/Relationship schema

Ok

UML activity diagram

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# Building an Relation Model through an automatic mapping (2)



# Building an Relation Model through an automatic mapping (3)





Relationship 1-N



#### **Relationship N-M**



ref  $\rightarrow$  0-N  $\rightarrow$  the participation is not required

identifier and each foreign key.

Relationship 1-N (0-N) With specific feature – unit processing.



Generalization - Specialization.



**Relational Model** 

If the cluster has the disjoint property, the new group is submitted to the exclusive constraint. If the cluster has the total property, the new group is submitted to the at-least-one constraint. If the cluster has the partition property, the new group is submitted to both the exclusive and the atleast-one constraints (i.e. the exactly-one constraint).

#### **ER Model**

#### Text Standard

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#### Schema Tutorial LBD Activity Diagram/1

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#### Text Standard

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#### Data Dictionary



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#### Generating the SQL Script



### Generating the SQL Script

