## PROJEKTOVANJE I KREIRANJE BAZE PODATAKA POMOĆU CASE ALATA SYBASE POWER DESIGNER

1. Pokrenuti program: Start-Sybase-Power Designer. Kreirati nov konceptualni model podataka, opcija je File-New Model-Conceptual Data Model. Podesiti notaciju: Tools-Model Options-Entity Relationship.

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2. Kreiranje objekta/entiteta se vrši pomoću alatke Entity, primenjene sa palete alata (uključivanje alata je preko Tools-Customize Toolbars-Pallete=True). Upisati u Name polje naziv tipa entiteta, dok se kod generiše automatski.

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3. Definisati osobine atributa u entitetu, u okviru kartice Attributes. Upisuje se naziv, bira se tip podatka, dužina polja za unos i po potrebi korisnički definisan domen. M(andatory)=True je obavezna vrednost atributa, P(rimary) je identifikacioni atribut, D(isplayed) je vidljivost na dijagramu.

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4. Kreiranje domena atributa, opcija Model-Domains (upisati naziv domena) ili Attribute Properties u okviru entiteta, pa u oba slučaja Properties (alat označen na prethodnoj slici). Otvoriti karticu Standard Checks i definisati karakteristike domena.

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5. Kreiranje domena atributa, nastavak: Nabrojivi tip podatka upisati u Vlaue koloni, sa opisom u Label; ili Min. i/ili Max. vrednost; inicijalnu vrednost; format unosa, korak; velima ili mala slova ili nepromenljivost. U Rules kartici se može formirati izraz (sa formulama i funkcijama) za proveru vrednosti koje će korisnici pokušati da upiđu u bazu podataka.

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6. Određivanje imena identifikatora u čiji sastav može ući i više atributa.

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7. Formirani entitet, na primeru: Osoba. Postupak se ponavlja za potrebni broj entiteta koji se želi formirati u modelu.



8. Uspostavljanje poveznika između entiteta, na primeru: Država-Mesto. Primenjuje se alat Relationship sa palete. U kartici General se upisuje naziv relacije, a u Cardinalities: Tip veze: 1-1, 1-M ili M-M. Zatim se određuje donja granica kardinaliteta poveznika tako što se osobina Mandatory postavi na True, ukoliko je donja granica=1.

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9. Nakon što su uvedeni novi entiteti i uspostavljene odgovarajuća relacije, potrebno je obrisati iz početnih entiteta atribute koji pripadaju novoformiranim entitetima. Prikaz kreiranog konceptualnog modela podataka je dat na sledećoj slici:

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10. Brisanje neupotrebljenih atributa se vrši pristupom Rečniku podataka (Model-Data Items, u filteru uključiti Used By osobinu) i obristi atribute koje ne koristi nijedan entitet. Takođe je moguće centralizovano održavati i ažurirati osobine svih atributa u modelu.

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11. Provera ispravnosti konceptualnog modela podataka, koji ne sme da sadrži greške u modelovanju (Tools – Check Model).

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12. Poruke alata za proveru modela. Upozorenja su dozvoljena (proveriti i izvrštiti po potrebi korekcije).

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13. Kreiranje fizičkog modela podataka, izabrati opciju menija: Tools-Generate Physical Data Model. Alternativno se može prvo uraditi Relacioni model nezavistan od implementacije u konkretnom SUBP-u, pa tek tada Physical Data Model, koji sadrži karakteristike SUBP-a.

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14. Kreiranje fizičkog modela podataka, korak dva, proveriti ili upisati naziv modela i izabrati odgovarajući DBMS (SUBP), tj. softver za upravljanje bazama podataka u kojem se želi implementirati model. U kartici Detail se određuju načini imenovanja objekata u fizičkom modelu i određuju pravila za očuvanje referencijalnog integriteta.

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15. Kreirani fizički modela podataka prikazan je na sledećoj slici:

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16. Definisanje alternativnih ključeva u slučaju da se želi sprečiti redunansa podataka (npr. za tabelu Država), otvoriti prozor za definisanje osobina tabele, upisati naziv alternativnog ključa, izabrati osobinu Unique=True, pa se zatim primenjuje Properties alatka.

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17. Dodavanje kolona iz tabele koje će činiti alternativni ključ, opcija Add Columns.

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18. Izbor kolona iz tabele za alternativni ključ.

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19. Preimenovanje kolona ukoliko naziv nije odgovarajući (npr. kod stranih ključeva). Otvoriti osobine veze između tabela i pogledati prirodu odnosa tabela u naslovnoj liniji:

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20. Promena naziva kolona na primeru tabele Osoba - kod stranih ključeva: Mesto rodjenja, Mesto prebivališta i Mesto izdavanja lične karte.

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21. Kreiranje baze podataka u konkretnom softveru, meni Database, stavka Generate Database.

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22. Kreiranje baze podataka, drugi korak, upisati/izabrati lokaciju i naziv skript fajla sa DDL SQL komandama za kreiranja baze, koji će biti izvršeni preko ODBC mehanizma. Izabrati Direct generation.

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23. Kreiranje baze podataka, treći korak - uključiti sva podešavanja, pa zatim komande DROP isključiti kada se prvi put kreira baza podataka, inače se prikazuju poruke sa greškama prilikom izvršavanja SQL komandi.

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24. Kreiranje baze podataka, četvrti korak – ostvarivanje konekcije do nove baze podataka, izabrati ODBC machine data source.

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25. Kreiranje baze podataka, peti korak – izbor odgovarajućeg drajvera, pa zatim sledi opcija Modify.

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26. Kreiranje baze podataka, šesti korak – kreiranje nove baze podataka u Access SUBP-u, izabrati taster Create.

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27. Kreiranje baze podataka, sedmi korak – izabrati lokaciju fajla baze (draajv i folder), upisati naziv baze (npr. Licne karte.mdb) i izabrati taster OK.

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28. Kreiranje baze podataka, osmi korak – izabrati taster Connect kako bi se otvorila konekcija do novokreirane, prazne baze.

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29. Kreiranje baze podataka, prikaz generisanih SQL DDL komadni. Pritisnuti taster Run. Ukoliko Power Designer prijavljuje greške, birati Ignore All, pa proveriti sadržaj prozora sa porukama sistema kako bi se otkrili problemi u izvršavanju SQL komandi (Neophodno poznavanje SQL jezika).

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30. Nakon izvršenih SQL komadni, baza podataka je generisana. Zatvoriti konekciju do baze preko menija Database-Disconnect i pokrenuti MS Access softver i učitati fajl baze podataka.

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