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The entity relationship diagram is a specialized graph illustrating the relationship between entities in the database. ER diagrams use symbols to represent three types of information: entities (or concepts), relationships, and attributes. In industry standard ER charts, rectangles or squares represent entities that are tables that contain certain information in the database. Diamonds are relationships that are interactions between entities. Ovals represent attributes, i.e. data, describing the essence. While entity and relationship diagrams may seem complex, these diagrams help knowledgeable users understand database structures at a high level without accompanying details. Database developers use ER diagrams to model relationships between database objects in a clear format. Many software packages have automated methods for generating ER diagrams from existing databases. Consider an example of a database that contains information about city residents. The ER chart shown in the image above contains two entities in rectangles: Person and City. One lives in a relationship in a diamond bonding two together. Everyone lives in only one city, but every city can have a lot of people. In the example of the chart, the attributes shown in the ovals are the name of the person and the population of the city. Nouns are used to describe entities and attributes; verbs are used to describe relationships. Every item tracked in the database is the essence, and each entity is a table of a relational database. Typically, each entity in the database corresponds to a line. If the database contains people's names, its essence may be called Person. The database will have a table with the same name, and each person will be assigned a line in the Person table. Databases contain information about each entity. This information is called attributes. Attributes consist of information unique to each listed object. In the Person example, attributes can include a name, surname, date of birth, and identification number. Attributes provide detailed information about the entity. In the relational database, attributes are held in fields where information is contained inside the record. The database is not limited to a certain number of attributes. The value of an entity relationship diagram lies in its ability to display information about relationships between entities. In the example, you can trace information about the city where each person lives. Information about the city itself in the city faces with the relationship that ties together people and city information can also be tracked. There are three types of relationships between entities: one to one: Sometimes one entity is associated with one other entity. For example, every employee in the database has one Social Security number, and no number One entity can also be associated with several other entities. For example, a branch of the company and all employees who work in this branch have a one-on-one relationship. Many-to-many: Several entities may be associated with several other entities. For example, a company can produce three products, and has sales staff who work to sell these products. Some sales staff may split their time between products. Before you create a relational database, it makes sense to create an ER chart. You may have software that is equipped to handle the process. If not, do it the old-fashioned way - putting a pen (or pencil) on paper - or finding software that can handle the scheduling requirements. To create an ER diagram by hand: Create a rectangular box for each entity or concept pertaining to your model. Draw lines to connect related entities to the relationship model. Label relationships using verbs inside diamond forms. Identify the appropriate attributes for each entity, starting with the most important attributes, and enter them into the ovals on the chart. Later, you can make the attribute lists more detailed. When you're done, you've illustrated how different concepts relate to each other, and you have a conceptual basis for developing a relational database. Many home network layouts work fine, but most are variations on the basic set of common designs. This gallery contains network charts for wireless, wired and hybrid home networks. Each network chart includes a description of the pros and cons of this particular layout, as well as tips for creating it. All devices connected to a wireless router must have a working network adapter. Connecting the router to a broadband modem that has one or more built-in adapters provides wireless exchange of high-speed Internet connectivity. Wireless routers technically allow dozens of computers to connect to Wi-Fi links. Almost any residential wireless router has no problem supporting the number of wireless devices found in typical homes. However, if all Wi-Fi computers are trying to use the network at the same time, slower performance is to be expected. Many (but not all) wireless network routers also allow you to connect up to four wired devices using the Ethernet cable. When you first install this kind of home network, one computer must be a cable wireless router temporarily to provide an initial configuration of wireless functions. Using Ethernet connections is then optional. Using permanent Ethernet connections makes sense when A printer or other device does not have Wi-Fi capability or cannot receive adequate wireless radio signal from the router. A router network for Internet access, printers, game consoles and other entertainment devices is not required for the rest of the home network to function. The Wi-Fi Wi-Fi the network only operates to the wireless router's range. The range of Wi-Fi equipment varies depending on many factors, including home architecture and potential sources of radio interface. If the wireless router doesn't support enough Ethernet connections for your needs, add a secondary device, such as a network switch, to extend the wired part of the layout. This diagram illustrates the use of a wired network router as the central device of the home network. Many (but not all) wired network routers allow you to connect up to four devices using Ethernet cables. All devices connected to the Ethernet router must have a working Ethernet network adapter. A router network for Internet access, printers, game consoles and other entertainment devices is not required for the rest of the home network to function. If the Ethernet router doesn't support enough Ethernet connections, add a secondary device, such as a network switch, to expand the layout. This chart illustrates the use of a hybrid wired network router and a home wireless hotspot. Most (but not all) wired network routers allow you to connect up to four devices to the Ethernet cable. The wireless hotspot consumes one of these available ports, but then it allows many (dozens) of Wi-Fi devices to join the network. Almost any home wireless hotspot will have no problem supporting the number of wireless devices out there. However, if all Wi-Fi computers try to use the network at the same time, slower performance can result. All devices connected to the Ethernet router must have a working Ethernet network adapter. All devices connecting the wireless hotspot must have a working Wi-Fi network adapter. Internet access, printers, game consoles, and other entertainment devices are not required for either the router or the access point. You can choose which devices to connect to the router and which to the wireless hotspot. Additional network adapters may be required to convert some Ethernet devices, such as printers and game consoles, to work wirelessly. Part of the Wi-Fi network only operates to the limit of the range of wireless hotspots. The range of Wi-Fi equipment varies depending on many factors, including the location of the house and any radio mixes that may be present. If the wireless router doesn't support enough Ethernet connections, add a secondary device, such as a network switch, to extend the wired part of the layout. the diagram illustrates a direct connection without a router or other central device in the home network. A direct link can be achieved with several types of cables. Ethernet cables are the most common, but even easier (slower) alternatives, including RS-232 serial cable and parallel cables, will work. Direct connection is common to game games to support a two-game online game (such as Xbox System Link). Internet connection requires one computer to have two network adapters: one to support an Internet connection and one to support a second computer. In addition, Internet-sharing software must be installed to provide access to a second computer on the Internet. If an Internet connection is not necessary, these things can be omitted from this layout. Direct connectivity only works for one pair of computers or devices. Additional devices cannot join such a network, although other pairs can be connected separately, as shown above. This diagram illustrates the use of a special wireless installation in the home network. Using a special Wi-Fi mode eliminates the need for a network router or hotspot in a wireless home network. With a special wireless connection, subnet computers can be used as needed without remaining within reach of a single central location. Most people only use special Wi-Fi in temporary situations to avoid potential security problems. The rest of the home network does not require a special layout to access the Internet, printers or game consoles, or other entertainment devices. All devices connected via a special wireless connection must have a working Wi-Fi network adapter. These adapters should be customized for a special mode, not for a more typical infrastructure mode. Because of this flexible design, special Wi-Fi networks are also harder to secure than those that use central wireless routers and hotspots. Special Wi-Fi networks support bandwidth of no more than 11 Mbps, while other Wi-Fi networks can support 54 Mbps or higher. This diagram illustrates the use of the Ethernet hub or the inclusion of the home network. Ethernet hubs and switches allow multiple wired computers to connect to each other. Most (but not all) Ethernet hubs and switches support up to four connections. Internet access, printers, game consoles and other entertainment devices are not required for the rest of this home network layout to function. Additional hubs and switches can be incorporated into this basic layout. Connecting nodes and switches to each other expands the total number of computers that the network can support to a few dozen. All computers connected to a hub or switch must have an Ethernet network adapter running. As shown, unlike a network router, Ethernet hubs and switches cannot interact with an Internet connection. Instead, one computer should be assigned as internet connection management, and all other computers access the Internet through it. To do this, every computer can be equipped with software to share an Internet connection. This diagram illustrates the use of home network G.hn technology. Residences have historically used three types of home wiring - telephone lines (HomePNA devices), power lines and coaxial cables (for (for (for and teleco-supply). The ability to connect devices together between these different types of cables and create an entire home wired home network is being developed by a group called HomeGrid Forum. HomePNA's telephone network uses the usual residence telephone wiring to transport home network communications. As with Ethernet or Wi-Fi networks, phone networks require a compatible phone network adapter to be installed on each device. These adapters are connected by regular telephone wires (and sometimes CAT5 Ethernet cables) to telephone sockets. Other technologies sponsored by the HomeGrid Forum fall under a standard called G.hn (home networks Gigabit). G.hn include power line adapters that connect to sockets and have an Ethernet port to interact with a wired home network and similar adapters that interface IPTV telecomp box using the coaxing of existing home broadband networks. These technologies can be useful when connecting wired devices between rooms, or when home and TV TV windows are located far apart, and one or both devices do not support Wi-Fi. If you have devices, you can use standard Ethernet or Wi-Fi connections instead of G.hn adapters. HomePNA phone networks are rarely used nowadays, and this equipment is difficult to find, primarily because of the popularity of Wi-Fi devices. G.hn technology is also relatively new, and certified products are traditionally hard to find. This chart illustrates the use of HomePlug hardware to create a home powerline network. Electrical networks use conventional electrical residence circuits to transport home network communications. Available powerline hardware includes network routers, network bridges, and other adapters. To connect to the power grid, one end of the adapter connects to a standard electrical wall socket, and the other connects to the device's network port (usually Ethernet or USB). All connected devices have the same communication scheme. HomePlug Powerline develops technology standards supported by compatible power equipment. Not all devices on the home network should be connected to the powerline router. Hybrid networks with Ethernet or Wi-Fi devices can be combined with the powerline network. For example, a wi-fi powerline bridge can be additionally connected to a wall socket, allowing wireless devices to connect to it and, in turn, to the rest of the power grid. HomePlug's phone network remains less popular than alternatives to Wi-Fi or Ethernet. Powerline network products are usually harder to find with fewer choice models. Powerline networks usually don't work so reliably if devices connect to power strips widening cords. Connect directly to the sockets for the best results. In multiple-scheme homes, all devices must be connected to the same Communicate. The maximum bandwidth of the HomePlug network (version 1.0) is 14 Mbps, while the new HomePlug AV standard supports more than 100 Mbps. Poor wiring, as is the case in older homes, can impair power grid performance. Major home networks typically only work with one broadband router, but adding a second router provides more room for network expansion and management. Two router networks provide useful new features in several situations: Expanding the wired network based on a single Ethernet router to enable Wi-Fi through a wireless second router. Create a subnet within a shared home network to restrict Internet access to certain devices or isolate network traffic. Having a backup device in case one router doesn't work. Functions. use case diagram definition in uml. use case diagram definition pdf. use case diagram definition wikipedia. use case diagram definition with example. use case diagram definition in software testing. use case diagram definition in hindi. include use case diagram definition. definition of use case diagram in software engineering

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