ODL Subclasses

Follow name of subclass by colon and its superclass.

Example: Ales are Beers with a Color

```java
class Ales:Beers {
    attribute string color;
}
```

- Objects of the Ales class acquire all the attributes and relationships of the Beers class.
- While E/R entities can have manifestations in a class and subclass, in ODL we assume each object is a member of exactly one class.
Keys in ODL

Indicate with key(s) following the class name, and a list of attributes forming the key.

- Several lists may be used to indicate several alternative keys.
- Parentheses group members of a key, and also group key to the declared keys.
- Thus, (key(a_1, a_2, \ldots, a_n)) = “one key consisting of all n attributes.”
  (key a_1, a_2, \ldots, a_n) = “each a_i is a key by itself.”

Example

    class Beers
        (key name)
    {
        attribute string name ...
    }

- *Remember*: Keys are optional in ODL. The “object ID” suffices to distinguish objects that have the same values in their elements.
Example: Multiple Multiattribute Keys

class Courses
    (key (dept, number), (room, hours))
{

    ...
}
Translating ODL to Relations

1. Classes without relationships: like entity set, but several new problems arise.

2. Classes with relationships:
   a) Treat the relationship separately, as in E/R.
   b) Attach a many-one relationship to the relation for the “many.”
ODL Class Without Relationships

• Problem: ODL allows attribute types built from structures and collection types.

• Structure: Make one attribute for each field.

• Set: make one tuple for each member of the set.

  ✦ More than one set attribute? Make tuples for all combinations.

• Problem: ODL class may have no key, but we should have one in the relation to represent “OID.”
Example

class Drinkers (key name) {
    attribute string name;
    attribute Struct Addr
        {string street, string city,
         int zip} address;
    attribute Set<string> phone;
}

<table>
<thead>
<tr>
<th>name</th>
<th>street</th>
<th>city</th>
<th>zip</th>
<th>phone</th>
</tr>
</thead>
<tbody>
<tr>
<td>$n_1$</td>
<td>$s_1$</td>
<td>$c_1$</td>
<td>$z_1$</td>
<td>$p_1$</td>
</tr>
<tr>
<td>$n_1$</td>
<td>$s_1$</td>
<td>$c_1$</td>
<td>$z_1$</td>
<td>$p_2$</td>
</tr>
</tbody>
</table>

- Surprise: the key for the class (name) is not the key for the relation (name, phone).
  - name in the class determines a unique object, including a set of phones.
  - name in the relation does not determine a unique tuple.
  - Since tuples are not identical to objects, there is no inconsistency!

- BCNF violation: separate out name-phone.
ODL Relationships

- If the relationship is many-one from $A$ to $B$, put key of $B$ attributes in the relation for class $A$.

- If relationship is many-many, we’ll have to duplicate $A$-tuples as in ODL with set-valued attributes.
  ✦ Wouldn’t you really rather create a separate relation for a many-many-relationship?
  ✦ You’ll wind up separating it anyway, during BCNF decomposition.
Example

class Drinkers (key name) {
    attribute string name;
    attribute string addr;
    relationship Set<Beers> likes
        inverse Beers::fans;
    relationship Beers favorite
        inverse Beers::realFans;
    relationship Drinkers husband
        inverse wife;
    relationship Drinkers wife
        inverse husband;
    relationship Set<Drinkers> buddies
        inverse buddies;
}

Drinkers(name, addr, beerName, favBeer, wife, buddy)
Decompose into 4NF

- FD’s: name→addr favBeer wife
- MVD’s name→beerName, name→buddy
- Resulting decomposition:
  - Drinkers(name, addr, favBeer, wife)
  - DrBeer(name, beer)
  - DrBuddy(name, buddy)
OQL

Motivation:

- Relational languages suffer from *impedance mismatch* when we try to connect them to conventional languages like C or C++.

  ✦ The data models of C and SQL are radically different, e.g. C does not have relations, sets, or bags as primitive types; C is tuple-at-a-time, SQL is relation-at-a-time.

- OQL is an attempt by the OO community to extend languages like C++ with SQL-like, relation-at-a-time dictions.
OQL Types

- Basic types: strings, ints, reals, etc., plus class names.
- Type constructors:
  - Struct for structures.
  - Collection types: set, bag, list, array.
- Like ODL, but no limit on the number of times we can apply a type constructor.
- Set(Struct()) and Bag(Struct()) play special roles akin to relations.
OQL Uses ODL as its Schema-Definition Portion

- For every class we can declare an _extent_ = name for the current set of objects of the class.

  ✦ Remember to refer to the extent, not the class name, in queries.
class Bar
  (extent Bars)
  {
    attribute string name;
    attribute string addr;
    relationship Set<Sell> beersSold
      inverse Sell::bar;
  }

class Beer
  (extent Beers)
  {
    attribute string name;
    attribute string manf;
    relationship Set<Sell> soldBy
      inverse Sell::beer;
  }

class Sell
  (extent Sells)
  {
    attribute float price;
    relationship Bar bar
      inverse Bar::beersSold;
    relationship Beer beer
      inverse Beer::soldBy;
  }

13
Path Expressions

Let $x$ be an object of class $C$.

- If $a$ is an attribute of $C$, then $x.a = \text{the value of } a \text{ in the } x \text{ object}$.
- If $r$ is a relationship of $C$, then $x.r = \text{the value to which } x \text{ is connected by } r$.
  - Could be an object or a collection of objects, depending on the type of $r$.
- If $m$ is a method of $C$, then $x.m(\cdots)$ is the result of applying $m$ to $x$. 


Examples

Let $s$ be a variable whose type is `Sell`.

- $s$.price = the price in the object $s$.
- $s$.bar.addr = the address of the bar mentioned in $s$.

✦ Note: cascade of dots OK because $s$.bar is an object, not a collection.

Example of Illegal Use of Dot

$b$.beersSold.price, where $b$ is a `Bar` object.

- Why illegal? Because $b$.beersSold is a set of objects, not a single object.
OQL Select-From-Where

```
SELECT <list of values>
FROM <list of collections and
typical members>
WHERE <condition>
```

- Collections in FROM can be:
  1. Extents.
  2. Expressions that evaluate to a collection.

- Following a collection is a name for a typical
  member, optionally preceded by AS.

Example

Get the menu at Joe’s.

```
SELECT s.beer.name, s.price
FROM Sells s
WHERE s.bar.name = "Joe’s Bar"
```

- Notice double-quoted strings in OQL.
Example

Another way to get Joe’s menu, this time focusing on the Bar objects.

```
SELECT s.beer.name, s.price
FROM Bars b, b.beersSold s
WHERE b.name = "Joe’s Bar"
```

- Notice that the typical object `b` in the first collection of `FROM` is used to help define the second collection.

Typical Usage

- If `x` is an object, you can extend the path expression, like `s` or `s.beer` in `s.beer.name`.
- If `x` is a collection, you use it in the `FROM` list, like `b.beersSold` above, if you want to access attributes of `x`. 
Tailoring the Type of the Result

- Default: bag of structs, field names taken from the ends of path names in SELECT clause.

Example

```
SELECT s.beer.name, s.price
FROM Bars b, b.beersSold s
WHERE b.name = "Joe’s Bar"
```

has result type:

```
Bag(Struct(
    name: string,
    price: real
))
```
Rename Fields

Prefix the path with the desired name and a colon.

Example

```
SELECT beer: s.beer.name, s.price
FROM Bars b, b.beersSold s
WHERE b.name = "Joe’s Bar"
```

has type:

```
Bag(Struct(
    beer: string,
    price: real
  ))
```
Change the Collection Type

- Use `SELECT DISTINCT` to get a set of structs.

Example

```
SELECT DISTINCT s.beer.name, s.price
FROM Bars b, b.beersSold s
WHERE b.name = "Joe’s Bar"
```

- Use `ORDER BY` clause to get a list of structs.

Example

```
joeMenu =
SELECT s.beer.name, s.price
FROM Bars b, b.beersSold s
WHERE b.name = "Joe’s Bar"
ORDER BY s.price ASC
```

- `ASC` = ascending (default); `DESC` = descending.
- We can extract from a list as if it were an array, e.g.

```
cheapest = joeMenu[1].name;
```