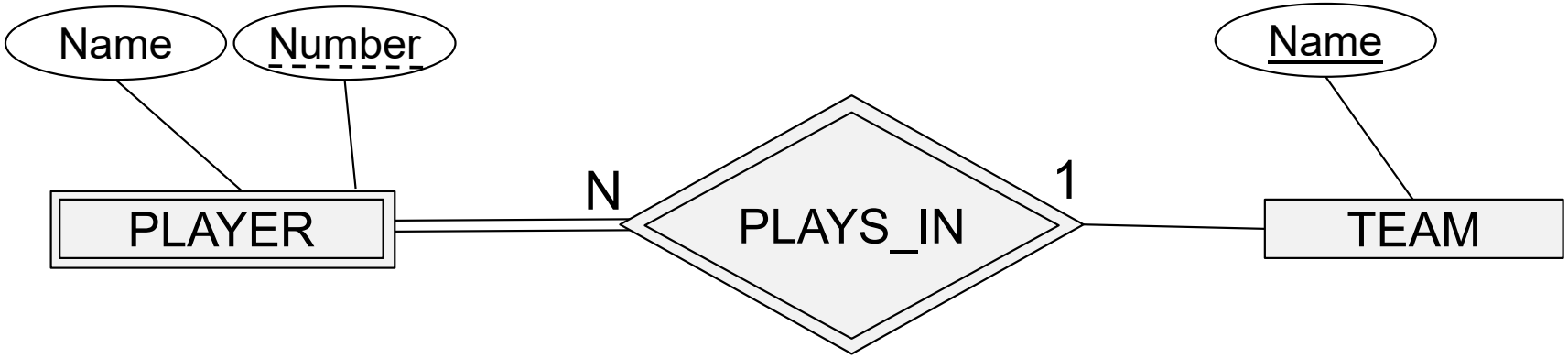
Weak entity types

- Entities of a weak entity type are identified by being related to specific entities from another entity type (i.e., the identifying entity type) in combination with some of their attribute values, e.g.,
  A PLAYER is uniquely identified by combining the Number of the player and the Name of the team the player PLAYS_IN
- The relationship type that relates a weak entity type to its identifying entity type is called the identifying relationship of the weak entity type, e.g.,
  PLAYS_IN
- A weak entity type normally has a partial key, which is the attribute that can uniquely identify weak entities that are related to the same identifying entity, e.g.
  The Number of the PLAYER

Weak entity types (cont')

- In ER diagrams, both a weak entity type and its identifying relationship are distinguished by surrounding their boxes and diamonds with double lines
- The partial key attribute is underlined with a dashed line



- The key for a weak entity type is its own underlined attributes and the keys for the supporting entity types, e.g.,
  (PLAYER) Number and (TEAM) Name is a key for PLAYER