



#### BUSINESS ANALYST WORKSHOP

#### COURSE BOOK















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# 1 IT PROJECTS & BUSINESS ANALYSIS - INTRODUCTION

# Rey Players

IDENTIFY DIFFERENT TEAMS THAT A BA INTERACTS WITH UNDERSTAND CORE BA RESPONSIBILITIES



## What is a Project?

- Temporary, time-bound endeavor
- Has a certain goal
- Gets something done to improve the abilities / efficiencies of someone or an organization
- Performed with limited time, money and resources efficiency is key

Building a house, Going on a trip, Implementing a time tracking system as a replacement to paper time cards



In this course, the terms Software, System, Software System and Project are used interchangeably to refer to an IT Project aimed at solving a business problem.



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# Project Participants

- Business Sponsor Visionary for a software project who can articulate business benefits and justification (Objectives), helps define the boundary (Scope)
- Business Architect Senior BA who ensures business objectives of a project align with the long term business goals
- Solutions Architect Senior developer who leads the design of systems that address business problems
- Developer/Programmer Writes computer programs to automate a business process





### **Project Participants**

- Tester/QC Verifies that the system matches requirements
- Business Users Provide input and feedback for the software being developed
- Subject Matter Experts (SMEs) Have extensive knowledge about existing business processes, help with key decisions



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# Project Participants

#### **Business Analyst**

- Liaison between the users of a software system and the technology team that creates or modifies the software (developers, testers)
- Elicits (extracts) the needs of the users
  - Understand how business users currently perform their tasks (as is) and how the software system (to be) must solve the business problems/challenges
- Define requirements "what" the system must do
- Ensure that the software solves the business problem

FYI

A popular acronym for well defined requirements: Specific, Measurable, Achievable, Realistic, Traceable (SMART).







# 1.2.Software Development Lifecycle

LEARN TYPICAL STEPS IN PROJECT EXECUTION UNDERSTAND CONTRASTING METHODS



O

Software development activities are

Planning (Gathering requirements for

the software and analyzing

the scope of the development.)



(The part of the process where software engineers actually program the code.)

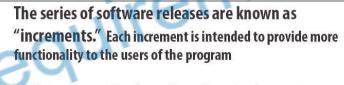
(This is done for the purpose of future maintenance and enhancement throughout development.)

(An integral and supremely important software development phase, this process ensures that defects are recognized a.s.a.p. and the resulting software is reasonably bug-free.)

(After the software has been tested and approved for release, deployment might entail installation, customization (like setting parameters for the customer after installation), training on using the software, and there is sometimes an extended period of evaluation.)

Maintenance (Primarily, this involves receiving user feedback and making improvements to the design or the code of the software. It could also include consultation. re-installation, and possibly some training.)

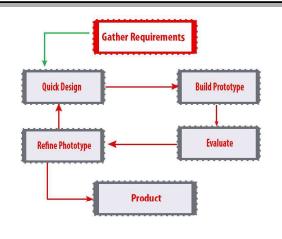




This model lets software developers learn from development of earlier versions to improve new versions.

After the first increment, a customer can use the software and provide initial feedback for the 2nd iteration.

The process continues until the product is absolutely useful and functional.



The basic idea behind this method...



To develop a system through repeated cycles... (iterative)

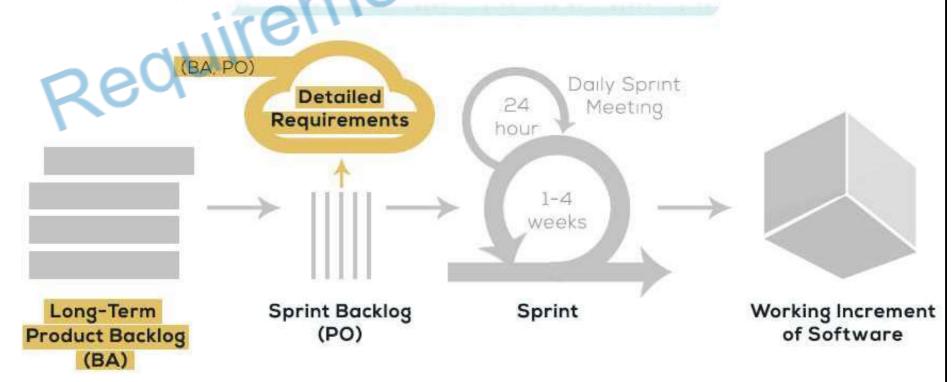
and in smaller portions at a time...
(incremental)



**ITERATIVE & INCREMENTAL MODEL** 

#### PROPOSED AGILE PROCESS FLOW

HOW BA TEAMS CAN WORK EFFECTIVELY WITH AGILE DEVELOPMENT



BA = BUSINESS ANALYST, PO = PRODUCT OWNER requirements



#### AGILE TERMINOLOGY



#### **USER STORY**

Short (1-2 sentences) description of a feature that needs to be developed, written from the perspective of a user.

#### SPRINT

A short timeframe (usually lasting 1-4 weeks) during which a useful increment of software is developed.





#### SCRUM

The most popular Agile methodology used by Development teams.

#### PRODUCT BACKLOG

All user stories for a given product, including stories that are not yet assigned to a sprint.



BAS FOCUS ON LONG-TERM PRODUCT BACKLOG, WHEREAS POS FOCUS ON SHORT-TERM SPRINT BACKLOG.

# USER STORIES ARE POINTERS TO DETAILED REQUIREMENTS.



#### SPRINT BACKLOG

Collection of user stories being developed during a given sprint.

#### PRODUCT OWNER (PO)

Person who works closely with Development team during sprint, and acts as final authority representing customer interest.



# 1

#### SCRUM MASTER (SM)

Person who makes sure the Development team follows Agile/Scrum processes during the sprint.





# 2 OBJECT-ORIENTED ANALYSIS AND DESIGN (OOAD)

# 2.1 Object Orientation Basics

LEARN HOW OO MINDSET CAN HELP EFFICIENT ANALYSIS
UNDERSTAND THE FUNDAMENTAL BUILDING BLOCKS OF OOAD



## **Benefits of Object-Oriented Analysis**

- A tool to recognize, define and discuss capabilities pertaining to 'important things' involved in a project
- Helpful in everyday analysis and allows better requirements structure (avoid repetition, maintain documents adaptable to change)
- Helps collaborate better with programmers to derive an elegant solution to a business problem

FYI OO Helps you with the a Classic BA Problem: How to 'get into the heads' of your stakeholders, extract what they know about their world (a business system) and pass it along to the developers, who need to replicate that on an automated system (a software system)?



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# Why Objects form the Basis of Analysis

- An Object is the basic unit by which we organize our thoughts and knowledge "things"
  - Identify your key objects: "key objects" (a health insurance policy)
  - Define their characteristics: "data" (policy premium amount, expiration date)
  - Understand their capabilities: "functions" (pay for medical visits, pay for emergency room visits, pay for prescriptions)
  - Realize the relationship between the objects: "how things relate" (how does a health insurance policy relate to a customer? Can a customer have multiple policies?)

KEEP IN MIND

Objects may become apparent from discussions with end users

- they come up repeatedly and frequently
- users may feel the need to track their status





#### **Objects**

Cookie

Laptop

Chair

Customer

Credit Card

**Email** 

Receipt

Alert

Itinerary

Loan

**Bank Account** 

Donation

**Employment** 

Reservation

# What constitutes an object?

Object – has its own characteristics (data) & capabilities (functions)

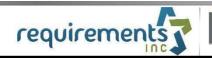
Data – Characteristics/properties of any object (aka attributes, fields, variables, values or states)

**Functions** – An object has operations, that can be performed, built right into it (aka operations, behavior or methods)

CONCEPTUAL OBJECTS

**OBJECTS** 







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Examples

Object	Data	Functions
Cookie Cutter	Size; Material; Shape 500 GB	Cut()
Laptop	RAM Capacity; Hard Disk Capacity; Screen Size	Compute(); Display(); Process()
Chair	Dimensions, Color, Price	Sit()
Customer 8GB	Name, Address, DOB 03/2019	Buy(); Call(); Set up alert(); Complain()
Credit Card	Card #, Type, Expiration Date	Authorize charge()
Email	Size, Sender, Receiver, Sent Date/Time	Communicate()
Receipt	#, Date, Subtotal, Tax, Total	Confirm purchase()
Alert	Date, Reason, Priority	Monitor critical event(); Generate()
Itinerary	Departure Date/Time, Flight #	Print(); Update()
Paystub	Pay Date, Pay Period, Gross, Net	Approve(); Generate Loan Note(); Remit(); Send monthly Invoice()
Bank Account	Account #, Balance, Type	Credit(); Debit()
Donation	Amount, Beneficiary Name	Generate tax forms(); Send thank you email()
Employment	Start Date, Designation	Create offer letter(); Generate benefits statement()
Reservation	Confirmation #, Date	Confirm reservation with airline(); Confirm reservation with car rental()









# **BREAK OUT Exercise**

SPLIT INTO TEAMS, TAKE 10 MINS



# **Break Out Exercise**



#### **IDENTIFY OBJECTS FOR JOE**

Joe joins a new project to build a loan origination system. In one of his initial meetings with business users, he takes notes to document key aspects of the business that may be critical to the project (noted on the right side). Can you identify the "objects" on the list?

- Loan
- Borrower
- Co-borrower
- Document Custodian
- Borrower Account
- Customer Service Agent
- Principal
- Interest Rate
- Interest calculation logic

- Different types of loans
- Equifax, company used for credit check
- Loan terms
- Payment
- Loan Note
- Borrower account
- Customer service agent
- Late payment fees

TIP

Attempt to identify at least one data and one method for an item. If you can, the item should be an object!









#### Let's get a bit specific!

An Object represents a single, uniquely identifiable thing

A car object: Make=Toyota, Model=Camry, Year=2007, Color=Black, Transmission type=Manual, Drive type=Front Wheel, # of doors=4, VIN#=JH4NA1152MT001365 etc.

Objects can "access" each other's functions by sending/receiving messages.

Messages can also "pass" desired 'data'

- iPodObject.Play(7th song on playlist)
- Transaction.Withdraw(500) accesses Account.Debit(500) resulting in a change to Account.Balance from 5000 to 4500
- Transaction.CheckBalance(Checking) accesses Account.GetBalance() to display Account.Balance as 4500

Some methods may not pass data

**Object** – A unique thing that has its own characteristics (data) and capabilities (functions). Objects interact with each other via messages, that allow them to access other object's functions.



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#### What is a Class?

- A classification of similar objects that share the same attributes, operations and relationships.
- Example Automobile Class, Car Class, SUV Class, Toyota Camry Car Class
- Has same data and functions, but no specific values
  - Has data that defines it: Make, Model, Year, Color, Transmission type, Drive type, # of doors, etc.
  - Has functions that it can perform: drive(), race(), transport(), tow(), etc.
- Objects are created from a Class. Class is the template (car specifications/design), Object is the product (car)



To remember, think of Class as a "Cluster" or a "Collection" or a "Classification" (of objects)









# 2.2 OO Concepts

I FARN INSIGHTS THAT A BA CAN DERIVE OUT OF KEY **OBJECT ORIENTED CONCEPTS** 



# **Encapsulation or Data Hiding**

#### "Less is more"

Learning to drive is easy enough to learn/teach since you do not need to understand the internal workings - plus, it safeguards vehicles from user errors that can wreck the internal mechanics. Since you only need to know about limited interfaces made visible to you (steering wheel, gear, etc.), it is seamless to move from one car to another (no need to relearn driving).









## **Encapsulation or Data Hiding**

#### **BA Takeaway**

- Keep what is exposed to the user as minimalistic and simple as possible, hiding any internal logic (unless it is helpful / necessary for the user)
- Have a clear line of separation between objects
  - Example Bank of America made a change to their ATM to enable checks to be scanned and printed on the receipts. There was a lot of underlying changes, but the process was seamless for users to adopt without much training.





# **Generalization (Inheritance)**

Birds of the same feather flock together"

Similar classes can be grouped together. Other variations can be created by inheriting the behavior of the original class. Helps reuse rather than reinvent.



- Pen (general) Fountain Pen (specific)
  - Fountain pen has all characteristics/functions of a Pen
  - Account (general) ← Checking Account, Savings Account
    - All attributes from the "parent" Account (account #, date opened, balance, etc.) are available to both Checking and Savings "child" accounts.



# **Generalization (Inheritance)**

#### **BA Takeaway**

Helps document at the 'right level', avoid redundancy

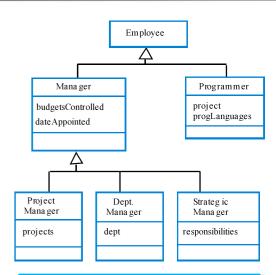
Example

If a new policy allows all Managers to get some additional perks, you can add it to the Manager class, rather than each type of manager. This will affect any new types of managers that get added later seamlessly.

TIP

Use Child "is a kind of" Parent test to identify inheritance relationship.

Manager "is a kind of" Employee. Project Manager "is a kind" of Manager



#### Parent (base/superclass)

 Provides common functionality and data members

#### **Child (derived/subclass)**

- Inherits public and protected members from the superclass
- Can extend behavior









## **Abstraction**

# "Know your audience"

Level of detail presented based on the intended audience, the context, the stage of the project, etc.







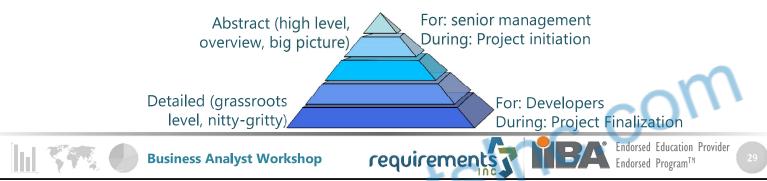




#### **Abstraction**

#### **BA Takeaway**

- Allows moving from a high level overview to the lower level detail
- Allows us to first present a high level to an end user to set context before jumping into the detail
- Example
- You can describe how to use a coffee machine in 3 steps (to someone who is familiar) or in 20 steps (to someone who is new)
- Online Banking / Bank Statement: Monthly summary view is an abstraction of detailed transactions view



# Association Relationship "No man is an island"

Objects are meaningful/useful in relationship with other objects

#### **BA Takeaway**

- It is critical to understand how the different objects relate to each other
  - Which other objects are interacting with an "invoice" object? Payer, payee, bank that processes the payment
    - Statement object is associated to Customer Class, Account Class and Transactions Class, to generate bank statements.









## **Aggregation Relationship**

#### "Like a school of fish"

Defines the relationship of objects that make up other objects. Remove some smaller objects and the larger object is still meaningful.

#### **BA Takeaway**

It is useful to identify how related business objects are structured.



Which departments make up a company?



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# **Composition Relationship** ike the pieces of a puzzle"

Defines the relationship of objects that make up other objects. Remove a smaller object and the larger object disintegrates.

#### **BA Takeaway**

Useful to establish all the key pieces that make up an object.



An order consist of customer info, billing info, shipping info, product list, quantity for each product, confirmed payment (order cannot be considered complete without all this info)

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# Multiplicity Relationship "Numbers matter"

Defines the rules of cardinality

#### **BA Takeaway:**

 Certain rules may need to be enforced in a system. These requirements can be elaborated using the multiplicity concept

Example

- One rebate per household
- A promotion requires the user to purchase 3 or more items.
- Each subject must be handled by at least one teacher



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#### What is UML?

- Widely used Object-Oriented visual modeling language for system design. Helps get everyone on the same page.
- BAs use UML to
  - Sketch out ideas
  - Describe business processes
  - Capture system behavior
  - Depict relationship between objects
- Developers / Database Analysts / Solution Architects use UML to
  - Show underlying application structure / system architecture
  - Depict communication between objects
  - Model data structure
- UML has
  - Notations elements that work together in a diagram: symbols & connectors
  - Diagrams pictorial representations of the system, process or some parts of the system









## **3 UML USE CASE DIAGRAMS**

# 3.1 Use Case Basics & Notation

RECOGNIZE HOW USE CASES DESCRIBE FUNCTIONAL COMPONENTS OF A SYSTEM



#### **Use Case Model Notation**

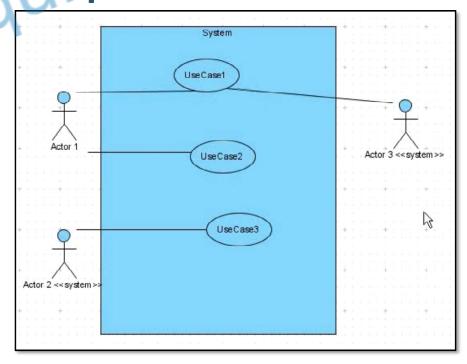
Association	Associations are used to show interactions. (Undirected) associations are depicted by a plain line. Primary actors on the left and secondary actors on the right if using plain association (Semantically same as directed association)	
Generalization	Inheritance relationship (generalization in UML) is indicated by an arrow with a filled arrow head pointing to the parent.	A
< <include>&gt; Stereotype</include>	A <u>base use case</u> executes an < <include>&gt; use case as part of its flow to complete its business functionality.  E.g., <u>Transfer Balance</u> &lt;<includes>&gt; Check Balance</includes></include>	< <include>&gt;</include>
< <extend>&gt; Stereotype</extend>	A <u>base use case</u> may be extended by an < <extend>&gt; use case based on a certain condition.  E.g., Buy extended warranty &lt;<extends>&gt; <u>Buy laptop</u></extends></extend>	< <extend></extend>



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# Sample Use Case Structure



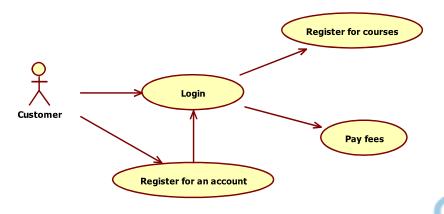






#### **Preconditions**

- Preconditions are statements that must be true (or other use cases that must have executed) before the use case in hand is executed
- "Register for an account" is a precondition to "Login"
  - "Login" is a precondition to "Pay fees"

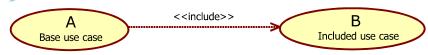








# <!nclude>> Construct



- Signifies that the base use case calls the included use case (also <<uses>> or <<includes>>)
- A includes B
  - A is the base (calling) use case, B is the included (called) use case
  - During A's execution, B will be called one or more times and then control comes back to A
  - A cannot produce success outcome without running B
  - Nothing precludes B from being executed directly by the user/another use case without <<include>> relationship
    - Transfer Funds <<includes>> Check Balance; Check Balance may be executed by itself as well









Here are a few actors

- Customer
- Payment Processor

#### Here are a few use cases

- Search flights
- Make a reservation
- Purchase Ticket
- Check Flight Status
- Cancel Flight
- Reschedule Flight (option presented when you cancel flight only)
- Validate Credit Card
- Select seat (option available when purchasing tickets only)

Come up with a use case diagram (use pen & paper)



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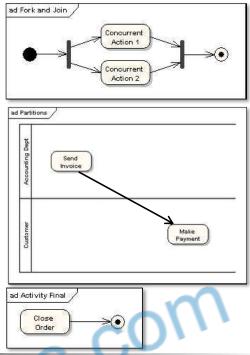




**4 UML ACTIVITY DIAGRAMS** 

### **Activity Model Notation**

- Fork/Join: Drawn as parallel lines, the former line being fork, and the latter, join.
   Steps depicted 'side by side' between the fork and the join may follow any sequence.
- Swimlanes: Depicts the actor that performs the step
- **Final Node:** End point of an activity. An activity diagram can have multiple final nodes (since each path may end with a different outcome).





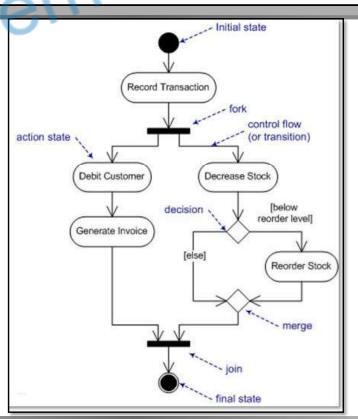
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requirements

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# Requiv Activity Model Notation



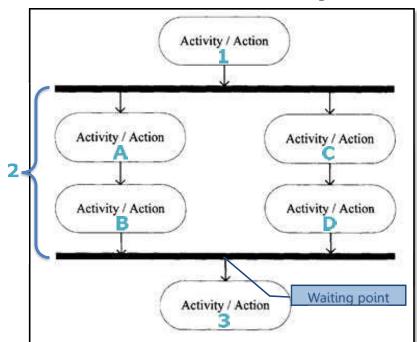








### Fork / Join Example



- 2A must be completed before 2B
- 2C must be completed before 2D
- 2A-2B and 2C-2D can be completed in any order. For instance, 2D may be completed before 2A.
- 3 can be completed only after 2A, 2B, 2C and 2D are completed

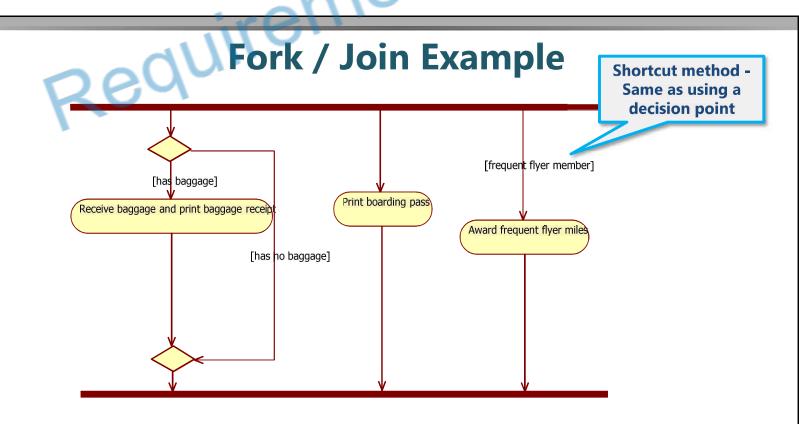


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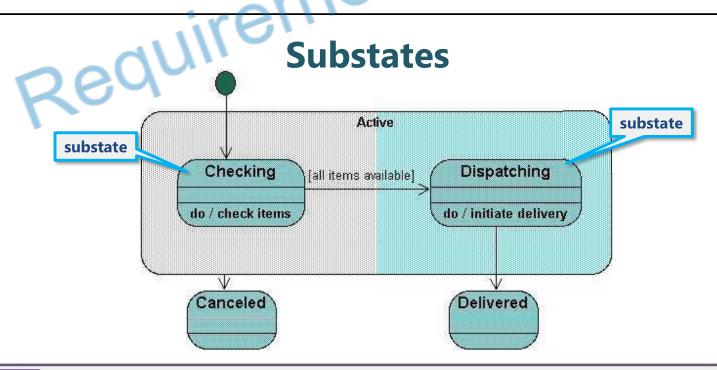




# 5.2 Substates

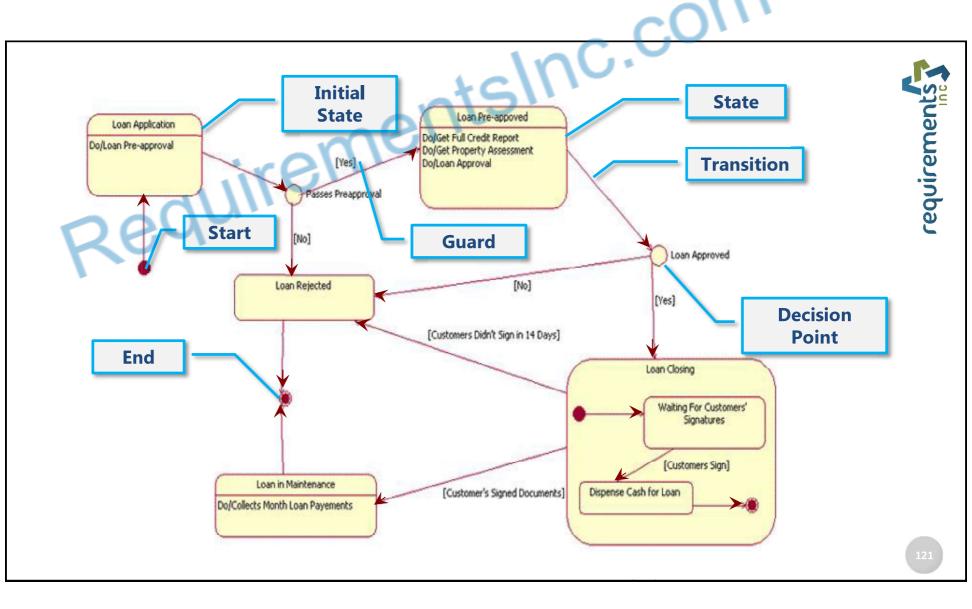
EVALUATE HOW SOME STATES HAVE MORE SPECIFICS, DENOTING SUBSTATES





TIP

Substate gives your more specific info about an object within a state. We use substate when the state needs to be revealed to one person (say customer) and more detailed substate needs to be revealed to another (internal employee).







- Think about the states for an ATM.
- Keep in mind the entire lifecycle
  - While the customer is interacting
  - While the ATM is idle







**6 REQUIREMENTS** 

### **Requirement Types**

- Business Requirements (solution to the business problem)
  - Address the business problem or goal.
  - Identify why the project is being undertaken.
  - Lead an organization to increase revenue, decrease costs, or enhance service.

#### User Requirements

- Address user-related issues, needs, or expectations.
- Identify how the user will interact with the system.
- Express from the user's point of view.
- User Requirements are driven by the tasks an end-user needs to perform or a capability they want.



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# **Requirement Types**

**Functional Requirement** defines a function of a system and its components. A function is described as a set of inputs, the behavior, and outputs.

- "what can the user achieve"
- Send an email when a condition is met (e.g. an order is placed, a customer signs up)

  Non-Functional Requirement is a requirement that specifies criteria that can be used to judge the operation of a system, rather than specific behaviors.
  - "how do we define the quality of the system?"
  - Performance (example, Response Time), Scalability, Capacity, Availability, Reliability,
     Security, Usability, Interoperability
- Emails should be sent with a latency of no greater than 12 hours from the generating activity



#### **Think SMART**

- Specific unique, necessary, precise, concise, unambiguous
  - Avoid conjunctions (and, or, but) or absolutes ("all", "never", "always")
  - Avoid indeterminate amounts of time (soon, fast, later, immediately)
- Measurable testable, complete
  - Avoid non-fact based measurements such as "best" or "optimal".
- Attainable feasible, appropriate
- Realistic relevant, consistent
- Traceable identifiable, linked to root cause / need
  - Why does a requirement exist? To satisfy who? What happens when you remove the requirement?

# Why good requirements matter?

- Improve product quality (Satisfies the end users)
- Reduce rework
   (Makes for a happy project team
- Deliver on time and budget projects (Satisfies the sponsors)



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# **Prioritizing Requirements**

#### MoSCoW stands for must, should, could and would:

- **M** Must have this requirement to meet the business needs.
- **S** Should have this requirement if possible, but project success does not rely on it.
- **C** Could have this requirement if it does not affect anything else in the project.
- **W** Would like to have this requirement later, but it won't be delivered this time.

#### Must Have / Nice to Have

- Must-Have Absolutely has to be delivered for the project to be considered successful.
- Nice-to-Have Desired or even important to the overall deliverable, but can be considered as optional or nice-to-have in the overall completion of the project.













#### **JAD Activities**

#### **Working Session**

- Set-up stage
  - Welcome participants
  - Presents tasks and schedule
  - Establish rules
  - Define what is off topic
- Brainstorming
  - Achieve consensus on decisions
  - Generate ownership of results
  - Create any deliverables
- Identify open issues and questions

#### **Summary**

- Follow-up
  - Resolve open issues and questions
  - Follow-up on action items
- Wrap-up
  - Review results of follow-up items
  - Evaluate the JAD process
  - Discuss "lessons learned"
  - Finalize deliverables



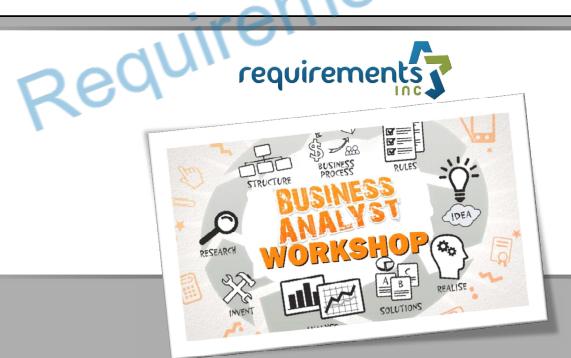
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**7 WRITTEN USE CASES** 

# Purchase Phone Ca

## **Supplemental Specifications**

- Negotiable guidelines that may not affect business policies and procedures
  - Number of records to be displayed on a page
  - Text content in an email notification
  - Sort Order
- SS Template
  - Spec Number (unique id)
    - SS39
  - Spec Description
    - 25 rebates must be presented in a single view
- Documented separately out of other requirement (use case flow) and linked to the use cases (reused, can form a collection or 'specs' of the business)







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#### Main scenario (happy path)

- 1. System presents the customer with the list of available phone cards
- 2. User selects to purchase a phone card
- 3. The system provides the following options:
- Purchase by logging in
- Purchase without login (if customer chooses this option, Alt 1) BRANCH
- 4. User logs into the system using the username and password (if new customer Alt 2) BRANCH OUT OF MAIN FLOW→
- 5. System validates the username, password successful (if login fails Exc 1) BRANCH OUT OF MAIN FLOW
- 6. User places an order by adding phone card(s) to shopping cart
- 7. User provides credit card information and billing address
- 8. System contacts payment gateway to authorize charge (if authorization fails Exc 2) BRANCH OUT OF MAIN FLOW->
- 9. System confirms sale
- 10. System presents the phone card PIN number(s) and sends a confirmation email with the PIN number(s)

#### Alternate scenario 1

1. System requests the user to enter full name, email and phone number.

Use case returns to step 6 of the main flow. ←MERGE BACK TO MAIN FLOW

#### Alternate scenario 2

- 1. System prompts the user to enter name, email, default mailing address, password, confirm password
- 2. User enters the required information
- 3. System records the email address as the username and confirms account.

Use case returns to step 6 of the main flow. ←MERGE BACK TO MAIN FLOW

#### Exception scenario 1

1. User is presented with a login error message Use case ends.

#### Exception scenario 2

1. User is presented with an error message that the credit card has failed and the error reason Use case ends.







#### **Use Case Guidelines**

#### If a use case is relatively too long, consider

- Horizontal split
  - Find a place to logically stop one business process and start another one
- Vertical split
  - If several alternates for a use case are similar, those alternates can be combined into another use case

E.g., If a 'login' use case has several flows that are related to forgotten login info, i.e.,

- forgotten password retrieved via email, answering security q and a or by verifying personal information,
- forgotten username retrieved via email or by verifying personal information, then the login use case may be split into 'login' and 'retrieve login'



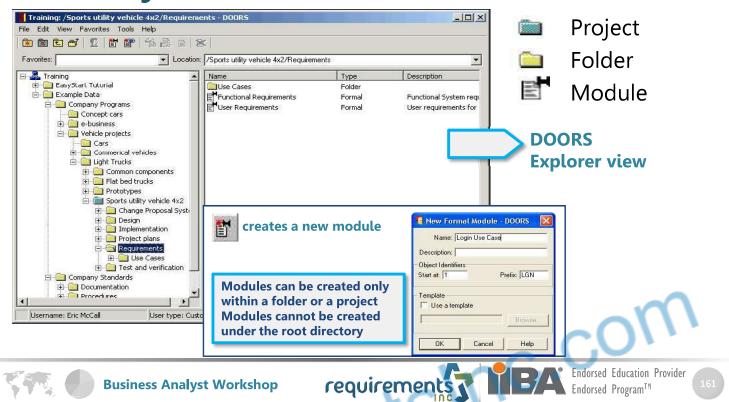
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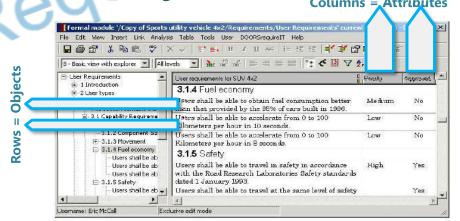


8 IBM DOORS FOR REQUIREMENT MANAGEMENT

#### **Projects, Modules and Folders**







- Requirements are documented as objects
- Additional information about requirements are documented as attributes
- Attributes are useful to sort, filter, search, save existing view
- Default attributes like 'Created By' and 'Modified On' are available
- Can create other attributes to "tag" or "categorize" requirements



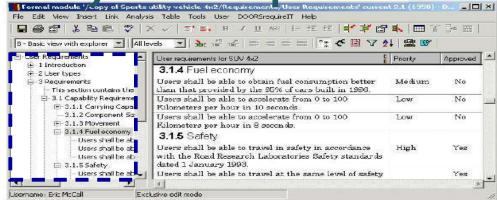






**Objects Hierarchy and Components** 

- Object hierarchy facilitates organizing the headings and grouping similar objects together
- Similar to headings and sections in Word (View-> Document Map)







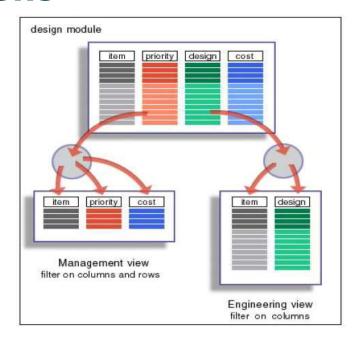
**Business Analyst Workshop** 

**Objects Hierarchy** 



#### **Views**

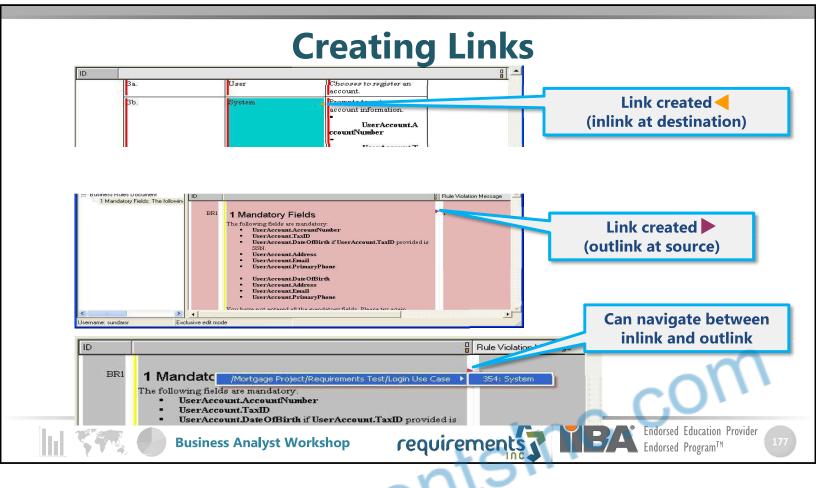
- Views are filters that enable different information for different people
- Each view contains a subset of the objects or attributes in the module
- Views can filter out objects or attributes or both.





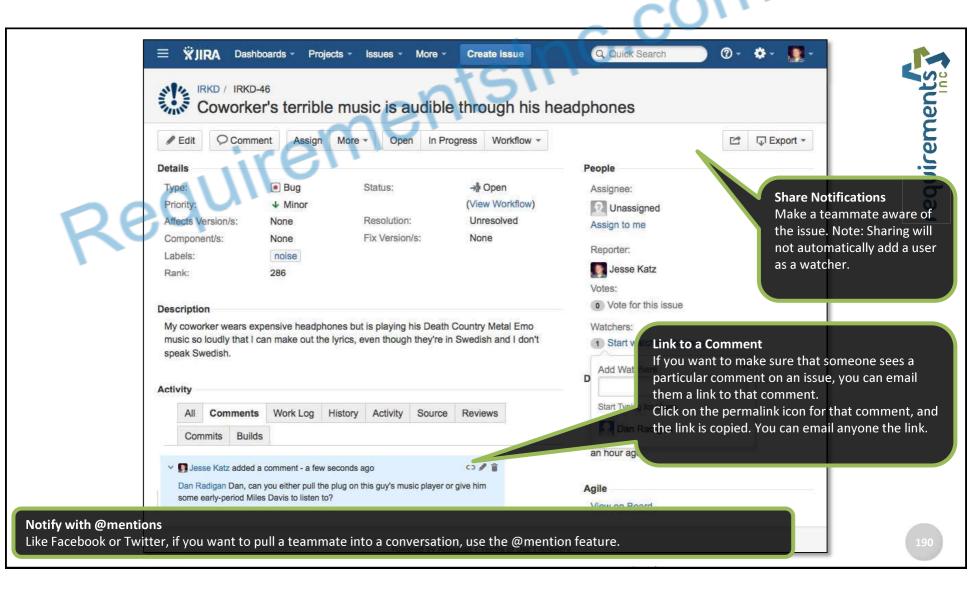


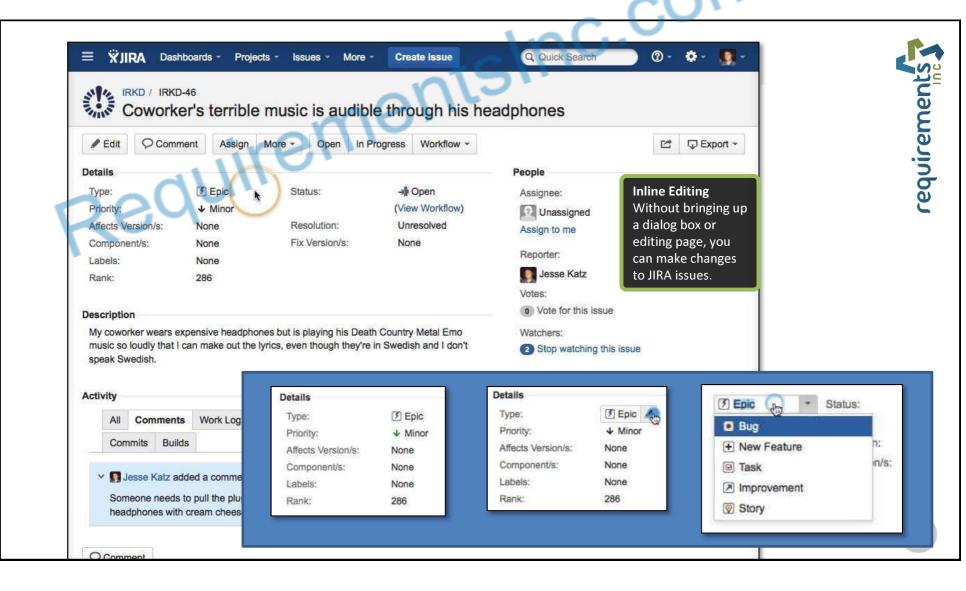


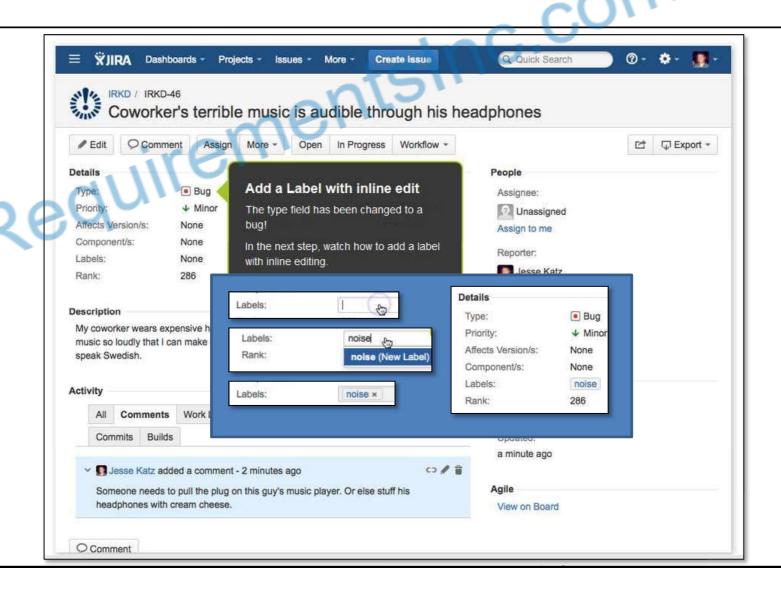




9 JIRA FOR CHANGE MANAGEMENT

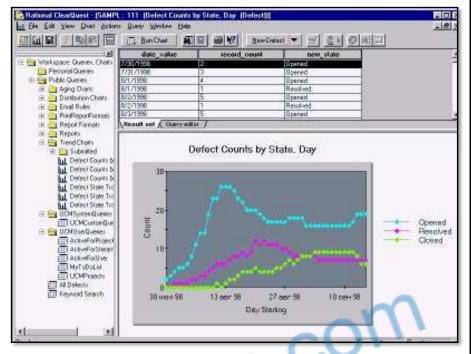






Management reports can be run based on statuses, counts,

effort spent, etc.





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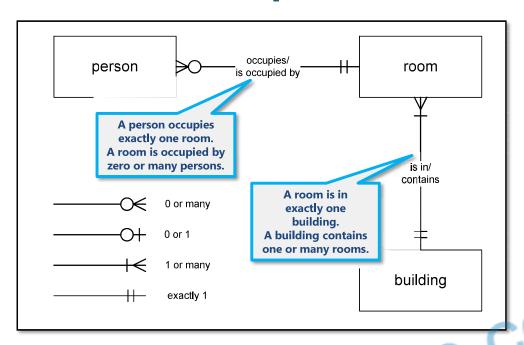
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# 10 ENTITY RELATIONSHIP DIAGRAMS (ERD)

### **Example 1**

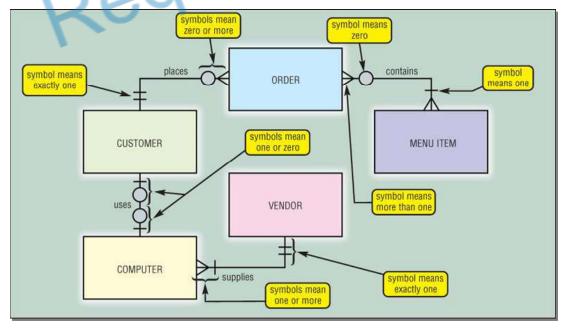


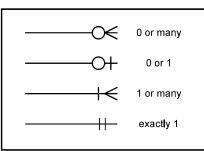






# **Example 2**

















# 11 STRUCTURED QUERY LANGUAGE (SQL)

# Requ" 11.1 SQL Introduction

UNDERSTAND HOW DATA IS MAINTAINED IN THE SYSTEM



# Joining data from two tables

#### **Employees:**

Employee_ID	Name
01	Hansen, Ola
02	Svendson, Tove
03	Svendson, Stephen
04	Pettersen, Kari

#### Orders:

Prod_ID	Product	Employee_ID
234	Printer	01
657	Table	03
865	Chair	03

Who has ordered a product, and what did they order?

SELECT Employees.Name, Orders.Product FROM Employees, Orders WHERE Employees.Employee ID=Orders.Employee ID

#### Result

Name	Product	
Hansen, Ola	Printer	
Svendson, Stephen	Table	
Svendson, Stephen	Chair	

#### Example

Who ordered a printer?

SELECT Employees.Name FROM Employees, Orders WHERE Employees.Employee ID=Orders.Employee ID AND Orders.Product='Printer'

#### Result

Name	
Hansen, Ola	







