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	files; Summary; Chapter 3: Designing the Target Structure Data warehouse designDimensional design; Cube and dimensions; Implementation of a dimensional model in a database; Relational implementation (star schema); Multidimensional implementation (OLAP); Designing the ACME data warehouse; Identifying the dimensions; Designing the cube; Data warehouse design in OWB; Creating a target user and module; Create a target user; Create a target module; OWB design objects; Summary; Chapter 4: Creating the Target Structure in OWB; Creating dimensions in OWB; The Time dimension; Creating a Time dimension with the Time Dimension Wizard; The Product dimension Product Attributes (attribute type)Product Levels; Product Hierarchy (highest to lowest); Creating the Product dimension with the New Dimension Wizard; The Store dimension; Store Attributes (attribute type), data type and size, and (Identifier); Store Levels; Store Hierarchy (highest to lowest); Creating the Store dimension with the New Dimension Wizard; Creating a cube in OWB; Creating a cube with the wizard; Using the Data Object Editor; Summary; Chapter 5: Extract, Transform, and Load Basics; ETL; Manual ETL processes; Staging; To stage or not to stage; Configuration of a staging area Mappings and operators in OWBThe canvas layout; OWB operators; Source and target operators; Data flow operators; Pre/post-processing operators; Summary; Chapter 6: ETL: Putting it Together; Designing and building an ETL mapping; Designing our staging area table with the Data Object Editor; Designing our mapping; Review of the Mapping Editor;
	Object Editor; Designing our mapping; Review of the Mapping Editor; Creating a mapping; Summary; Chapter 7: ETL: Transformations and Other Operators; STORE mapping; Adding source and target operators; Adding Transformation Operators Using a Key Lookup operator
Sommario/riassunto	Extract, Transform, and Load data to build a dynamic, operational data warehouse