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Altri autori (Persone)	KadaruAnitha VenkatesanYasodarani
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Table of Contents; Preface; Chapter 1: An Introduction to Oracle Warehouse Builder; Introduction to data warehousing; Introduction to our fictional organization; What is a data warehouse?; Where does OWB fit in?; Installation of the database and OWB; Downloading the Oracle software; A word about hardware and operating systems; Installing Oracle database software; Configuring the listener; Creating the database; Installing the OWB standalone software; OWB components and architecture; Configuring the repository and workspaces; Summary Chapter 2: Defining and Importing Source Data StructuresPreliminary analysis; ACME Toys and Gizmos source data; The POS transactional source database; The web site order management database; An overview of Warehouse Builder Design Center; Importing/defining source metadata; Creating a project; Creating a module; Creating an Oracle Database module; Creating a SQL Server database module; Importing source metadata from a database; Defining source metadata manually with the Data Object Editor; Importing source metadata from

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; Designing the
staging area contents; Building the staging area table with the Data
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
