Land concolidation planning

Draft

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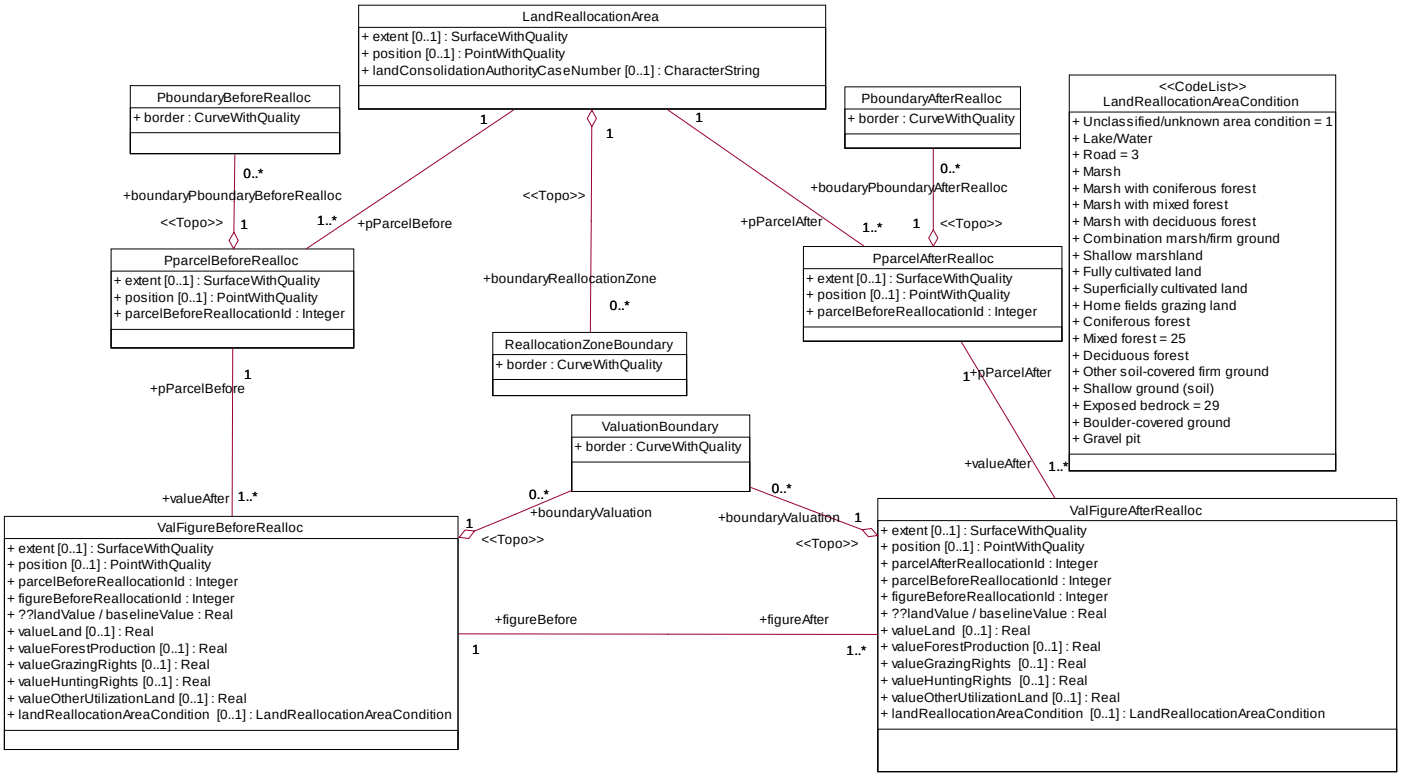
1.1 Application schema



1.2 Description

1.2.1 PboundaryAfterRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
1	Class PboundaryAfterRealloc	property boundary after reallocation				
1.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
1.2	Role (unnamed) PparcelAfterRealloc		1	1	PparcelAfterRealloc	

1.2.2 PboundaryBeforeRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
2	Class PboundaryBeforeRealloc	property boundary before reallocation				
2.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
2.2	Role (unnamed) PparcelBeforeRealloc		1	1	PparcelBeforeRealloc	

1.2.3 PparcelAfterRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
3	Class PparcelAfterRealloc	property parcel in a land reallocation area after reallocation				
3.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
3.2	position	location where the object exists	0	1	PointWithQuality	
3.3	parcelBeforeReallocationId	unique number (integer, often consecutively from 1) which each individual property parcel is given before reallocation and which functions as parcel identification. This will be a	1	1	Integer	

		pointer/identifier (YzzYforeign keyYzzY) between the parcel and a separate external table containing all property information <truncated>				
3.4	Role (unnamed) LandReallocationArea		1	1	LandReallocationArea	
3.5	Role valueAfter		1	N	ValFigureAfterRealloc	
3.6	Role boudaryPboundaryAfterRealloc		0	N	PboundaryAfterRealloc	Aggregration

1.2.4 PparcelBeforeRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
4	Class PparcelBeforeRealloc	property parcel in a land reallocation area before reallocation				
4.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
4.2	position	location where the object exists	0	1	PointWithQuality	
4.3	parcelBeforeReallocationId	unikt nummer (heltall, ofte, fortløpende fra 1) som hver enkelt eiendomsteig gis før skifte og som fungerer som teigidentifikasjon. Denne vil være peker/koblingsnøkkel mellom teigen og en egen ekstern tabell som inneholder all eiendomsinformasjon for teigen (kommunenummer, grunnIdentifikasjon, partIdent og eierandeler (prosent) ved for eksempel kløyvd eiendomsrett).	1	1	Integer	
4.4	Role (unnamed) LandReallocationArea		1	1	LandReallocationArea	
4.5	Role valueAfter		1	N	ValFigureBeforeRealloc	
4.6	Role boundaryPboundaryBeforeRealloc		0	N	PboundaryBeforeRealloc	Aggregration

1.2.5 LandReallocationArea

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
5	Class LandReallocationArea	delimited geographical area which is included in a land reallocation case				
5.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
5.2	position	location where the object exists	0	1	PointWithQuality	
5.3	landConsolidationAuthorityCaseNumber	Eksempel: 15/2003 -16.00. Denne referansen inneholder et saksnummer (15), årstall (2003) og et nummer som identifiserer den aktuelle jordskifterett (16.00)	0	1	CharacterString	
5.4	Role pParcelBefore		1	N	PparcelBeforeRealloc	
5.5	Role pParcelAfter		1	N	PparcelAfterRealloc	
5.6	Role boundaryReallocationZone		0	N	ReallocationZoneBoundary	Aggregration

1.2.6 ReallocationZoneBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
6	Class ReallocationZoneBoundary	delimitation of the reallocation area				
6.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
6.2	Role (unnamed) LandReallocationArea		1	1	LandReallocationArea	

1.2.7 ValFigureAfterRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
7	Class ValFigureAfterRealloc	valuation figure in a land reallocation area after reallocation				
7.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
7.2	position	location where the object exists	0	1	PointWithQuality	

7.3	parcelAfterReallocationId		1	1	Integer	
7.4	parcelBeforeReallocationId	unique number (integer, often consecutively from 1) which each individual property parcel is given before reallocation and which functions as parcel identification. This will be a pointer/identifier (YzzYforeign keyYzzY) between the parcel and a separate external table containing all property information <truncated>	1	1	Integer	
7.5	figureBeforeReallocationId	number (integer, often consecutively from 1) for identification of each individual value-setting figure before reallocation. The combination of parcelBeforeReallocationId and figureBeforeReallocationId shall always be unique Note: Transferred in overlay calculation from the object type: ValFigure	1	1	Integer	
7.6	??landValue/baselineValue	overall value of the land in NOK (real or relative) per decare (10 decares = 1 hectare)for valuation regardless of specific form of utilization Note: Transferred in overlay calculation from the object type: ValFigBeforeReallocation.	1	1	Real	
7.7	valueLand	specific value of the land in NOK (real/relative) or percent (of baseline value) per decare (10 decares = 1 hectare) Note: Transferred in overlay calculation from the object type: ValFigBeforeReallocation.	0	1	Real	
7.8	valueForestProduction	specific value of forest production in NOK (real/relative) or percent (of baseline value) per decare (10 decares = 1 hectare) Note: Transferred in overlay calculation from the object	0	1	Real	

		type: ValFigBeforeReallocation.				
7.9	valueGrazingRights	specific value of grazing rights in NOK (real/relative) or percent (of baseline value) per decare (10 decares = 1 hectare) Note: Transferred in overlay calculation from the object type: ValFigBeforeReallocation.	0	1	Real	
7.10	valueHuntingRights	specific value of grazing rights in NOK (real/relative) or percent (of baseline value) per decare (10 decares = 1 hectare) Note: Transferred in overlay calculation from the object type: ValFigBeforeReallocation.	0	1	Real	
7.11	valueOtherUtilizationLand	specific value of another form of utilization in NOK (real/relative) or percent (of baseline value) per decare (10 decares = 1 hectare) Note: Transferred in overlay calculation from the object type: ValFigBeforeReallocation.	0	1	Real	
7.12	landReallocationAreaCondition		0	1	LandReallocationAreaCondition	
7.13	Role pParcelAfter		1	1	PparcelAfterRealloc	
7.14	Role figureBefore		1	1	ValFigureBeforeRealloc	
7.15	Role boundaryValuation		0	N	ValuationBoundary	Aggregration

1.2.8 ValFigureBeforeRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
8	Class ValFigureBeforeRealloc	delimited area with uniform value and ownership structure				
8.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
8.2	position	location where the object exists	0	1	PointWithQuality	
8.3	parcelBeforeReal		1	1	Integer	

	locationId					
8.4	figureBeforeReallocationId		1	1	Integer	
8.5	??landValue/baselineValue		1	1	Real	
8.6	valueLand		0	1	Real	
8.7	valueForestProduction		0	1	Real	
8.8	valueGrazingRights		0	1	Real	
8.9	valueHuntingRights		0	1	Real	
8.10	valueOtherUtilizationLand		0	1	Real	
8.11	landReallocationAreaCondition		0	1	LandReallocationAreaCondition	
8.12	Role pParcelBefore		1	1	PparcelBeforeRealloc	
8.13	Role figureAfter		1	N	ValFigureAfterRealloc	
8.14	Role boundaryValuation		0	N	ValuationBoundary	Aggregration

1.2.9 ValuationBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
9	Class ValuationBoundary	delimitation of a valuation figure				
9.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
9.2	Role (unnamed) ValFigureBeforeRealloc		1	1	ValFigureBeforeRealloc	
9.3	Role (unnamed) ValFigureAfterRealloc		1	1	ValFigureAfterRealloc	

1.2.10 Association LandReallocationArea -PparcelBeforeRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
10	Association LandReallocationArea - PparcelBeforeRealloc					

10.1	Role pParcelBefore		1	N	PparcelBeforeRealloc	
10.2	Role (unnamed) LandReallocationArea		1	1	LandReallocationArea	

1.2.11 Association LandReallocationArea -PparcelAfterRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
11	Association LandReallocationArea - PparcelAfterRealloc					
11.1	Role pParcelAfter		1	N	PparcelAfterRealloc	
11.2	Role (unnamed) LandReallocationArea		1	1	LandReallocationArea	

1.2.12 Association PparcelBeforeRealloc -ValFigureBeforeRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
12	Association PparcelBeforeRealloc - ValFigureBeforeRealloc					
12.1	Role valueAfter		1	N	ValFigureBeforeRealloc	
12.2	Role pParcelBefore		1	1	PparcelBeforeRealloc	

1.2.13 Association PparcelAfterRealloc-ValFigureAfterRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
13	Association PparcelAfterRealloc- ValFigureAfterRealloc					
13.1	Role valueAfter		1	N	ValFigureAfterRealloc	
13.2	Role pParcelAfter		1	1	PparcelAfterRealloc	

1.2.14 Association <<Topo>> LandReallocationArea - ReallocationZoneBoundary

No	Name/	Description	Obligation/	Maximum	Type	Constraint

	Role name		Condition	Occurrence		
14	Association LandReallocationArea - ReallocationZoneBoundary					
14.1	Role boundaryReallocationZone		0	N	ReallocationZoneBoundary	Aggregation
14.2	Role (unnamed) LandReallocationArea		1	1	LandReallocationArea	

1.2.15 Association ValFigureBeforeRealloc -ValFigureAfterRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
15	Association ValFigureBeforeRealloc - ValFigureAfterRealloc					
15.1	Role figureAfter		1	N	ValFigureAfterRealloc	
15.2	Role figureBefore		1	1	ValFigureBeforeRealloc	

1.2.16 Association <<Topo>> ValFigureBeforeRealloc - ValuationBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
16	Association ValFigureBeforeRealloc - ValuationBoundary					
16.1	Role boundaryValuation		0	N	ValuationBoundary	Aggregation
16.2	Role (unnamed) ValFigureBeforeRealloc		1	1	ValFigureBeforeRealloc	

1.2.17 Association <<Topo>> ValFigureAfterRealloc -ValuationBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
17	Association ValFigureAfterRealloc -					

	ValuationBoundary					
17.1	Role boundaryValuation		0	N	ValuationBoundary	Aggregation
17.2	Role (unnamed) ValFigureAfterRealloc		1	1	ValFigureAfterRealloc	

1.2.18 Association <<Topo>> PparcelBeforeRealloc - PboundaryBeforeRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
18	Association PparcelBeforeRealloc - PboundaryBeforeRealloc					
18.1	Role boundaryPboundaryBeforeRealloc		0	N	PboundaryBeforeRealloc	Aggregation
18.2	Role (unnamed) PparcelBeforeRealloc		1	1	PparcelBeforeRealloc	

1.2.19 Association <<Topo>> PparcelAfterRealloc- PboundaryAfterRealloc

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
19	Association PparcelAfterRealloc- PboundaryAfterRealloc					
19.1	Role boudaryPboundaryAfterRealloc		0	N	PboundaryAfterRealloc	Aggregation
19.2	Role (unnamed) PparcelAfterRealloc		1	1	PparcelAfterRealloc	

1.2.20 CodeLists

1.2.20.1 <<CodeList>> LandReallocationAreaCondition

Nr	Code name	Definition/Description	Code
1	CodeList LandReallocationAreaCondition	natural types of terrain (for example, forest and marsh) and various types of cultivated terrain: cultivated area (for example, cultivated soil and home fields grazing land). Area condition is an important criterion for ??division/partitioning of the valuation figure and its valuation	
1.1	Unclassified/unknown area condition		1
1.2	Lake/Water		
1.3	Road		3
1.4	Marsh		
1.5	Marsh with coniferous forest		
1.6	Marsh with mixed forest		
1.7	Marsh with deciduous forest		
1.8	Combination marsh/firm ground		
1.9	Shallow marshland		
1.10	Fully cultivated land		
1.11	Superficially cultivated land		
1.12	Home fields grazing land		
1.13	Coniferous forest		
1.14	Mixed forest		25
1.15	Deciduous forest		
1.16	Other soil-covered firm ground		
1.17	Shallow ground (soil)		
1.18	Exposed bedrock		29
1.19	Boulder-covered ground		
	Gravel pit		