Imagine you are opening a pet adoption agency where you will rescue and care for animals and try to find them owners who are a good match for them.

Design a database with at least 4 tables for your pet adoption agency. Include any relationships between tables where you feel they are needed.

For example, you'll need an animals table. Perhaps you have an animal species table as well. The relationship between animal species and animals is one-to-many. For every one species in the species table, you could, at most, have many animals of that species in the animals table.

#### **Features**

• Need an animals table

### Animals Table:

- Animal Id
- Animal type
- Animal Name
- Animal Gender
- Good boy?
- Animal age

# Animals species:

- Species Id
- Animal id
- Species name
- Species gender
- Species age

#### Owners:

- Owner Id
- Owners animal id
- Owner Name
- Owner Email
- Owners password

## Animal status/request:

- Request id
- Animal id
- Request date
- Adoption date
- Status

## Relationships:

- One to one
- One to many
  - Animal species to animal
- Many to many

```
CREATE TABLE animals (
animal_id SERIAL PRIMARY KEY,
animal type VARCHAR(100) NOT NULL,
animal_name VARCHAR(100) NOT NULL,
animal_gender VARCHAR(25) NOT NULL REFERENCES animal_species(species_gender),
is good boy BOOLEAN,
animal_age INTEGER NOT NULL,
is_adopted BOOLEAN NOT NULL
);
CREATE TABLE animal species (
species_id SERIAL PRIMARY KEY,
animal id INTEGER NOT NULL REFERENCES animals(animal id),
species_name VARCHAR(200) NOT NULL,
species gender VARCHAR(25),
animal_age INTEGER NOT NULL REFERENCES animals(animal_age)
);
CREATE TABLE owners (
owner id SERIAL PRIMARY KEY,
owners_animal_id INTEGER NOT NUII REFERENCES animals(animal_id),
```

```
owner_name VARCHAR(100) NOT NULL,
owner_email VARCHAR(500) NOT NULL,
owner_password VARCHAR(1000) NOT NULL
);

CREATE TABLE animal_status_requests (
request_id SERIAL PRIMARY KEY,
animal_id INTEGER NOT NUII REFERENCES animals(animal_id),
request_date TIMESTAMP,
adoption_date TIMESTAMP,
is_adopted BOOLEAN NOT NULL REFERENCES animals(is_adopted)
);
```