

TO-DO List

Insertion of Records

1. Insertion of Animal Record (Table: Animal)
2. Record Animal Adoption with Customer (Table: Adopt)
3. Record Animal Fostering with Customer (Table: Foster)
4. Record Animal Injuries (Table: Injury)
5. Insertion of Customer Record (Table: Customer)
6. Insertion of Volunteer Record (Table: Volunteer)
7. Record Volunteer's Timings (Table: Volunteer_Timings)
8. Record Volunteer taking care of Animal (Table: Takes_Care)
9. Insertion of Donation Record (Table: Donations)
10. Record Donation spent on Animal (Table: Spending)

During the Insertion of new records, the program should generate unique key attributes where required, I.e 1,5,6,9

Modification of Records

11. search and modification of Animal Record (Table: Animal)
12. search and modify Record of Animal Adoption with Customer (Table: Adopt)
13. search and modify Record of Animal Fostering with Customer (Table: Foster)
14. search and modify Record of Animal Injuries (Table: Injury)
15. search and modification of Customer Record (Table: Customer)
16. search and modification of Volunteer Record (Table: Volunteer)
17. search and modify Record of Volunteer's Timings (Table: Volunteer_Timings)
18. search and modify Record of Volunteer taking care of Animal (Table: Takes_Care)
19. search and modification of Donation Record (Table: Donations)
20. search and modify Record of Donation spent on Animal (Table: Spending)

For the Modification of above Records, a search feature should be implemented to find a specific record, if the record does not have key attributes, then the search feature should be based of other attributes and should show the result in the order of recently modified first. Tables with Key attributes can also be searched with this method

Deletion of Records

21. Delete Animal from the database and its subsequent Adoption Fostering and Injury Records, other records involving this animal should not be deleted

- (Delete: Animal
Cascade: Adopt, Foster, Injury
Set Default/Null: Spending, Takes_Care)
- 22. Delete Customer Record but KEEP Fostering and Injury Records
(Delete: Customer
Set Default/Null: Foster, Injury)
- 23. Delete Volunteer Record and its subsequent Volunteer_timings record but keep other records involving the volunteer
(Delete: Volunteer
Cascade: Volunteer_Timings
Set Default/NULL: Takes_Care)
- 24. Delete Donation Record but KEEP the spending record
(Delete: Donation
Set Default/NULL: Spending)
- 25. Delete Spending Record
- 26. Delete Takes_Care Record
- 27. Delete Injury Record
- 28. Delete Adoption Record
- 29. Delete Foster Record
- 30. Delete Volunteer Timing Record

from 14-20 Deletion of these records wont affect any other table

- 31. Deletion of Both Donation and Animal record will result in the deletion of the related Spending record
- 32. Deletion of Both Volunteer and Animal record will result in the deletion of the related Takes_Care record

Viewing Data

- 33. Display List of Animal Records from this list a record can be picked for viewing in 28
- 34. Display List of Customer Records from this list a record can be picked for viewing in 29
- 35. Display List of Volunteer Records from this list a record can be picked for viewing in 30
- 36. Display List of Donation Records from this list a record can be picked for viewing in 31
- 37. Search and Display An Animal Record and show its corresponding Adopt, Foster, Spending, Takes_Care and Injury Records also Show the total time it was taken care of by Any Volunteer

38. Search and Display A Customer Record and show corresponding Adopt and Foster Records
39. Search and Display A Volunteer Record and show corresponding Volunteer_Timing and Takes_Care Records, also show the total Hours of Volunteer_Timing and The Total time the volunteer spent taking care of an Individual Animal
40. Search and Display Donation Record and show corresponding Spending Records

Other Function

41. When the program is first launched, create a database and prompt user to create a password and store it
42. When the program starts if the Database and Password is saved, prompt user to Input the password and give access.

New Functions

- 43.