* **Schema**

Themes(T\_ID, T\_Name, T\_Manager, Budget, Party\_Budget)

Rides(R\_ID, R\_Name, T\_ID, Restriction, R\_Price)

Rides\_Ticket(C\_ID, R\_ID, Date, Time)

Employees(E\_ID, E\_Name, T\_ID, R\_ID, Designation, Salary, DOB, Contact\_No, Password)

Customers(C\_ID, C\_Name, DOB, Check\_In\_Date, Check\_Out\_Date, Contact\_No)

Shows(S\_ID, S\_Name, T\_ID, S\_Timing, S\_Price, Capacity)

Show\_Tickets(S\_ID, C\_ID, Seat\_No, Time)

Food\_Court(F\_ID, ­­C\_ID, F\_Name, F\_Price, F\_Quantity, Tot\_Price)

Shops(Shop\_ID, Shop\_Name)

Shop\_Items(I\_ID, S\_ID, Item\_Name, I\_Price)

Sold(C\_ID, I\_ID, S\_ID, I\_Quantity, I\_Price, Tot\_Price)

Maintenance(R\_ID, Maintenace\_Period, T\_Manager, Scheduled\_Date, Status)

Parties(P\_ID, C\_ID, Time, Duration, Date, Total\_Budget)

Hotel(C\_ID, Check\_IN\_Date, Check\_OUT\_Date, Room\_No, RT\_ID, Total\_Bill, Discount)

Hotel\_Room\_Types(RT\_ID, Type\_Name, Expanses, Profit%)

Game\_Zone(G\_ID, G\_Name, G\_Price)

Games\_Played(C\_ID, G\_ID, Time, Date, Duration, Tot\_Price)