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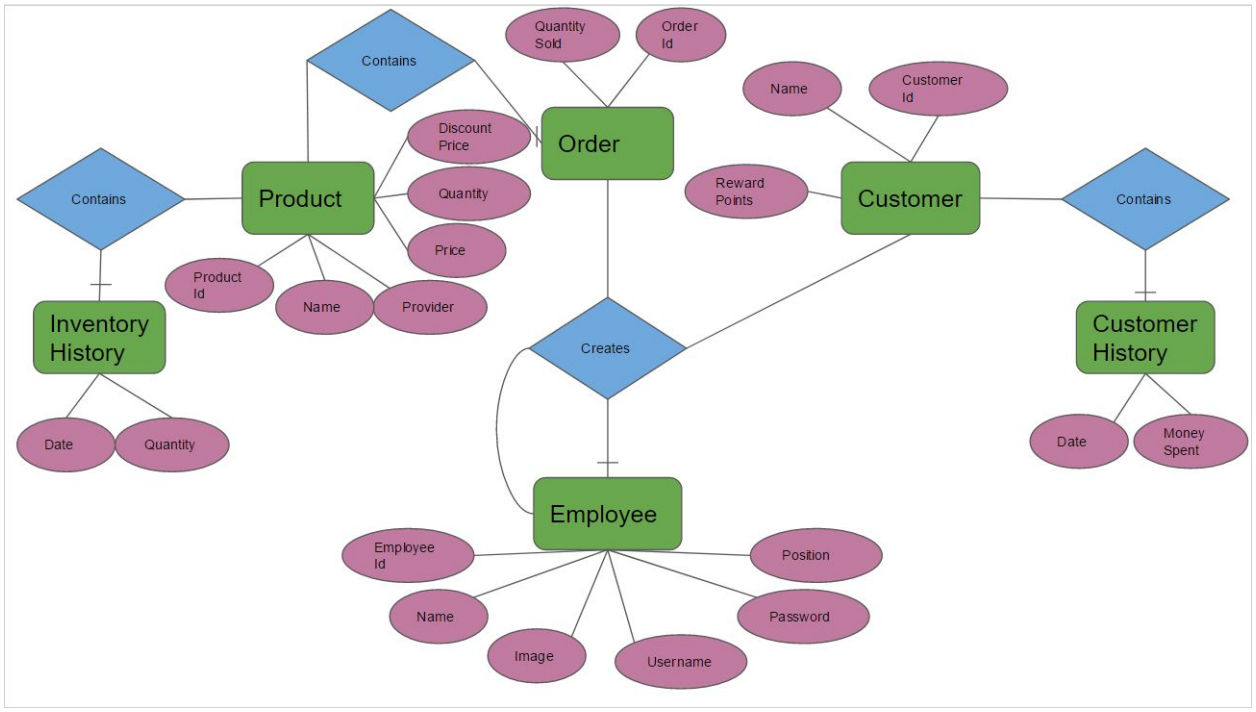
Database Design, Iteration 3

1. Entity Relationship Diagram



2. Logical Design

Product:

ItemId	Name	Price	DiscountPrice	Quantity	Provider
1001	Apple	$1.00	$.95	20	BenFred
1002	Pizza	$6.00	$5.00	10	BenFred
1003	Crackers	$2.00	$2.00	100	Cisco

Order:

OrderId	ItemId	ItemQuantity
2001	1001	5
2001	1002	2
2002	1002	1

Customer:

CustomerId	Name	Reward Points
3001	Joe Loveless	100
3002	Luke Martin	25

Employees:

EmployeeId	Name	Image	Username	Password	Position
4001	Mr. Boss	null	manager	12345	Manager
4002	Sam	null	samc	xD	Cashier
4003	Brad	null	brand	321	Customer Support

Customer History:

Date	Customer Id	Money Spent
2017 - 04 - 27	3001	$20
2017 - 04 - 27	3002	$24

2017 - 04 - 28	3001	$10

Inventory History:

Date	Product Id	Quantity Sold
2017 - 04 - 27	1001	5
2017 - 04 - 27	1002	2
2017 - 04 - 28	1001	20

3. Physical Design

Inventory:
create table if not exists inventory (itemId integer primary key, name string, price double, discountPrice double, quantity integer, provider string)

Orders:
create table if not exists orders (orderId integer primary key, itemId integer, quantity integer)

Customers:
create table if not exists customers (customerId integer primary key, name string, rewardPoints integer)

Employees:
create table if not exists employees (employeeId integer, name string, image blob, username string, password string, position string)

Customer History:
create table if not exists customerHistory (date string primary key, customerId integer, moneySpent double)

Inventory History:
create table if not exists purchaseHistory (date string primary key, productId integer, quantitySold integer)