**Entities and Attributes**

**a. Colonist**

* **ColonistID** (Primary Key)
* FirstName
* MiddleName
* Surname
* DateOfBirth
* Qualification
* Age
* EarthAddress
* Gender
* ContactNo
* CivilStatus
* FamilyCount (Number of family members going with the colonist)

**b. Dependent**

* **DependentID** (Primary Key)
* DependentName
* DateOfBirth
* Age
* Gender
* RelationshipToColonist
* **ColonistID** (Foreign Key from Colonist)

**c. Jet**

* **JetCode** (Primary Key)
* PassengerSeats
* EngineType (Nuclear, Nuclear-Hydro Splitter, Hydro-Nuc)
* MadeYear
* Weight
* PowerSource

**d. Pilot**

* **PilotID** (Primary Key)
* PilotName
* SpaceHours (Number of space flight hours)
* Qualification
* Designation (Rank in the company)
* **JetCode** (Foreign Key from Jet)

**e. Trip**

* **TripID** (Primary Key)
* **JetCode** (Foreign Key from Jet)
* LaunchDate
* ReturnDate

**f. House**

* **LotNumber** (Primary Key)
* NumberOfRooms
* SquareFeet
* ColonistsAssigned (Single or shared with up to four colonists)

**g. Job**

* **JobID** (Primary Key)
* JobName (Construction, Mechanical, Medical, etc.)
* **ColonistID** (Foreign Key from Colonist)
* **TripID** (Foreign Key from Trip)

**Relationships**

 **Colonist-Dependent (1**

**)**: A colonist can have multiple dependents.

 **Jet-Pilot (1:1)**: Each jet is assigned to one pilot.

 **Jet-Trip (1**

**)**: A jet can be assigned to multiple trips.

 **Trip-Colonist (1**

**)**: A trip can have multiple colonists as passengers.

 **House-Colonist (1**

**)**: A house can be shared by up to four colonists.

 **Colonist-Job (1**

**)**: A colonist can have multiple jobs, and multiple colonists can have the same job.