

ENSF 608: Assignment 1

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I] Design Expectation:

First step in creating the EER diagram is to look at the requirements of the mini world. After reading information provided by YYC Pet Resort, it can be deduced that there are only 3 entities SERVICES (Super-class), PET (Super-class), and CUSTOMERS. The CUSTOMER will book a reservation for their PET and the CUSTOMER will decide if he/she wants a service for their PET, SERVICES and PET are related by their subclasses.

CUSTOMER is the only strong entity that has a key attribute, each CUSTOMER has unique identification number attribute, PET has partial key which is a combination of PET Color and Breed

Entities are related via relationships, one of the many relationships in the EER diagram is BOOKS. BOOKS relate CUSTOMER and PET entities. A CUSTOMER can BOOK one or many PET, BOOKS has the Booking_info attribute that is used by each booking of PET entity. BOOKS have Reward_points attribute as well, if the CUSTOMER has this option then he/she will earn points for each booking of PET. A PET can either be a CAT or a DOG, each of these sub-classes inherit all the attributes of PET

Also, some attribute can be derived from the entity's attributes, one attribute that can be derived is the Pet_date_of_birth. This attribute can be derived by subtracting current date from the already existing attribute Age of PET.

II] EER Diagram

