ENSF 608: Assignment 1

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Date:

# 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 4 entities SERVICES (Super-class), RESERVATION(Super-class), CUSTOMERS, and EMPLOYEE. The Customer will book a reservation for their pet and the customer will decide if he/she wants a service for their pet/pets, then the EMPLOYEE will apply services per pet/

CUSTMOERS is a strong entity since it contains an attribute Identificant\_num that is unique to each CUSTOMER entity type. However, EMPLOYEE, SERVICES and RESERVATION don’t contain unique identifiers, so they are weak entities.

CUSTOMERS attributes are as follows:

* Identification\_num
* Name
* Phone
* Address

SERVICES is a super class for (CAT,DOG), the pr

* Cat (Sunroom\_hr,Senior\_massage)
* Dog (Play\_fetch,Walk(Once,Twice),Senior\_massage)

RESERVATION is generalized super class