

**TECNICATURA UNIVERSITARIA**

**EN DISEÑO INTEGRAL DE VIDEOJUEGOS**

**Asignatura:** Base de Datos

**Tema:** Introducción a Modelo Entidad Relación

**TRABAJO PRACTICO N°2**

**ALUMNO:** Ibáñez, Esteban Agustín.

**DNI:** 47.082.637

**CICLO LECTIVO:** 2024

**Fecha Inicio: 04-04-2024**

**Fecha de Entrega: 11-04-2024**

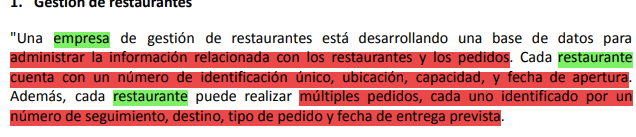
**Desarrollo**

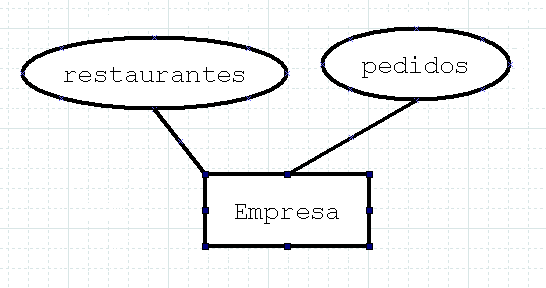
**Consigna**: Para cada uno de los enunciados identifique las entidades y los atributos (marcar aquellos que sean claves)

Especificaciones:

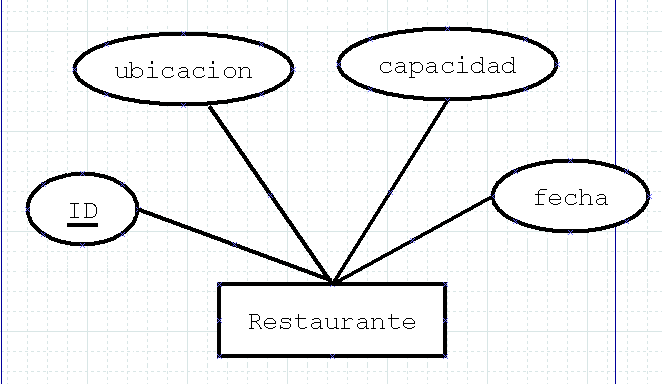
:Entidad

:Atributos

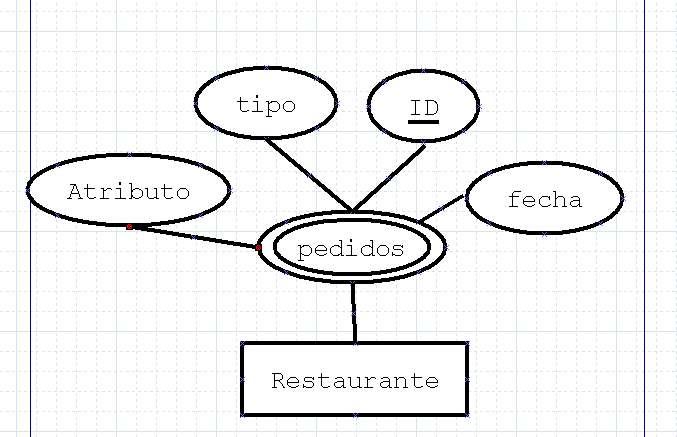
**1.Gestion de Restaurantes.**



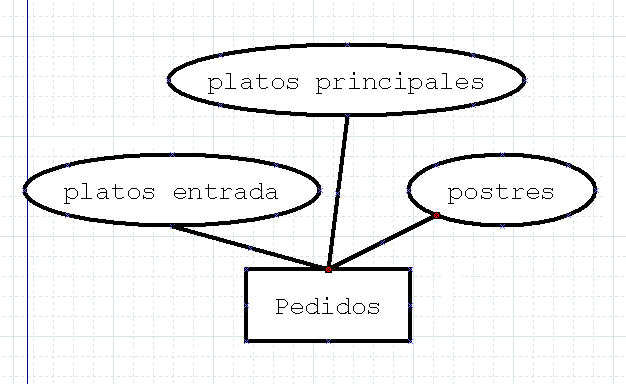
A)



B)

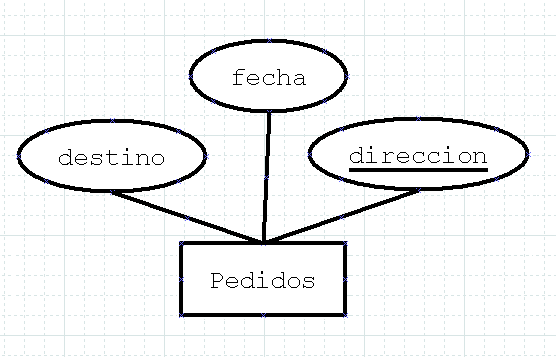
C)

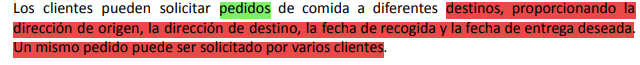
D)



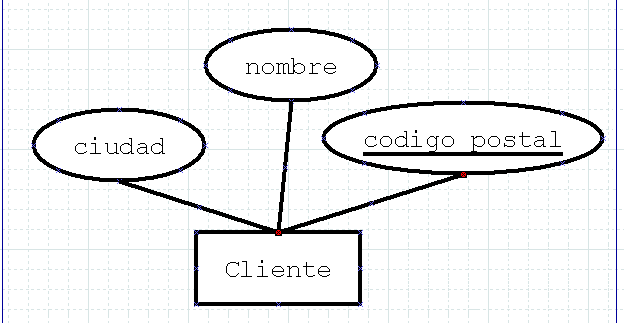


E)

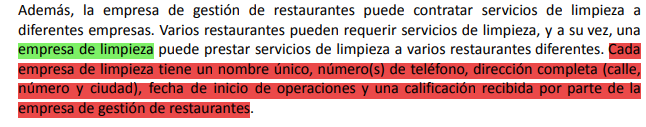


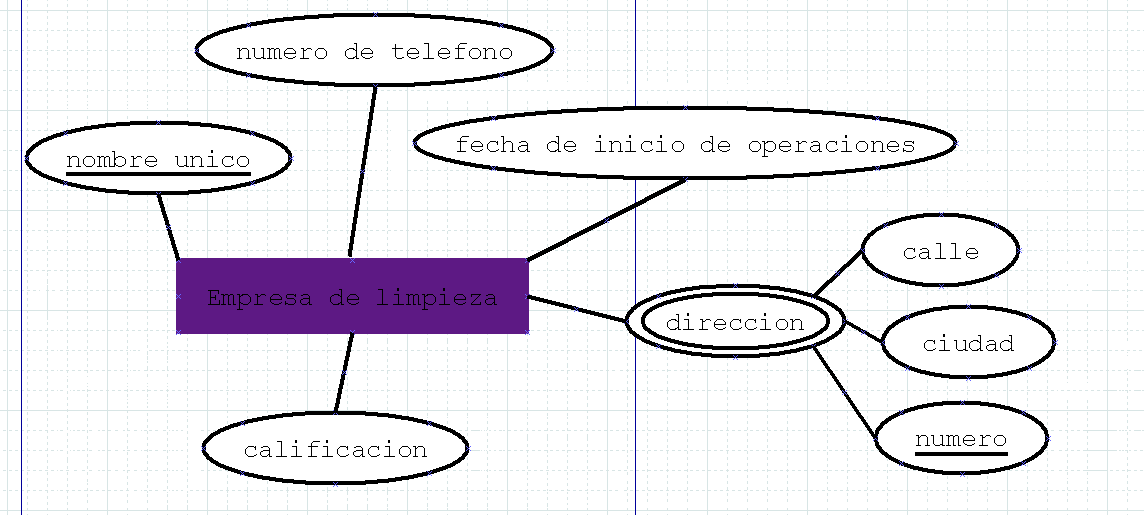


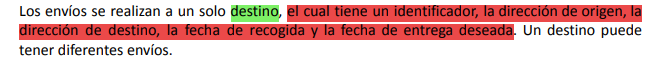
F)

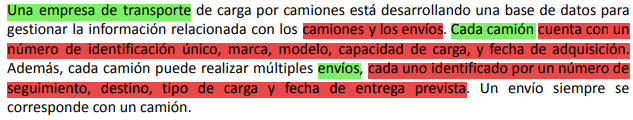


G)

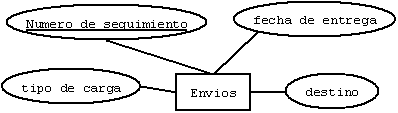


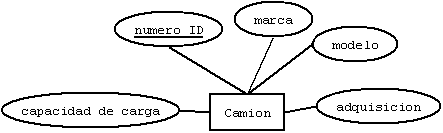


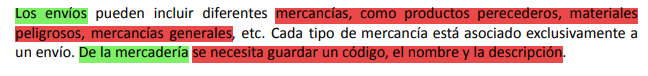
**2.Transporte de Carga.**

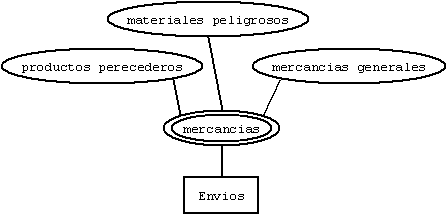
**A)**

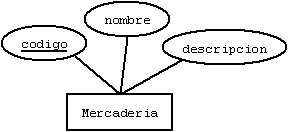


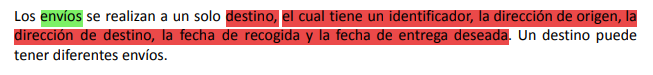


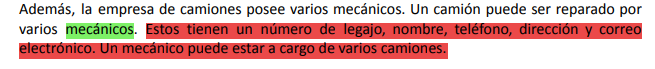


**B)**



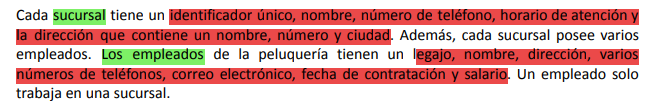


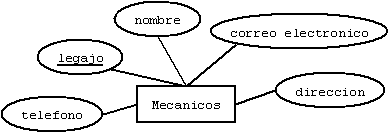
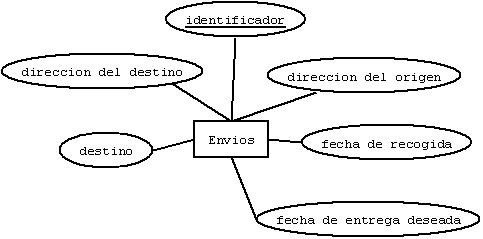
**C)**

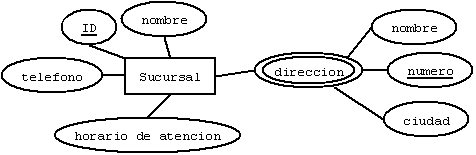
**D)**

**3.**. **Cadena de peluquerías**.

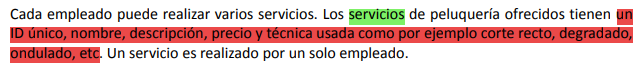
**A)**

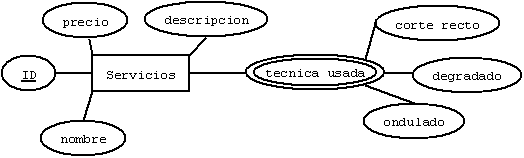


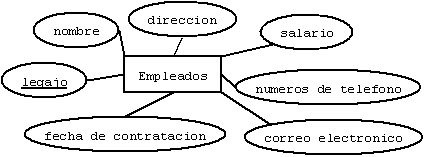




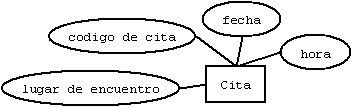
**B)**





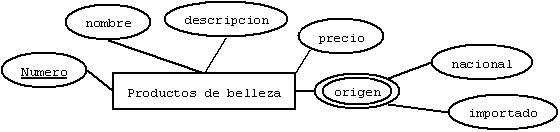


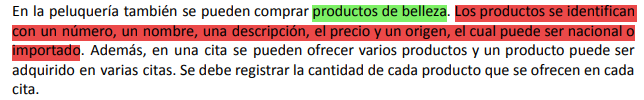
**C)**

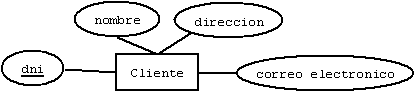


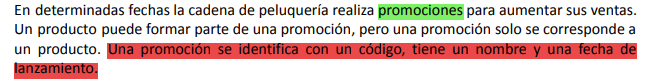
**D)**

**E)**







**F)**

