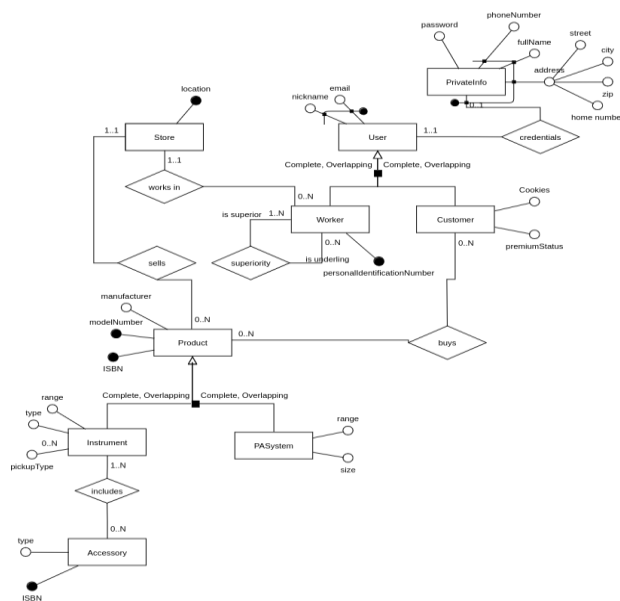# Music store

This diagram (and my semestral work as a whole) should represent an abstract music store with multiple branches. My goal was to encapsulate online and offline stores. So that includes customer service, employees, sold goods and stores.

Entity Relationship Conceptual Model Diagram

My model is kind of cyclical, but the main center piece should be a shop entity, that symbolizes stores and could potentially be interpreted as an online shop. From there we branch to the products and workers. I chose the 1 to N relationship to symbolize the independence of each store.

Product is an ancestor for instrument and PA system entities. I needed to incorporate a weak entity, so added one to the instrument entity (it could be a simple sticker or maybe a guitar case). There is nothing special about PA systems that I would like to pin out, but I may add something in the future.

Worker has a special recursive relationship with itself so that there is no need for different entity of each hierarchical position in company. This entity is also the user's child, I just found it logical to split users into workers and clients for easier future implementation. I also separated the credentials of all users, in some kind of pursuit of encapsulation, and data safety.

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