**Database Management System for an Art Gallery**

* Creating a database to manage and run the largest fictional art exhibition in the world, comprising of artists and artworks from all over the world hosted in multiple buildings
* Created By: **Heetae Lee**

**Entities & Attributes:**

**Building** (BuildingID(pk), SectorNo, ArtType, StaffID(fk))

**Room** (RoomNo, NoOfArtWork, ArtistID(fk))

**Staff** (StaffID(pk), StaffName (FirstName, LastName), SSN(U), PhoneNumber(multivalued), StaffEmail, BuildingID(fk)

**Artist** (ArtistID(pk), ArtistName (FirstName, LastName), YearofBirth, Age, PhoneNumber, PlaceofBirth, ArtStyle)

## ArtExhibitionDate (ArtistID(fk), ArtExhibitionID(fk)

**ArtExhibition** (ArtExhibitionID(pk), ExhibitionDate, Artist(fk),

**Painting** (PaintingID(pk), PaintedYear, PaintedStyle, ArtistID(fk))

**Visitor** (VisitorID(pk), VisitingDate, PhoneNumber(O), CustomerPass(O))

# Visitors are not allowed to make purchases, needs to convert to customer status

# CustomerPass needed in order to make artwork purchases

**Customer** (CustID(pk), CustName (FirstName, LastName), Address, ArtStylePref, MoneyAmount)

# Only allowed to make purchases with registered amount of money

**Relationships**:

Building (1, M) Room (located in) 🡨 Weak Entity Relationship

Building (M, N) Staff (cleans)

Building (1, M) ArtExhibition (showcases)

Visitor (1, 1) Customer (converts to)

Visitor (M, N) ArtExhibition (visits) 🡨 M,N represented by Weak Entity

Artist (1, M) Room (located at)

Artist (1, 1) ArtExhibition (hosted by)

Artist (1, M) Painting (exhibits)

ArtExhibition (1, M) Painting (contains)

Customer (1, M) Purchase (makes)

Customer (1, M) Artist (likes)