For the scenario below identify the entities, their attributes and appropriate keys

Finsbury Happy Zoo

Finsbury Happy Zoo's concept is to show animals together in their habitats. They have a number of **enclosure**s of different **habitat type**s (such as forest or tundra), different **size**s (square metres), each having a main **feature** (such as a stream or a cave). **Animal**s of different species share the same **enclosure**. Each enclosure has **a unique number** and there can be several enclosures with the same habitat but with a different main feature or of a different size. Each animal has a **unique ID**, and their **name**, **date_of_birth**, **diet** and **description** are stored. When an animal is put in an enclosure, the **start** date is recorded, and if they are transferred to another enclosure the **end** date is recorded. Zoo keepers may need to make a **note** about a particular animal, for example "**not eating well today**" and this is recorded along with the **date**. To make sure the animals don't eat each other a **species compatibility** table is maintained which has the following information; **speciesA**, **speciesB**, **compatibility_rating** (5 for happy neighbours to 1 for bitter enemies). Species are identified by their **name**, and a **description** of the species and their **habitat type** are recorded. Species are matched against **enclosure**s by Zoo staff, and if suitable the **maximum number of animals** of a particular species for a particular enclosure is recorded to prevent overcrowding.

Entities are shown in **RED**
Attributes are shown in **GREEN**
Keys are shown in **BLUE**

Enclosure (Entity) –
Enclosure ID (Key)
Habitat Type
Size
Feature

Animal (Entity) –
Animal ID (Key)
Name
Date of Birth
Diet
Description

Animal Enclosure (Entity) –
Animal ID (Key)
Enclosure ID (Key)
Start
End

Note (Entity) –
Note ID (Key)
Animal ID (Key)
Text

Date

Species (Entity) –
Name (Key)
Description
Habitat Type

Compatibility (Entity) –
Species A (Key)
Species B (Key)
Rating

Species Enclosure (Entity) –
Name (Key)
Enclosure ID (Key)
Maximum Number of Animals