Jason Hipolito

Functional Dependencies

Engineers
EID → fname, lname, highestDegree, DoB, favvideogame
SpaceCraft
ShipID → name, tailnum, weightton, fueltype, crewcapacity, syspartID
Astronauts
AID → fname, lname, yearsflying, DoB, golfhandicap, spouseName
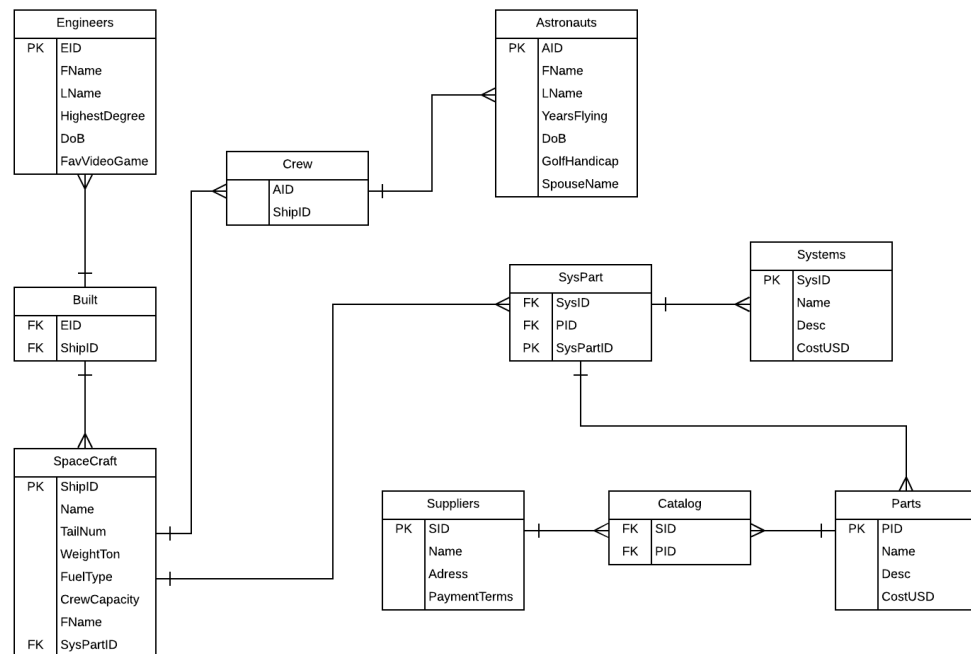**Suppliers**
SID → name, address, paymentterms
parts
PID → name, desc, costUSD
Systems
SysID → name, desc, costUSD

Engineers	
PK	EID
	FName
	LName
	HighestDegree
	DoB
	FavVideoGame

Astronauts	
PK	AID
	FName
	LName
	YearsFlying
	DoB
	GolfHandicap
	SpouseName

Crew	
	AID
	ShipID

Built	
FK	EID
FK	ShipID

SysPart	
FK	SysID
FK	PID
PK	SysPartID

Systems	
PK	SysID
	Name
	Desc
	CostUSD

SpaceCraft	
PK	ShipID
	Name
	TailNum
	WeightTon
	FuelType
	CrewCapacity
	FName
FK	SysPartID

Suppliers	
PK	SID
	Name
	Adress
	PaymentTerms

Catalog	
FK	SID
FK	PID

Parts	
PK	PID
	Name
	Desc
	CostUSD

1NF - this table is in first normal form because all values in this table are atomic and can't be separated into smaller groups.

2NF - There are no partial key dependencies, which is why I have shippart, and built tables.

3NF - each table can be determined by its own primary key