

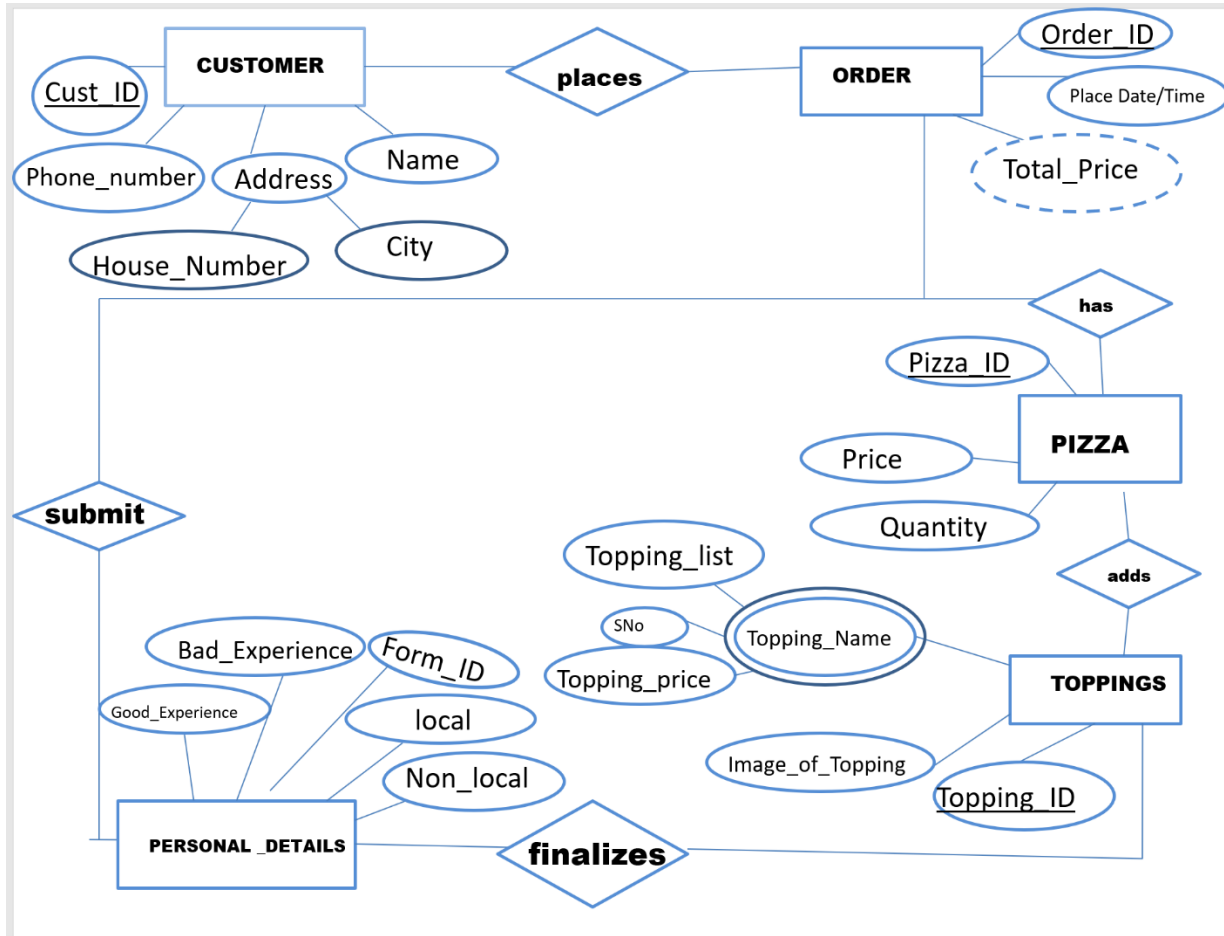
Base artifacts

Approach note:

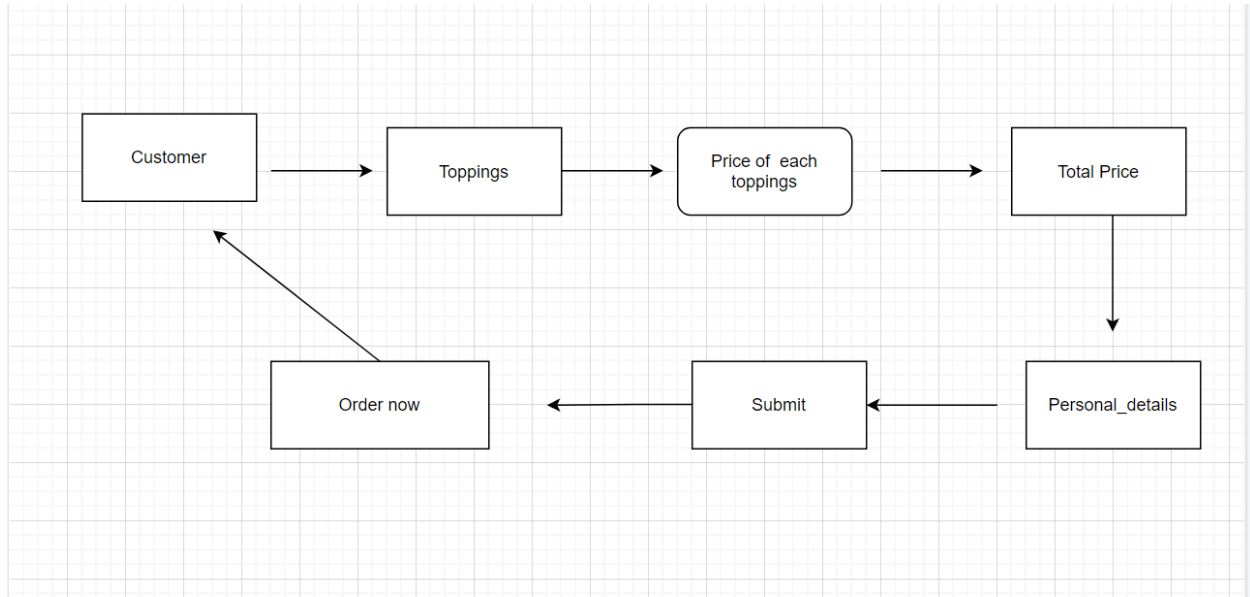
MOTIVE: Pizza Studio sells pizzas and offers customers to customize their own pizzas by picking their own toppings.

- **CUSTOMER** places an **ORDER** which has **PIZZA**. To customize pizza the customer wants to adds toppings.
- Also when placing an order, the Customer has to give some details of Name; Phone_Number; Address - House_Number, City; Cust_ID(Unique Attribute)
- The **ORDER** entity holds attributes such as Order_ID(Unique Attribute), Place_Date/Time, Total_Price(Derived Attribute)
- They can also pick another delivery date and time if they wish for the order to be delivered on a later date and time.
- The price of a pizza is based on individual Topping_Name.
- /*It is much easier for customers to type in their name and address than to have to remember the username and password. Therefore, customers do not have accounts to log on to.*/*
- The **PIZZA** entity holds attributes Pizza_ID(Unique Attribute), Price, Quantity while **TOPPINGS** holds Topping_Name-Topping_List, SNo, Topping_Price; Image_of_Topping; Topping_ID(Unique Attribute)
- After finalizing toppings **CUSTOMER** submits **ORDER** by completing the final step by filling **PERSONAL_DETAILS** - Form_ID(Unique Attribute), Good_Experience, Bad_Experience, Local, Non-Local.

ER Diagram:



Design-1:



Design-2-

