

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 **enclosures** of different **habitat\_types** (such as forest or tundra), **different\_sizes** (square metres), each having a **main\_feature** (such as a stream or a cave). Animals 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 enclosures 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**, keys and attributes are shown in **blue**.