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.

Enclosure (Entity)
- Enclosure Number (Key)
- Habitat
- Main Feature
- Enclosure Size

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

Enclosure Dates (Entity)
- Animal ID (Key)
- Enclosure Start Date
- Enclosure End Date

Notes (Entity)
- Animal ID (Key)
- Notes
- Note Date

Compatibility (Entity)
- Species Name (Key)
- Species Group
- Compatibility Rating

Species (Entity)
- Species Name (Key)
- Habitat Type
- Enclosure Number
- Max Number of Animals