

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**.

Habitats

Habitat type

Habitat size

Enclosure number/ Unique Number

Enclosure

Unique Number/Enclosure number

Main feature

Animal ID/ Unique ID

Start date

End date

Animal

Unique ID/ Animal ID

Name

Species name

Date of birth

Diet

Description

Zookeeper notes

Zookeeper notes date

Species

Name

Description

MNAAPSPE (maximum number of animals of a particular species for a particular enclosure)

Compatibility table

Species Name

Compatibility rating