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GAME SHOP ER Conversion/normalization

1. Handle all entities
    a. strong entities that are not subtypes

    CUSTOMER (Customer_ID, Customer_Name)

    ORDER (Order_ID, Date, CC_Num, Shipping_Address, Tracking_Num, Order_Status, Total_Cost, Notes)

    PRODUCT (Product_ID, Product_Name, Product_in_Stock, Product_Cost)

    b. no subtypes
    c. no weak entities

2. Handle all the relationships
    a. Binary one-to-one relationships
        i. There are none in the ER diagram.
    b. Binary one-to-many relationships
        i. **pays for** is a binary one-to-many relationship between **CUSTOMER** and **ORDER**

        ORDER (Order_ID, Date, CC_Num, Shipping_Address, Tracking_Num, Order_Status, Total_Cost, Notes, Customer_ID†)

        Customer_ID† is the foreign key that connects Order to Customer.

    c. Binary many-to-many relationships
        i. **has** is a binary many-to-many relationship between **PRODUCT** and **ORDER**

        ORDER_PRODUCTS (Order_ID†, Product_ID†, QTY)
        Order_ID†, Product_ID† are the foreign keys that point to **ORDER** and **PRODUCT** respectively.
    d. No recursive relationships

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3. RELATIONAL SCHEMA- COMPLETED

CUSTOMER (Customer_ID, Customer_Name)

PRODUCT (Product_ID, Product_Name, Product_in_Stock, Product_Cost)

ORDER (Order_ID, Date, CC_Num, Shipping_Address, Tracking_Num, Order_Status, Total_Cost, Notes, Customer_ID†)

ORDER_PRODUCTS (Order_ID†, Product_ID†, QTY)