# TaiKhoan(

id: int - pk,

maTaiKhoan: string – notNull,

tenTaiKhoan: string - notNull,

matKhau: string - notNull,

role: bit - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# NhaCungCap(

id: int – pk,

maNhaCungCap: string - notNull,

tenNhaCungCap: string - notNull,

soDienThoai: string - notNull,

diaChi: string - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# LoaiHang(

id: int – pk,

maLoaiHang: string - notNull,

tenLoaiHang: string - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# SanPham(

id: int – pk,

maSanPham: string - notNull,

tenSanPham: string - notNull,

donViTinh: string - notNull,

donGia: float - notNull,

ngaySanXuat: date - notNull,

hanSuDung: date - notNull,

anhSanPham: varbinary - notNull,

idNhomHang: int – fk - notNull,

idNhaCungCap: int – fk - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# KhachHang(

id: int – pk,

maKhachHang: string - notNull,

tenKhachHang: string - notNull,

soDienThoai: string - notNull,

diaChi: string - notNull,

diemTichLuy: float - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# LoaiNhanVien(

id: int – pk,

maLoaiNhanVien: string - notNull,

tenLoaiNhanVien: string - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# NhanVien(

id:int – pk,

maNhanVien: string - notNull,

tenNhanVien: string - notNull,

soDienThoai: string - notNull,

diaChi: string - notNull,

laoDong: string – notNull, (Fulltime/Parttime)

idLoaiNhanVien: int – fk - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# KhoHang(

id: int - pk,

idSanPham: int – fk - notNull,

soLuong: int - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# PhieuNhap(

id: int – pk,

maPhieuNhap: string - notNull,

idNhanVien: int – fk - notNull,

ngayNhap: date - notNull,

thanhTien: float - notNull, (ko co don gia, so luong sao ra thanhTien?)

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# 10. ChiTietPhieuNhap(

id: int – pk,

maChiTietPhieuNhap: string - notNull,

soLuong: int - notNull,

donGia: float - notNull,

idPhieuNhap: int – fk - notNull,

idSanPham: int – fk - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# 11. KhuyenMai(

id int,

maKhuyenMai: string - notNull,

tenKhuyenMai: string - notNull,

giaTri: float - notNull,

dieuKien: float – notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# 12. HoaDon(

id:int – pk,

maHoaDon: string - notNull,

ngayLapHD: date - notNull,

gioLapHD: timestamp - notNull,

tongTien: float – notNull,

thanhTien: float – notNull,

idKhachHang: int – fk - notNull,

idNhanVien: int – fk - notNull,

idKhuyenMai: int – fk - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# 13. ChiTietHoaDon(

id: int – pk,

maChiTietHoaDon: string - notNull,

soLuong: int - notNull,

idHoaDon: int – fk - notNull,

idSanPham: int – fk - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# 14. CaLam(

id:int – pk,

maCaLam: string - notNull,

tenCaLam: string - notNull,

gioBatDau: string - notNull,

gioKetThuc: string - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# 15. LichLam(

id: int – pk,

maLichLam: string - notNull,

ngayLam: date - notNull,

idNhanVien: int – fk - notNull,

idCaLam: int – fk - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# 16. BangLuong(

id: int – pk,

maBangLuong: string - notNull,

ngayLanhLuong: date – notNull,

tongGioLam: float - notNull,

luong: float - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# 17. ChiTietBangLuong(

id: int – pk,

maChiTietLuong: string - notNull,

ngay: date - notNull, (ngay gi???)

soGioLamThucTe: float - notNull,

idNhanVien: int – fk - notNull,

idBangLuong: int – fk – notNull,

idLichLam: int – fk – notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

# 18. Log(

id: int - notNull,

log\_name: string - notNull,

model: string - notNull,

model\_id: int - notNull,

data\_olds: string - notNull,

data\_news: string - notNull,

is\_deleted: bit - notNull,

created\_by: int – notNull,

created\_at: timetamp - notNull,

updated\_by: int – notNull,

updated\_at: timetamp - notNull)

====== The End ======