Description and Design of the narrative

So for my design I was making a database for a grocery store. In every grocery store there is an actual store : parent\_table (Grocery\_Store) , items in the grocery store : child table Item, and employees who work in the grocery store: child table Employee.

Now a single grocery store can have multiple items and multiple employees. So there is a one to many relationship between grocery\_store and employees. In addition, there is a one to many relationship between grocery\_store and items as well. There is no relationship between Items and Employees.

Grocery\_Store:

CREATE TABLE Grocery\_Store (

    store\_id INT PRIMARY KEY,

    name VARCHAR2(100),

    store\_state CHAR(2),

    store\_city VARCHAR2(100),

    FOREIGN KEY (store\_id) REFERENCES Grocery\_Store(store\_id) ON DELETE CASCADE

);

Item:

CREATE TABLE Item (

    item\_id INT PRIMARY KEY,

    item\_desc VARCHAR2(100),

    item\_creation\_date DATE,

    item\_expiration\_date DATE,

    item\_price DECIMAL,

    store\_id INT,

    FOREIGN KEY (store\_id) REFERENCES Grocery\_Store(store\_id)

);

Employee:

CREATE TABLE Employee (

    employee\_id INT PRIMARY KEY,

    manager\_id INT,

    store\_id INT,

    CONSTRAINT employee\_id --

    FOREIGN KEY (store\_id) REFERENCES Grocery\_Store(store\_id)

);

I ran and tested it in Oracle developer. I inserted the values myself using DDL, insert and values.

I also used github and visual studio code to create a repo of this project. CREATE TABLE Employee (

    employee\_id INT PRIMARY KEY,

    manager\_id INT,

    store\_id INT,

    CONSTRAINT employee\_id --

    FOREIGN KEY (store\_id) REFERENCES Grocery\_Store(store\_id)

);