

The goal is to design an Entity-Relationship Diagram (ERD) for a database that captures information related to pet products, their manufacturers, customers, transactions, and shipments to various Walmart locations.

Below is a step-by-step breakdown of the design:

### ***Step 1: Identifying Entities***

Based on the requirements, we can identify the following entities:

1. **Product:** Represents general information about a product.
2. **PetFood:** A specialized type of Product with specific attributes.
3. **PetToy:** A specialized type of Product with specific attributes.
4. **PetApparel:** A specialized type of Product with specific attributes.
5. **Animal:** Represents different types of animals associated with products.
6. **Manufacturer:** Represents manufacturers associated with products.
7. **Customer:** Represents customers who purchase products.
8. **Transaction:** Represents a purchase made by a customer.
9. **Location:** Represents Walmart store locations.
10. **Shipment:** Represents a shipment from one location to another.

### **Step 2: Define Relationships Between Entities**

- **Product and Manufacturer:** Each product is associated with one manufacturer. (**Many-to-One**)
- **Product and Animal:** Each product can be associated with one or more animals. (**Many-to-Many**)
- **Customer and Transaction:** Each customer can make multiple transactions. (**One-to-Many**)
- **Transaction and Product:** Each transaction can include multiple products, and each product can be part of multiple transactions. (**Many-to-Many**)
- **Location and Shipment:** Each shipment involves an origin and a destination location. (**One-to-Many for both origin and destination**)
- **Shipment and Product:** Each shipment includes a collection of products, each with an associated quantity. (**Many-to-Many**)

### **Step 3: Define Attributes for Each Entity**

1. Product
  - ProductID (Primary Key)
  - Name
  - Category (e.g., PetFood, PetToy, PetApparel)
  - ManufacturerID (Foreign Key to Manufacturer)
2. PetFood (inherits from Product)
  - Weight
  - Flavor

- TargetHealthCondition
- 3. PetToy (inherits from Product)
  - Material
  - Durability
- 4. PetApparel (inherits from Product)
  - Color
  - Size
  - CareInstructions
- 5. Animal
  - AnimalID (Primary Key)
  - Species
- 6. Manufacturer
  - ManufacturerID (Primary Key)
  - Name
  - ContactInfo
- 7. Customer
  - CustomerID (Primary Key)
  - Name
  - Email
- 8. Transaction
  - TransactionID (Primary Key)
  - CustomerID (Foreign Key to Customer)
  - TransactionDate
- 9. Location
  - LocationID (Primary Key)
  - Name
  - ZipCode
- 10. Shipment
  - ShipmentID (Primary Key)
  - OriginLocationID (Foreign Key to Location)
  - DestinationLocationID (Foreign Key to Location)
  - ShipmentDate

#### **Step 4: Implement Join Tables for Many-to-Many Relationships**

- 1. Product\_Animal
  - ProductID (Foreign Key to Product)
  - AnimalID (Foreign Key to Animal)
- 2. Transaction\_Product
  - TransactionID (Foreign Key to Transaction)
  - ProductID (Foreign Key to Product)
  - Quantity
- 3. Shipment\_Product
  - ShipmentID (Foreign Key to Shipment)
  - ProductID (Foreign Key to Product)
  - Quantity

