

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.

Entities/Attributes:

-Enclosure:

- Enclosure ID
- Habitat Type
- Size
- Main feature
- Max_number_of_animals

-Animal:

- Animal ID
- Name
- Date_of_birth
- Diet
- Description
- Start_date
- End_date

-Note:

- Note ID
- Message
- Note_date

-Species:

- Species_ID
- Species_name
- Species_description
- Species_type
- Compatibility_rating