

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(PK)** 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(PK)** 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(PK)**, 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(PK)**. 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(PK)** (5 for happy neighbours to 1 for bitter enemies). **Species** are identified by their **name(PK)**, 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

PK = Primary key