

466 Website Group Project

Entities & Attributes

- User – this contains the every user interacting with the shop.
 - Username – this identifies who the user is while making purchases, perusing, etc. Tells the site who the person is
 - Password – custom password someone makes to go along with the username. Basic security features.
 - *Iscust* – lets the web know the person on is a customer, giving them different access than the employee. This can be identified by the username in theory, will automatically be true, unless specified otherwise.
 - *Isemp* – lets the store know this person is an employee allowing them different access than customers. They will help maintain the store.
- Cust (subtype of user)
 - Username – unique identifier of the customer (come from user)
 - Password – password created by the customer for added security (come from user)
 - Email – email address provided by the customer to receive updates on orders, shipping, etc.
 - Address – address of the customer to be able to ship items
 - Phone – optional phone number to keep the customer informed and safe.
- Emp (subtype of user)
 - Username – unique identifier of the employee (comes from user)

- Password – password created by an employee to keep their information safe
- Email – a personal email to keep on hand for important messages, ect.
- Address – a personal residence to send payment, w-2's, and other business things to.
- Phone – a personal phone number to keep on hand for all employees, good for employee things.
- Cart
 - Order ID – this is a unique id number of a cart for a user to return to while making it, it does not mix up 2 peoples carts and each order ID can correspond to a user
 - Quantity – this is the quantity of a product held in a cart at a single time
 - Total – total price of everything combined withing the cart
 - Product-id – the products unique ID to identify which items are in the cart (from inventory)
- Inventory
 - Product ID – a unique identification number for the products within the store.
 - Price – the price of each product
 - QuantityinStock – the amount of the product which the store currently has in stock. This can fluctuate as people buy items.
 - Name – the literal name of the item so people know what they are actually looking at

Relationships

- CustHasCart (Order ID, Total, Quantity, Product_ID, Username)

- Product_ID is from Inventory
- Username is from User
 - Each customer has a unique cart associated to them. There can be many users that each have a singular cart (1, m)
- CartContainsInventory (Product_ID, AmountHeld, Price, ProductName,
- Order_ID)
 - Order_ID is from Cart
 - Carts contain products from the inventory. These work together to make sure customers don't try to buy more than they can and know the price of an item. There can be many different carts but they all have to pull from one inventory.
- EmpMaintainsInventory (Product_ID, AmountHeld, Price, ProductName, Username)
 - Username is from User
 - This connection allows the employee to access the inventory to help maintain it.
- Orders (Order_ID, Username, Quantity, Shipping_address, Billing_information, Product_ID)
 - Quantity is from Cart, but also an attribute of order
 - Order_ID is from cart
 - Username is from user
 - Product_ID is from Inventory
 - Billing_Information contains CVV, CC_Num, CC_Expire
 - Orders allow customers to order items from their cart for shipment, they need to identify their information and how they are paying (CVV, CC_Num, CC_Expire) for their order to process. Once the process is complete, they can get an

order number, typically the cart ID. This updates their cart ID number so they can make another unique order.