

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.

Animal (Entity)

- Animal_ID (Primary Key)
- Name
- DOB
- Diet
- Description
- Start Date
- End Date

Enclosure (Entity)

- Enclosure_ID (Primary Key)
- Habitat_Types
- Size
- Main_Features

Zoo_Keepers (Entity)

- Name (Primary Key)
- Description

Species (Entity)

- Species_Name (Primary Key)
- Species_Description
- Habitats_Types

Species_Compatibility (Entity)

- Species A (Foreign Key)
- Species B (Foreign Key)
- Compatibility Rating

Species_Enclosure (Entity)

Enclosure (Foreign Key)

Species_Name (Foreign Key)

Maximum_Number_Animals