

Data Modeling - Crow's Feet Diagram
House Watching Services (HWS)
Client Registration – Incident Management
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Data Modeling Statements

Syntax
<Entity Relationship>
One **Entity1** <optionality(may(0)/must(1))> <action> <cardinality(one or more(*)/one and only one(1))> **Entity2**
One **Entity2** <optionality(may(0)/must(1))> <action> <cardinality(one or more(*)/one and only one(1))> **Entity1**

IssueTicket – Client (Many to One)

One **IssueTicket** must (1) belong to one and only one (1) **Client**
One **Client** may (0) be part of one or many (M) **IssueTickets**

IssueTicket – Property (Many to One)

One **IssueTicket** must (1) be located at one and only one (1) **Property**
One **Property** may (0) have reported one or many (M) **IssueTickets**

IssueTicket – Employee (Many to One)

One **IssueTicket** must (1) be assigned to one and only one (1) **Employee**
One **Employee** may (0) be assignee for one or many (M) **IssueTickets**

IssueTicket – Manager (Many to One)

One **IssueTicket** must (1) be under supervision of one and only one (1) **Manager**
One **Manager** may (0) supervise one or many (M) **IssueTickets**

IssueTicket – IssueTicketStatus (Many to One)

One **IssueTicket** must (1) have one and only one (1) **IssueTicketStatus**
One **IssueTicketStatus** may (0) belong to one or many (M) **IssueTickets**

Employee – Department (Many to One)

One **Employee** must (1) work for one and only one (1) **Department**
One **Department** must (1) employ one or many (M) **Employees**

Manager – Department (Many to One)

One **Manager** must (1) work for one and only one (1) **Department**
One **Department** may (0) employ one or many (M) **Managers**

Client – Property (One to Many)

One **Client** must (1) own one or many (M) **Properties**
One **Property** must (1) be owned by one and only one (1) **Client**

Property – PropertyType (Many to One)

One **Property** must (1) be categorized by one and only one (1) **PropertyType**
One **PropertyType** may (0) categorize one or many (M) **Properties**

Property – Address (Many to One)

One **Property** must (1) have one and only one (1) **Address**
One **Address** may (0) belong to one or many (M) **Properties**

Address – State (Many to One)

One **Address** must (1) be located in one and only one (M) **State**
One **State** may (0) contain one or many (1) **Addresses**

Client – CreditCard (One to Many)

One **Client** must (1) have one or many (M) **CreditCards**
One **CreditCard** must (1) belong to one and only one (1) **Client**

CreditCard – Address(Billing) (Many to One)

One **CreditCard** must (1) be processed through one and only one (1) **Address**
One **Address** may (0) process one or many (M) **CreditCards**

