Entities

BOAT  
(  
 BIN *TEXT*,  
 CAPACITY *NUMBER*,  
 LENGTH *NUMBER*,  
 TYPE *TEXT*  
);

CREW\_MEMBER  
(  
 SSN *TEXT*,  
 NAME *TEXT*,  
 PAY *CURRENCY*  
);

DOCK  
(  
 DOCK\_NAME *TEXT*,  
 MAX\_BOAT\_SIZE *NUMBER*,  
 MAX\_BOAT\_CAPACITY *NUMBER*  
);

FISHING\_POLE  
(  
 SERIAL\_NUMBER *TEXT*,  
 LENGTH *NUMBER*,  
 STRENGTH *NUMBER*  
);

GROUP  
(  
 GROUP\_NUMBER *AUTONUMBER*,  
 SIZE *NUMBER*,  
 TRIP\_DATE *DATE/TIME*  
);

LOCATION  
(  
 LOCATION\_NUMBER *AUTONUMBER*,  
 GPS\_LATITUDE *NUMBER*,  
 GPS\_LONGITUDE *NUMBER*,  
 DEPTH *NUMBER*,  
 FISHING\_METHOD *TEXT*  
);

MOTOR  
(  
 SERIAL\_NUMBER *TEXT*,  
 TYPE *TEXT*,  
 HORSEPOWER *NUMBER*,  
 MILES\_PER\_GALLON *NUMBER*  
);

REEL  
(  
 SERIAL\_NUMBER *TEXT*,  
 MAX\_LINE\_LENGTH *NUMBER*,  
 NUMBER\_OF\_BALL\_BEARINGS *NUMBER*,  
 TYPE *TEXT*  
);

TRIP  
(  
 TRIP\_NAME *TEXT*,  
 TIME\_LIMIT *NUMBER*,   
 COST *CURRENCY*  
);

WELL  
(  
 SERIAL\_NUMBER *TEXT*,  
 WATER\_CAPACITY *NUMBER*,  
 NUMBER\_OF\_PUMPS *NUMBER*,  
 BAIT\_CAPACITY *NUMBER*  
);

Relationships

FAVORITE\_LOCATIONS  
(  
 SSN *TEXT*,  
 LOCATION\_NUMBER *NUMBER*  
);

HAS\_POLES  
(  
 BIN *TEXT*,  
 SERIAL\_NUMBER *TEXT*  
);

HAS\_REEL  
(  
 POLE\_SERIAL\_NUMBER *TEXT*,  
 REEL\_SERIAL\_NUMBER *TEXT*  
);

HAS\_WELLS  
(  
 BIN *TEXT*,  
 SERIAL\_NUMBER *TEXT*  
);

HOUSES\_BOAT  
(  
 DOCK\_NAME *TEXT*,  
 BIN *TEXT*  
);

POWERED\_BY  
(  
 BIN *TEXT*,  
 SERIAL\_NUMBER *TEXT*  
);

REQUESTED\_CAPTAIN  
(  
 GROUP\_NUMBER *NUMBER*,  
 SSN *TEXT*  
);

REQUESTED\_TRIP  
(  
 GROUP\_NUMBER *NUMBER*,  
 TRIP\_NAME *TEXT*  
);

REQUIRES\_POLE\_STRENGTH  
(  
 LOCATION\_NUMBER *NUMBER*,  
 SERIAL\_NUMBER *TEXT*  
);

SUPERVISES  
(  
 CAPTAIN\_SSN *TEXT*,  
 SKIPPER\_SSN *TEXT*  
);