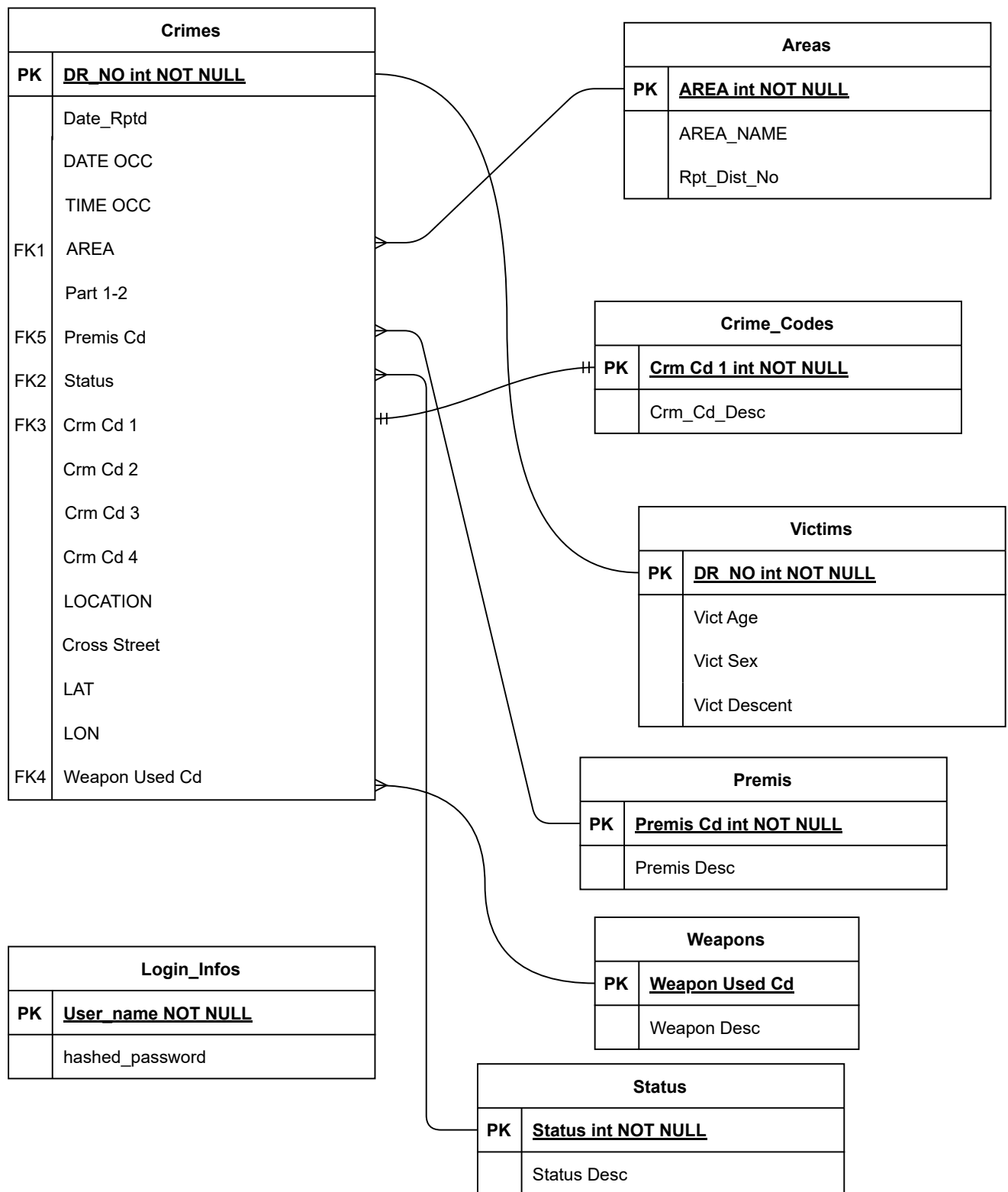


Each Crime Record only has one Area, one Crime_Code, one Victim, one Premis, one Weapon, and one Status.
Area, Premis, Weapon, and Status can be related to multiple crimes.
Each Victim only relates to one crime, because we cannot recognize the same victims of different crimes from data.
Each crime code has only one crime description, so the relation is one-to-one.



Status(Status: INT[PK], Status Desc:VARCHAR(50))

Weapons(Weapon Used Cd: VARCHAR[PK],Weapon Desc:VARCHAR)

Login_Infos(User_name: VARCHAR(50)[PK], hashed_password: VARCHAR(50))

Victims(DR-NO: INT[PK], Vict Age: INT, Vict Sex: VARCHAR(1), Vict Descent: VARCHAR(50))

Crime_Codes(Crm Cd 1: INT[PK], Crm_Cd_Desc: VARCHAR(50))

Areas(AREA_NAME:VARCHAR(50) [PK], AREA NAME:VARCHAR(50), Rpt Dist No:INT)

Premis(Premis Cd: INT[PK], Premis Desc:VARCHAR(50))

Crimes(DR_NO:INT [PK], Date Rptd: DATE, DATE OCC: DATE, TIME OCC: TIME, AREA: VARCHAR [FK to Areas], Part 1-2: INT, Premis Cd: INT [FK to Premis], Status: INT [FK to Status], Crm Cd 1:INT [FK to Crime_Codes], Crm Cd 2: INT, Crm Cd 3: INT, Crm Cd 4:INT, LOCATION: VARCHAR, Cross Street: TEXT, LAT: FLOAT, LON: FLOAT, Weapon Used Cd: INT [FK to Weapons])

Areas:

```
CREATE TABLE `Areas` (  
  `AREA_NAME` varchar(45) NOT NULL,  
  `Rpt_Dist_No` varchar(45) DEFAULT NULL,  
  PRIMARY KEY (`AREA_NAME`)  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_0900_ai_ci
```

Crime Codes:

```
CREATE TABLE `Crime_Codes` (  
  `Crm_Cd` int NOT NULL,  
  `Crm_Cd_Desc` varchar(50) DEFAULT NULL,  
  PRIMARY KEY (`Crm_Cd`)  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_0900_ai_ci
```

Login Infos:

```
CREATE TABLE `Login_Infos` (  
  `User_Name` varchar(50) NOT NULL,  
  `Hased_Password` varchar(50) NOT NULL,  
  PRIMARY KEY (`User_Name`)  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_0900_ai_ci
```

Premis:

```
CREATE TABLE `Premis` (  
  `Premis_cd` int NOT NULL,  
  `Premis_Desc` varchar(45) DEFAULT NULL,  
  PRIMARY KEY (`Premis_cd`)  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_0900_ai_ci
```

Status:

```
CREATE TABLE `Status` (  
  `Status` int NOT NULL,  
  `Status_Desc` varchar(50) DEFAULT NULL,  
  PRIMARY KEY (`Status`)  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_0900_ai_ci
```

Victims:

```
CREATE TABLE `Victims` (  
  `DR_NO` int NOT NULL,  
  `Vict_Age` int DEFAULT NULL,  
  `Vict_Sex` varchar(45) DEFAULT NULL,  
  `Vict_Descent` varchar(45) DEFAULT NULL,  
  PRIMARY KEY (`DR_NO`)  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_0900_ai_ci
```

Weapons:

```
CREATE TABLE `Weapons` (  
  `Weapon_Used_Cd` int NOT NULL,  
  `Weapon_Desc` varchar(45) DEFAULT NULL,  
  PRIMARY KEY (`Weapon_Used_Cd`)  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_0900_ai_ci
```

Crimes:

```
CREATE TABLE `Crimes` (  
  `DR_NO` int NOT NULL,  
  `Date_Rptd` date DEFAULT NULL,  
  `DATE_OCC` date DEFAULT NULL,  
  `TIME_OCC` time DEFAULT NULL,  
  `Area` varchar(50) NOT NULL,  
  `Part 1-2` int DEFAULT NULL,  
  `Premis_Cd` int NOT NULL,  
  `Status` int NOT NULL,  
  `Crm_Cd_1` int NOT NULL,  
  `Crm_Cd_2` int DEFAULT NULL,  
  `Crm_Cd_3` int DEFAULT NULL,  
  `Crm_Cd_4` int DEFAULT NULL,  
  `Location` varchar(50) DEFAULT NULL,  
  `Cross_Street` text,  
  `LAT` float DEFAULT NULL,  
  `LON` float DEFAULT NULL,  
  `Weapon_Used_Cd` int NOT NULL,  
  PRIMARY KEY (`DR_NO`),  
  KEY `Area_idx` (`Area`),  
  KEY `Premis_Cd_idx` (`Premis_Cd`),  
  KEY `Status_idx` (`Status`),  
  KEY `Crm_Cd_1_idx` (`Crm_Cd_1`),  
  KEY `Weapon_Used_Cd_idx` (`Weapon_Used_Cd`),  
  CONSTRAINT `Area` FOREIGN KEY (`Area`) REFERENCES `Areas` (`AREA_NAME`),  
  CONSTRAINT `Crm_Cd_1` FOREIGN KEY (`Crm_Cd_1`) REFERENCES `Crime_Codes`  
  (`Crm_Cd`),  
  CONSTRAINT `Premis_Cd` FOREIGN KEY (`Premis_Cd`) REFERENCES `Premis` (`Premis_Cd`),  
  CONSTRAINT `Status` FOREIGN KEY (`Status`) REFERENCES `Status` (`Status`),  
  CONSTRAINT `Weapon_Used_Cd` FOREIGN KEY (`Weapon_Used_Cd`) REFERENCES `Weapons`  
  (`Weapon_Used_Cd`)  
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_0900_ai_ci
```