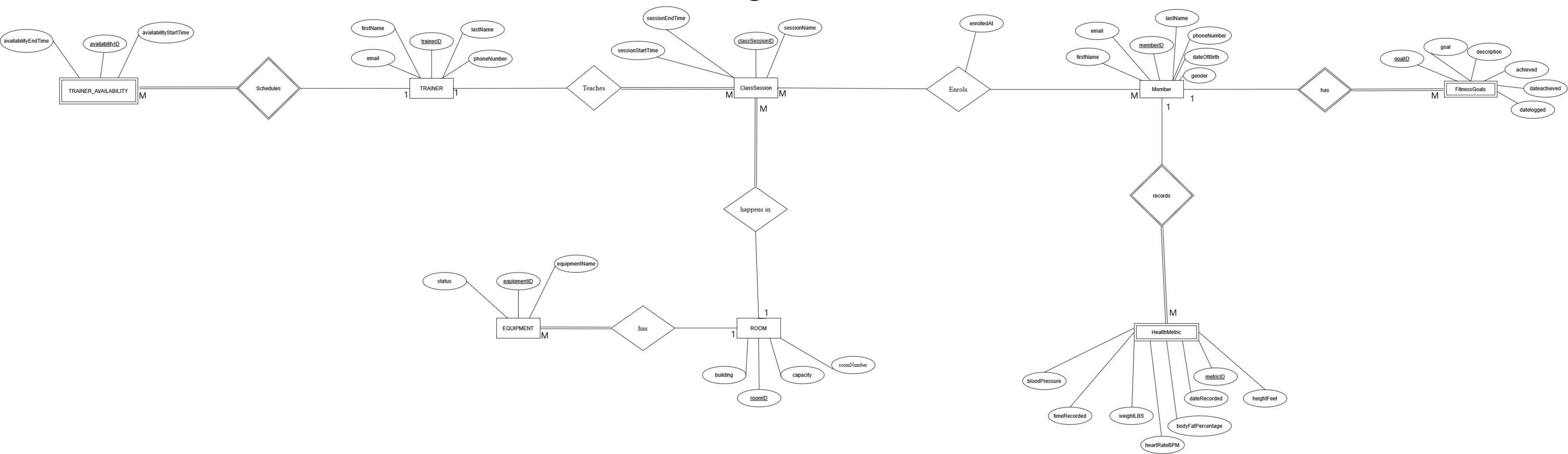
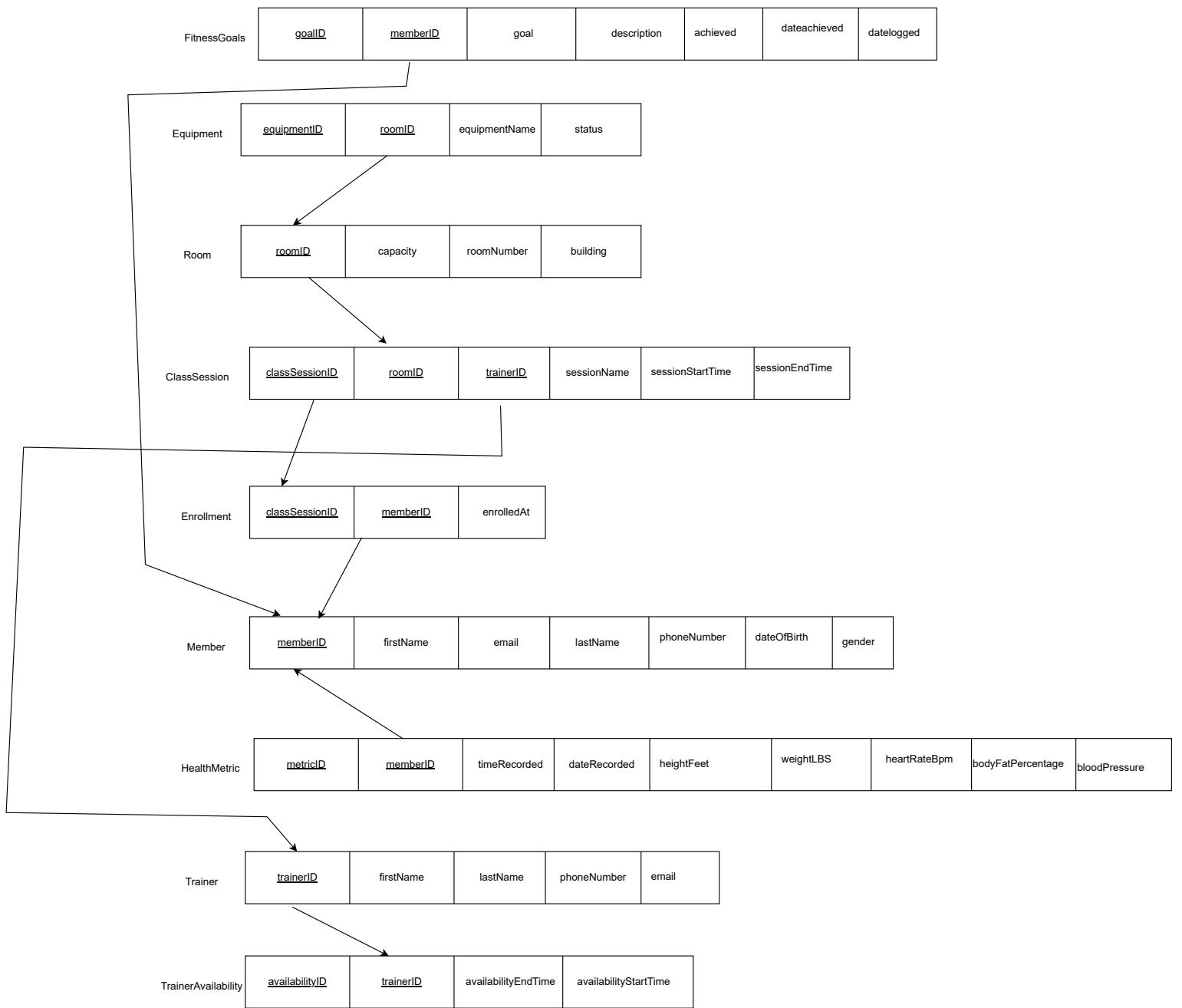


ER Model Diagram



Final Project Database Schema Diagram



Mapping Table

Requirement	Assumption/Reasoning	Representation in ER Model / Relational Schema
System retains Member information such as: firstName, lastName, phoneNumber, gender, and dateOfBirth.	Members self-register. Each email is unique.	Entity: Member — Attributes: memberID (PK), firstName, lastName, email, phoneNumber, gender, dateOfBirth.
A member can record many health metrics.	Each health metric belongs to exactly one member.	Entity: HealthMetric — Attributes: metricID (PK), memberID (FK), dateRecorded, timeRecorded, heightFeet, weightLBS, heartRateBpm, bodyFatPercentage, bloodPressure. Relationship: Member 1 to M HealthMetric.

Members create Fitness Goals and update status when completed.	A member has many fitness goals. A goal belongs to one member. Only the member can update goal status.	<p>Entity: FitnessGoals — Attributes: goalID (PK), memberID (FK), goal, description, achieved, dateLogged, dateAchieved.</p> <p>Relationship: Member 1 to M FitnessGoals.</p>
System stores Trainer information such as firstName, lastName, phoneNumber, email.	Trainers are created by Admin.	<p>Entity: Trainer — Attributes: trainerID (PK), firstName, lastName, phoneNumber, email.</p>

Trainers creates availability.	Trainer availability cannot overlap with an availability they have already set for themselves.	Entity: TrainerAvailability — Attributes: availabilityID (PK), trainerID (FK), availabilityStartTime, availabilityEndTime. Relationship: Trainer 1 to M TrainerAvailability.
Members can enroll into group classes.	A member cannot enroll twice into the same class. Class capacity is based on room capacity.	Entity: Enrollment — Attributes: memberID (FK), classSessionID (FK), enrolledAt. Relationships: Member M to M ClassSession via Enrollment.

<p>Rooms are stored in the system containing building name, room number, and capacity.</p>	<p>Room capacity must be > 0.</p>	<p>Entity: Room — Attributes: roomID (PK), building, roomNumber, capacity.</p>
<p>Equipment's are in a room.</p>	<p>Equipment can exist on their own but should remain connected to a room.</p>	<p>Entity: Equipment — Attributes: equipmentID (PK), roomID (FK), equipmentName, status. Relationship: Room 1 to M Equipment.</p>
<p>Group Class Sessions (ClassSession) are created with a trainer, an available room, and a start/end time.</p>	<p>ClassSession cannot overlap another class in the same room or with the same trainer.</p>	<p>Entity: ClassSession — Attributes: classSessionID (PK), sessionName, sessionStartTime, sessionEndTime, trainerID (FK), roomID (FK). Relationships: Trainer 1 to M ClassSession; Room 1 to M ClassSession; Member M to M ClassSession (via Enrollment).</p>
<p>Admin can create trainers, add rooms, schedule classes, update classes, cancel classes, and manage equipment.</p>	<p>Admin only exists as a role and is not an entity stored in the database. It acts upon the database but does not need to be represented within it. I chose not to include Admin as an entity because entities represent persistent data, and the admin role does not have attributes that necessarily connect to other entities.</p>	

