Customer
CustNo
FName
LName
ContactInfo

Department
DeptName
Model
BasePrice

Contract
ContractNo
ContractDate
CustNo
ContractStatus

1...1

place ▶ 0...*

0...*

1...1

1...1

has
▼
1...*

Order
OrderNo
ContractNo
DeptName
Model
Progress

1..1 has ▶ 3...13

BuildPart
OrderNo
PartNo
Installed

1...*

use
▼
1...*

Part
PartNo
pName
Cost

Order {	OrderNo,	ContractNo,	DeptName,	Progress	}
Fd1						

Customer { Id, FName, LName, ContactInfo }

Department { Id, Name }

Part { Id, name, price }

Order { CustId, DeptId, OrderDate }

Build { Id, DeptId, ShipId, Status, Feat1, … , Feat10 }

Each Order is placed by 1 and only 1 customer; each customer may place 0 or more orders.

Each Build is in 1 and only 1 order; each Order may have 1 or more build.

Each Build is responsible by 1 department; each department is responsible for 0 or more builds.

Each Ship is construct in 1 build; each build construct 1 ship.

Each Part is use in 1 build; each build use 1 or more part.

Order and Build are weak entities, their existence are depended on Customer, SpaceShip, Department, Part.