

## IS 410 ER Diagram (Project)

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**Team:** Aleksander Babecki, Ray Rasolofonera, Fawaz Saheed-Baba, Diwakar Sharma, Raymond Tsang

**Goal:** Develop a Database system for an airline

### Assumptions:

- A single passenger can purchase tickets for multiple passengers such as buying tickets for their spouse and children.
- We assume that all flights will be domestic and not far enough for multiple legs to each flight.
- Our database system is replacing a current system; due to this, there will be several customers whose records are already in the database during development.

### Format:

\_\_Entity\_\_

- Attributes

\_\_Employee (Supertype, disjoint, total specialization ( lecture week 5, slide 18))\_\_

- Employee ID
- Name
- Employee\_type

Employee
<u>Employee ID</u>
Name
Employee_type

**Description:** Identifies employees of the airline.

\_\_Flight Crew (subtype of Employee)\_\_

- Flight\_num (Foreign Key)

Flight Crew
Flight_num (Foreign Key)

**Description:** Identifies the current flight that pilots and attendants are tasked with.

**\_\_Flight Dispatcher (Subtype of Employee)\_\_**

- **Flight\_num** (Foreign Key)
- **Alternate\_destination**
- **Weather** (Departure\_Weather (Foreign Key), Arrival\_Weather(Foreign Key))
- **Arrival\_airport** (Foreign Key)
- **Arrival\_time** (Foreign Key)
- **Departure\_airport** (Foreign Key)
- **Departure\_time** (Foreign Key)

<b>Flight Dispatcher</b>
<b><u>Flight_num</u></b> (Foreign Key)
<b>Alternate_destination</b>
<b>Weather</b> <b>(Departure_weather</b> <b>(Foreign Key),</b> <b>Arrival_weather</b> <b>(Foreign Key))</b>
<b>Arrival_airport</b> (Foreign Key)
<b>Arrival_time</b> (Foreign Key)
<b>Departure_airport</b> <b>(Foreign Key)</b>
<b>Departure_time</b> (Foreign Key)

**Description:** Keeps track of Weather during the flight and will either delay departure if Departure\_weather is dangerous or redirect Flight by changing Arrival\_airport if Arrival\_weather becomes dangerous.

### \_\_Passenger\_\_

- **Passenger ID**
- **Name**
- **Flight\_num (Foreign Key)**
- **Ticket\_num**
- **Seat\_num**
- Address (Zipcode, Street, [City], [State])

<b>Passenger</b>
<b><u>Passenger ID</u></b>
<b>Name</b>
<b>Flight_num (Foreign Key)</b>
<b>Ticket_num</b>
<b>Seat_num</b>
Address (Zipcode, Street, [City], [State])

**Description:** A single passenger can purchase tickets for multiple passengers such as buying tickets for their spouse and children. Each must have their own attributes. Unary relation. Passengers may include a Zipcode and street. If they are included, passenger city and state are derived.

### \_\_Flight\_\_

- **Airplane\_type**
- **Plane\_ID**
- **Flight\_num (PK)**

<b>Flight</b>
<b><u>Flight_num</u></b>
<b>Plane_ID</b>
<b>Airplane_type</b>

**Description:** Each flight has a listed airplane type, flight ID number, and flight number.

### \_\_Departure\_\_

- **Flight\_num (Foreign Key)**
- **Departure\_airport**
- **Departure\_time**
- **Departure\_weather**

<b>Departure</b>
<b>Flight_num (Foreign Key)</b>
<b>Departure_airport</b>
<b>Departure_time</b>
<b>Departure_weather</b>

**Description:** Departure weather, date, and location.

### \_\_Arrival\_\_

- **Flight\_num (Foreign Key)**
- **Arrival\_airport**
- **Arrival\_time**
- **Arrival\_weather**

<b>Arrival</b>
<b>Flight_num (Foreign Key)</b>
<b>Arrival_airport</b>
<b>Arrival_time</b>
<b>Arrival_weather</b>

**Description:** Arrival weather, date, and location.

**Relations:**

- Employee is a supertype of Flight Crew and of Flight Dispatcher. The relation is disjointed and total specialization. The subtype is indicated by assigning “D” or “C” to Employee\_type.
- Flight Dispatcher uses the following foreign keys: Flight\_number as a primary key to identify the particular Flight they are assigned to; Arrival\_airport, Arrival\_time, Departure\_airport, and Departure\_time are monitored by the Flight Dispatcher and can be modified based off of changes to Weather. The Weather attribute is a composite of Foreign Keys Departure\_weather and Arrival\_weather.
- Flight is an entity that has an attribute, Flight\_number, which is used by 5 entities as a Foreign Key. Those entities are Flight dispatcher, Flight crew, Passenger, arrival and departure.
- An instance of Flight takes 1 or multiple instances of Flight Crew. An instance of Flight Crew takes 1 and only 1 Flight.
- An instance of Flight takes 1 or multiple instance of passengers. An instance of Passengers takes 1 and only 1 Flight.
- An instance of Flight has 1 and only 1 Arrival.
- An instance of Flight has 1 and only 1 Departure.
- An instance of passenger has an unary relation where passenger pays for 1 or multiple passengers, and passenger is paid by 1 and only 1 passenger.
- An instance of employee has a completeness constraint and disjoint constraint towards the instance of Flight dispatcher and the instance of Flight Crew.
- An instance of Flight Dispatcher adjusts to 0 or 1 Arrival, and an instance of arrival adjusts to 0 or 1 instance of Flight Dispatcher.
- An instance of Flight Dispatcher adjusts to 0 or 1 Departure, and an instance of Departure adjusts to 0 or 1 Flight Dispatcher.

