

## System Design Requirements and Decision-Making Process

To figure out what my database needed, I looked up how small craft breweries work by watching a few youtube videos about brewing beer and running a brewery business. From that I was able to learn about ordering ingredients, making recipes, brewing batches, and then selling the beer to taproom customers and wholesale accounts. That gave me the idea of the main parts my system needed which are suppliers, ingredients, beers, recipes, batches, and sales.

When I was designing the tables, I kept it simple but as realistic as I could. I made line tables like po\_lines and sale\_lines because orders and sales usually have more than one item. I also added a table called recipe\_items to connect recipes with ingredients. I also used foreign keys to link everything together, and I used on delete cascade so if a parent record gets deleted the child rows also go away. These choices came from the examples I saw in the videos plus what I learned in class, and they made the database clear and easy to understand.