```
-- idnr=national identification number (10 digits)
Programs(<u>name</u>, abbreviation)
Branches(<u>name</u>,<u>programName</u>)
       programName → Programs.name
Departments(<u>name</u>, abbreviation)
       abbrevation unique
DepartmentProgram(programName, departmentName)
       programName → Programs.name
       department → Departments.name
Students(<u>idnr</u>, name, login, programName)
       programName → Programs.name
       login unique
Courses(<u>code</u>, name, credits,departmentName)
       departmentName → Departments.name
Prerequisites(<u>course</u>, <u>prerequisiteCourse</u>)
       prerequisiteCourse → Courses.code
       course→ Courses.code
LimitedCourses(code, capacity)
       code → Courses.code
StudentBranches(<u>student</u>, branch, programName)
       student → Students.idnr
       (branch, programName) \rightarrow Branches.(name, programName)
       (student,programName) → Students.(idnr,ProgramName)
Classifications(name)
Classified(course, classification)
       course → courses.code
       classification → Classifications.name
MandatoryProgram(<u>course</u>, <u>programName</u>)
       programName → Programs.name
       course \rightarrow Courses.code
```

```
MandatoryBranch(<u>course</u>, <u>branch</u>, <u>programNameBranch</u>)
        course \rightarrow Courses.code
        (branch,programNameBranch) → Branches.(name,programName)
RecommendedBranch(<u>course</u>, <u>branch</u>, <u>programNameBranch</u>)
        course \rightarrow Courses.code
        (branch, programNameBranch) → Branches.(name, programName)
Registered(student, course)
        student → Students.idnr
        course \rightarrow Courses.code
Taken(<u>student</u>, <u>course</u>, grade)
        student → Students.idnr
        course \rightarrow Courses.code
-- position is either a SERIAL, a TIMESTAMP or the actual position
WaitingList(<u>student</u>, <u>courseLimited</u>, position)
        student → Students.idnr
        course Limited \rightarrow Limited courses.code
```

(course,position) unique (course,student) unique