

For the scenario below identify the **entities**, their **attributes** and **appropriate keys**

Finsbury Happy Zoo

Finsbury Happy Zoo's concept is to show animals together in their habitats. They have a number of **enclosures** of different habitat **types** (such as forest or tundra), different **sizes** (square metres), each having a **main feature** (such as a stream or a cave). Animals of different species share the same enclosure. Each enclosure has a **unique number** and there can be several enclosures with the same habitat but with a different main feature or of a different size. Each **animal** has a **unique ID**, and their **name**, **date_of_birth**, **diet** and **description** are stored. When an animal is put in an enclosure, the **start date** is recorded, and if they are transferred to another enclosure the **end date** is recorded. Zoo keepers may need to make a **note** about a particular animal, for example "not eating well today" and this is recorded along **with the date**. To make sure the animals don't eat each other a **species compatibility** table is maintained which has the following information; **speciesA**, **speciesB**, **compatibility_rating** (5 for happy neighbours to 1 for bitter enemies). **Species** are identified by their **name**, and a description of the species and their **habitat type** are recorded. Species are matched against enclosures by Zoo staff, and if suitable the **maximum number** of animals of a particular species for a particular enclosure is recorded to prevent overcrowding.

Enclosure (entity)

- Number (key)
- Type
- Size
- feature

Animal (entity)

- ID (key)
- Name
- DOB
- Diet
- Description
- Enclosure
- Start Date
- End Date
- Note
- Note Date

Species compatibility (entity)

- Scenario (key)
- A
- B
- rating

Species (entity)

- Name (key)
- Habitat type
- Max number per enclosure