EER Changes

1. Changed *ModelName* to be an attribute of Appliance.
2. Changed *PostalCode* to a strong entity.
3. Added separate heating and cooling settings to the *Household* entity.
4. Added mandatory relationship on the subclassing of *Appliance*.
5. Changed subclasses of *Appliance* to weak entities.
6. Changed *HeatPump*, *Heater*, and *AirConditioner* to weak entities subclasses of *AirHandler*.
7. Updated Household to have a mandatory relationship with PostalCode.
8. Minor layout adjustments.