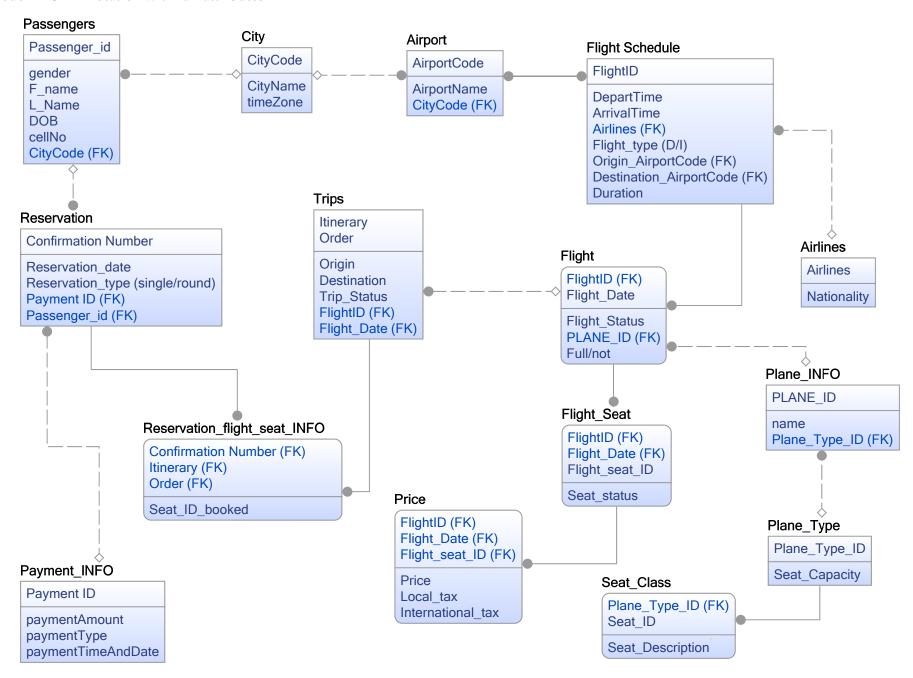


#### ER model in UML notation with full attributes



# Descriptions

# Entity1 : City

PK:

CityCode: an unique id assigned to each city

None key attributes:

CityName: the name of a city

TimeZone: the time zone a city lies

# Entity2: Passengers

PK:

Passenger\_id: an unique id assigned to each passenger

FK:

CityCode (from city): the city code for the city where the passenger lives

### None key attributes:

Gender

F\_name: first name

L\_name: last name

DOB: date of birth

CellNo: cellphone numbers

Entity3: Airport

Assumption: Each city may have multiple airport

PK:

AirportCode: a unique id assigned to each airport

FK:

CityCode (from City): the CityCode for the city where the airport lies

None key attributes:

AirportName

Entity 4: Airlines

PK:

Airlines: the unique name of an airline

None key attributes:

Nationality: the nationality of the airline company

Entity 5: Plane\_Type

PK:

Plane\_Type\_ID: an unique id assigned to each airplane model

None key attributes:

Seat\_Capacity: the total number of seats in an airplane model

# Entity 6: Seat\_Class

Assumption: The seat class is associated with the airplane model and seat position in that model. The distribution is the same for same model

PK:

Plane\_Type\_ID (from plane type)

Seat\_ID: a unique id assigned to each seat in a particular airplane model

### **None Key Attributes:**

Seat\_Description: business class or economy class

# Entity 7: Plane INFO:

PK:

PLANE\_ID: a unique id assigned to each airplane

FK:

Plane\_Type\_ID (from Plane\_Type)

# Entity 8: Flight Schedule

Assumption: A flight ID identify a flight from a city to another city without stop. In flight schedule, the information only determined by flight id is stored.

PK:

FlightID: the unique id assigned to each flight

FK:

Airlines (from Airlines): which airline a flight belongs to

Origin\_AirportCode (from Airport): the code for departure airport

Destination\_AirportCode (from Airport): the code for arrival airport

### None key attributes:

DepartTime: local time of departure

ArrivalTime: local time of arrival

Duration: total time of flight scheduled

# Entity 9: Flight

Assumption: The same flight may happened every day. The FlightID and flight date should identify a specific flight on a specific date.

#### PK:

FlightID (from Flight Schedule)

Flight\_Date

### FK:

PLANE\_ID (from Plane\_INFO)

### None key attributes

Flight\_Status: On-time or Delay

Full/not: whether all the seats in this flight is booked or not

# Entity 10: Flight\_Seat

PK:

FlightID (from Flight)

Flight\_Date (from Flight)

Flight\_Seat\_ID: seat id for every seat of a specific flight

None key attributes:

Seat\_status: booked or not

# Entity 11: Price

PK:

FlightID (from Flight)

Flight\_Date (from Flight)

Flight\_Seat\_ID: seat id for every seat of a specific flight

### None key attributes:

Price

Local\_tax

International\_tax

# Entity 12: Trips

Assumption: A trip is a routine from a city to another with a certain number of stops

PK:

Itinerary: a unique id assigned to each trip

Order: Since a trip may contain multiple flights, it is the index for the order of a particular flight in a particular trip.

FK:

FlightID (from Flight)

Flight\_Date (from Flight)

None key attributes:

Origin: Airport of departure

Destination: Airport of final destination

Entity 13: Payment INFO

PK:

Payment ID: an unique id assigned to each payment

None key attributes:

PaymentAmount:

PaymentType: cash/card

PaymentTimeAndDate

Entity 14: Reservation

PK:

Confirmation Number: a unique id assigned to each reservation

FK:

Payment ID (from Payment\_INFO)

Passenger\_id (from Passenger)

# Entity 15: Reservation\_flight\_seat\_INFO

### PΚ

Confirmation Number (from reservation)

Itinerary (from trip)

Order (from trip)

# None key attributes:

Seat\_ID\_booked: the seat booked in a trip for a flight