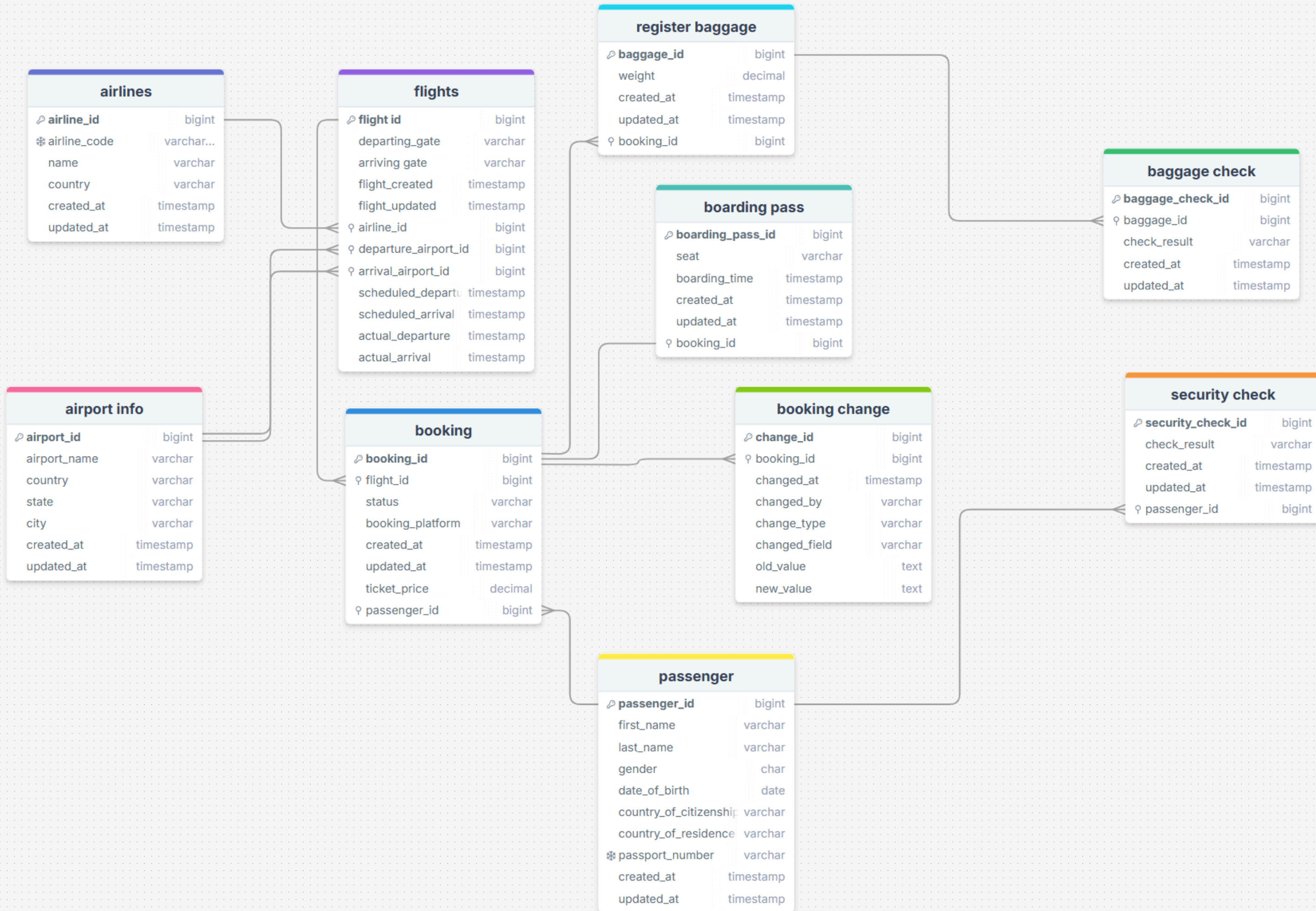


lab #1

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Entities:

- airlines
- airport info
- flights
- booking
- register baggage
- boarding pass
- booking change
- passenger
- baggage check
- security check



Required attributes for each entitie:

Airport info: airport_id(*PK*), airport_name, country, state, city, created_at, updated_at

Airlines: airline_id(*PK*), airline_code(*U*), name, country, created_at, updated_at

Flights: flight_id(*PK*), departing_gate, arriving_gate, flight_created, flight_updated, airline_id(*FK*), departure_airport_id(*FK*), arrival_airport_id(*FK*), scheduled_departure, scheduled_arrival, actual_departure, actual_arrival

Booking: booking_id(*PK*), flight_id(*FK*), status, booking_platform, created_at, updated_at, ticket_price, passenger_id(*FK*)

Passenger: passenger_id(*PK*), first_name, last_name, gender, date_of_birth, country_of_citizenship, country_of_residence, passport_number(*U*), created_at, updated_at

Register baggage: baggage_id(*PK*), weight, created_at, updated_at, booking_id(*FK*)

Baggage check: baggage_check_id(*PK*), check_result, created_at, updated_at, baggage_id(*FK*)

Boarding pass: boarding_pass_id(*PK*), seat, boarding_time, created_at, updated_at, booking_id(*FK*)

Booking change: change_id(*PK*), booking_id(*FK*), changed_by, change_type, changed_field, old_value, new_value, changed_at

Security check: security_check_id(*PK*), check_result, created_at, updated_at, passenger_id(*FK*)

Relations

1) airlines → flights: One-to-Many (airlines:1 → flights:N)

Why: One airline operates many flights; each flight belongs to exactly one airline.

2) airport_info (DEPARTURE) → flights: One-to-Many (airport:1 → flights:N)

Why: One airport can be the departure point for many flights; a flight has exactly one departure airport.

3) airport_info (ARRIVAL) → flights: One-to-Many (airport:1 → flights:N)

Why: One airport receives many flights; a flight has exactly one arrival airport.

4) flights → booking: One-to-Many (flight:1 → booking:N)

Why: A single flight has many independent bookings; each booking is for one specific flight.

5) passenger → booking: One-to-Many (passenger:1 → booking:N)

Why: One passenger can place many bookings over time; each booking belongs to one passenger.

6) booking → booking_change: One-to-Many (booking:1 → change log:N)

Why: A booking can be modified many times; each change entry documents one modification of a single booking.

7) booking → boarding_pass: One-to-One (booking:1 → pass:1)

Why: By business rule, one booking corresponds to exactly one boarding pass (for this model). The UNIQUE on booking_id enforces 1:1.

8) booking → register_baggage: One-to-Many (booking:1 → baggage:N)

Why: One booking can include multiple baggage items; each baggage item is tied to one booking.

9) register_baggage → baggage_check: One-to-Many (baggage:1 → checks:N)

Why: The same bag may pass multiple inspections (initial, secondary, manual); each inspection refers to exactly one bag.

10) passenger → security_check: One-to-Many (passenger:1 → security_checks:N)

Why: A passenger can undergo multiple security screenings (different trips / times); each screening log is for one passenger.