

My Pet shop consists of six entity tables which are the Customer, Pet Transactions, Food Transactions, the Loyalty Program, Animals, and Enclosures. The customer table contains the primary key LoyaltyID and also has the attributes of FirstName, LastName, Address, and PhoneNumber. These attributes help describe the specific customer making a transaction within the pet shop. The customer table has a relationship with all the other tables except the enclosure table. The customer buys either pets or food, which directly connects them to both transaction tables. The food transaction table contains the primary key FoodType to identify what type of food the customer is buying. It also contains the attributes FoodPrice, PaymentType, and LoyaltyID which also serves as a foreign key to the customer table. These attributes describe exactly what kind of food was bought and how it was bought as well as the amount of loyalty points earned by the customer. The pet transaction table contains the primary key AnimalType and the attributes PaymentType, AnimalPrice, and LoyaltyID which serves as a foreign key. The attributes describe exactly what animal is purchased as well as how much the animal costs and how it is paid for. The foreign key determines which customer earns the loyalty points. The loyalty program table contains the primary key customer and the attributes LoyaltyPoints, FirstName, LastName, and the foreign key LoyaltyID. These attributes describe which specific customers earn the loyalty points. The animals table contains the primary key Species as well as the attributes AnimalID, AnimalEnclosure, and AnimalFood which both serve as foreign keys. These attributes describe exactly which animal is enclosed where and what food they need. The enclosure table has the primary key EnclosureID and the attributes EnclosureSize, EnclosureType, and EnclosureFood. These attributes specify which enclosure contains certain animals and the size of them as well as the food each enclosure needs for its animals.

