

## Trading Card Shop Database

The goal of this project is to design and demonstrate a database for a fictional trading card shop. The database would need to manage card suppliers, store inventory, customers, and customer's orders. Common queries for such a database would be to look up if a card is in stock, look up how much money the store has made today, and to look up which customers spend the most on cards. The database will be in BCNF, such that all non-key attributes only rely on the primary key of their table. The database will also feature foreign keys that help connect tables together, while maintaining structure in the database if an attribute ever changes in one table and needs to be updated in another. The tables will have a check placed on them that requires prices and quantities are never negative numbers. This database could easily be modified to fit more specific needs of a trading card shop that required special cases.