

For the scenario below identify the entities, their attributes and appropriate keys

Finsbury Happy Zoo

Finsbury Happy Zoo's concept is to show animals together in their habitats. They have a number of **enclosures** of different **habitat types** (such as forest or tundra), **different sizes** (square metres), each having a **main feature** (such as a stream or a cave). **Animals** of different **species** share the same enclosure. Each enclosure has a **unique number** and there can be several enclosures with the same habitat but with a different main feature or of a different size. Each animal has a **unique ID**, and their **name**, **date_of_birth**, **diet** and **description** are stored. When an animal is put in an enclosure, the **start date is recorded**, and if they are transferred to another **enclosure the end date is recorded**. **Zoo keepers** may need to make a **note** about a particular animal, for example "not eating well today" and this is **recorded along with the date**. To make sure the animals don't eat each other a species **compatibility table is maintained which has the following information; speciesA, speciesB, compatibility_rating** (5 for happy neighbours to 1 for bitter enemies). Species are identified by their name, and a description of the species and their habitat type are recorded. Species are matched against enclosures by Zoo staff, and if suitable the maximum number of animals of a particular species for a particular enclosure is recorded to prevent overcrowding.

Enclosure (Entity)

Enclosure_Number (Key)

Habitat_Type

Size

Main_Feature

Animal (Entity)

Animal_Number (Key)

Name

Date_Of_Birth

Diet

Description

Start_Date

End_Date

Zoo_Keepers (Entity)

Name (Key)

Description

Description_Date

Species (Entity)

Species_Name (Key)

Species_Description

Habitats_Types

Species_Compatibility (Entity)

Species_A_name (Key)

Species_B_name (Key)

Compatibility_rating