

READ ME

Our project has 7 enGGes: Manager, Tenants, Property, Owner, Unit, Lease, and Maintenance.

Manager EnGty have columns like Manager_Id (Primary Key), Manager_Name, Manager_Contact, Manager_Address.

Tenants have columns like Tenant_Id (Primary Key), Tenant_Name, Tenant_Address, and Tenant_Contact.

Property have columns like Property_Id (Primary Key), Manager_Id, Unit_Count, Property_Owner, Property_Address

Owner have columns like Owner_Id (Primary Key), Property_Id, Manager_Id, Owner_Name, Owner_Contact, Owner_Address

Unit have Columns like Unit_Id (Primary Key), Tenant_Id, Owner_Id, Manager_Id, Unit_Rent, Unit_Owner, Unit_Address

Maintenance have columns like Main_Id (Primary Key), Unit_Id, Main_Amount, Unit_Contact, Main_Start_Date, Main_End_Date, Main_Type

Lease have columns like Lease_Id (Primary Key), Unit_Id, Lease_Amount, Owner_Name, Manager_Contact, Lease_Start_Date, Lease_End_Date, Tenant_Id

Manager and Tenants enGGes are Independent whereas Property has Manager_Id as a foreign key, Owner has Property_Id and Manager_Id as a foreign key, Unit has Tenant_Id, Owner_Id, Manager_Id as a foreign key, Maintenance enGty has Unit_Id as a foreign key and Lease has Unit_Id as a foreign key.

We have created the Tables in the order of Manager, Tenants, Property, Owner, Unit, Maintenance, and Lease and also insert data into the tables in the same order.

In order to drop the tables, the tables are in the order of Lease, Maintenance, Unit, Owner, Property, Tenants, and Manager.

We have 3 different Users excluding Admin those are Manager123, Owner123, and Tenant123. Access Privileges :

- Manager123 user can Select, Insert, Update, and Delete the tables Manager, Unit, Lease, Maintenance, and Tenants.
- Owner123 user can Select, Insert, Update, and Delete the tables Owner, Property
- Tenant123 user can Select, Insert, Update, and Delete the tables Tenants and select all the columns in the Maintenance table but can only have the opGon to insert the Main_type column in the same Maintenance table.