Handgun Polygon Information Database

A handgun shooting polygon need a database system about the all information of the polygon system. The shooting polygon uses this database to keep all specific information of handguns and customers. The shooting polygon employees can easily reach all of customers information and any handgun with their information only making a search over this database.

This database keeps information about:

- *handguns*
- *manufacturers*
- *customers*
- *employees*
- *workers*
- *room officers*
- *rooms*

The handguns information should be findable by a customer who wants to borrow the guns to shooting in a room. There can be one or more in each handgun in the polygon. So the handgun is a entity.

Each handgun has a:

- *handgunID (primary key)*
- *type*
- *productionYear*
- *caliber*
- *trigger*
- *totalCapacity*
- *frame*
- *barrelLengh*
- *overallLength*
- *height*
- *width*
- *weight*
- *loanPrice*

Each manufacturers produce one or more handguns. Every handgun must be belong to a manufacturer. A handgun can only belong to a one manufacturer.

Each manufacturer has a:

- *manufacturerID (primary key)*
- *name*
- *phone number (multi-variable)*
- *web address*
- *country name*

As all office, there are some employees in this polygon. In here, there have been defined two departments which called room officer and worker.

Each employee has a:

- *name*
- *phone number (multi-variable)*
- *birthday*
- *age (derived attribute)*
- *address*
- *salary*
- *department*

Worker's has a role such as manager, cleaner, repairman etc. and except role, the other attributes of workers defined in employee entity.

Each workers has a:

- *role*

Every attributes of room officer's defined in employee entity.

Each room officer has a:

- *same with employee entity*

The polygon has rooms which is built for shooting. A room officer can be responsible from more than one rooms at the same time but, two different room officers cannot be responsible from the same room. Also a room can be used from many customer because there are more than one shooting targets in rooms.

Each room has a:

- *roomID (primary key)*
- *targetNumber*

The entity of customer keeps the all information of people who is a member of the polygon. The people whose age less than 21 cannot be a member by law. So, age is became a derived attribute. The customer became borrower when they borrow a handgun. Every customer can borrow one or more handguns at the same time.

Each customer has a:

- *customerID (primary key)*
- *name*
- *phone number (multi-variabled)*
- *birthday*
- *age (derived attribute)*
- *address*

The users of this database can reach:

- *the number of members of this polygon*
- *how many employees are there and what are their roles*
- *the number of handguns*
- *the loan price of handguns*
- *which handguns borrowed by which customers*
- *which rooms are available for shooting*
- *which employees are responsible for which rooms*
- *how many members are there from any city*
- *total salary of employees*
- *which handgun belong which country*
- *the all information of a manufacturer*
- *how many handguns are there from same or different manufacturer*
- *etc...*

We are making this database to keep all information about a handgun polygon in an organized computer database instead of some books or handwritten notes. So employees and customers can access all details about a handgun like type, manufacturers or production year etc. In this way everyone gains time and place.