

The Angel warehouse

Bay (Entity)

uniqueBayNumber = #PK #FK

numberOfBins =

bayLocation =

bayHeight =

Bin (Entity)

binNumber = #PK #FK

maxLoadWeight =

Forklift (Entity)

uniqueEquipmentNumber = #PK

uniqueBayNumber =

maxCarryWeight =

fuelType =

Item(Entity)

uniqueItemNumber = #PK

itemWeight =

itemArrivalDate =

binNumber =

itemBinDate =