CREATE TABLE regions (

region\_id SERIAL PRIMARY KEY,

region\_name CHARACTER VARYING (25)

);

CREATE TABLE countries (

country\_id CHARACTER (2) PRIMARY KEY,

country\_name CHARACTER VARYING (40),

region\_id INTEGER NOT NULL,

FOREIGN KEY (region\_id) REFERENCES regions (region\_id) ON UPDATE CASCADE ON DELETE CASCADE

);

CREATE TABLE locations (

location\_id SERIAL PRIMARY KEY,

street\_address CHARACTER VARYING (40),

postal\_code CHARACTER VARYING (12),

city CHARACTER VARYING (30) NOT NULL,

state\_province CHARACTER VARYING (25),

country\_id CHARACTER (2) NOT NULL,

FOREIGN KEY (country\_id) REFERENCES countries (country\_id) ON UPDATE CASCADE ON DELETE CASCADE

);

CREATE TABLE departments (

department\_id SERIAL PRIMARY KEY,

department\_name CHARACTER VARYING (30) NOT NULL,

location\_id INTEGER,

FOREIGN KEY (location\_id) REFERENCES locations (location\_id) ON UPDATE CASCADE ON DELETE CASCADE

);

CREATE TABLE jobs (

job\_id SERIAL PRIMARY KEY,

job\_title CHARACTER VARYING (35) NOT NULL,

min\_salary NUMERIC (8, 2),

max\_salary NUMERIC (8, 2)

);

CREATE TABLE employees (

employee\_id SERIAL PRIMARY KEY,

first\_name CHARACTER VARYING (20),

last\_name CHARACTER VARYING (25) NOT NULL,

email CHARACTER VARYING (100) NOT NULL,

phone\_number CHARACTER VARYING (20),

hire\_date DATE NOT NULL,

job\_id INTEGER NOT NULL,

salary NUMERIC (8, 2) NOT NULL,

manager\_id INTEGER,

department\_id INTEGER,

FOREIGN KEY (job\_id) REFERENCES jobs (job\_id) ON UPDATE CASCADE ON DELETE CASCADE,

FOREIGN KEY (department\_id) REFERENCES departments (department\_id) ON UPDATE CASCADE ON DELETE CASCADE,

FOREIGN KEY (manager\_id) REFERENCES employees (employee\_id) ON UPDATE CASCADE ON DELETE CASCADE

);

CREATE TABLE dependents (

dependent\_id SERIAL PRIMARY KEY,

first\_name CHARACTER VARYING (50) NOT NULL,

last\_name CHARACTER VARYING (50) NOT NULL,

relationship CHARACTER VARYING (25) NOT NULL,

employee\_id INTEGER NOT NULL,

FOREIGN KEY (employee\_id) REFERENCES employees (employee\_id) ON DELETE CASCADE ON UPDATE CASCADE

);