

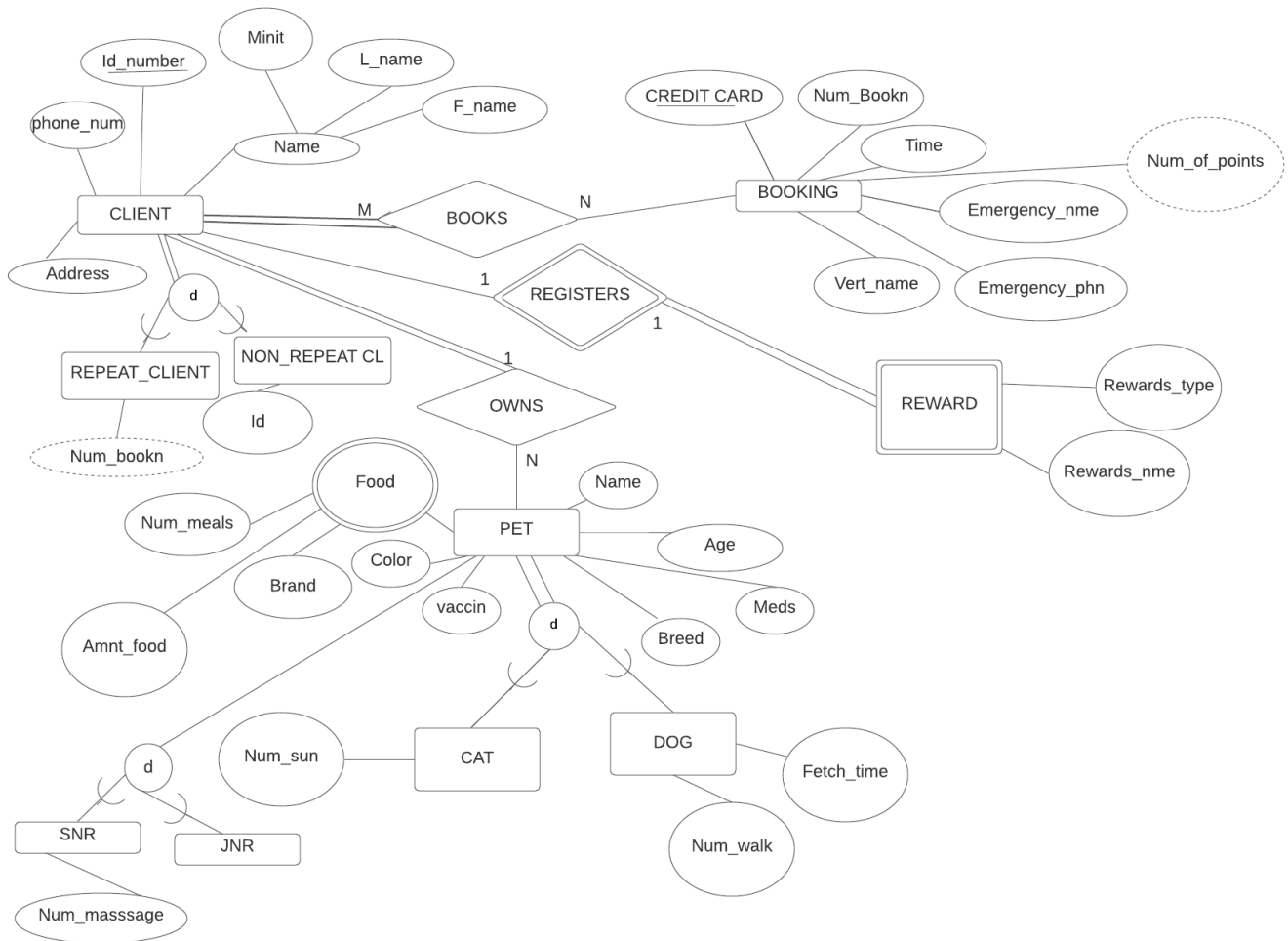
Assignment 1 Report by Victor Tuah Kumi

Course: ENSF 608 - Fall 2020

Assignment #: 1

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Design Explanation

Based on the specification by the company, I picked out the miniworld components that can be modeled into a database. Key among which were:

- Client
- Booking
- Pet (Only Cats and Dogs)
- Reward Scheme

I tried to find the relationships between the enties

A client owns a pet that are specialized as Dogs and Cats

A client makes a booking or bookings,

and a client registers on a reward scheme

I assumed a simple reward scheme that has weak relationship with our specific aim, and also assumed that there are a couple of rewards scheme but the client can register for only one.

1. **CLIENT** entity type has a **Id_number** as key attribute that is unique because every client must be identified separately so as to link their pets correctly with the id number.
2. **OWNS** relationship involving **CLIENT** and **PET**. The relationship is **1:N** because a client can have multiple pets but a pet can have one client.

3. The `Num_of_points` earned by a client can be derived from the number of Bookings the client makes assuming the points are same equally weighted.