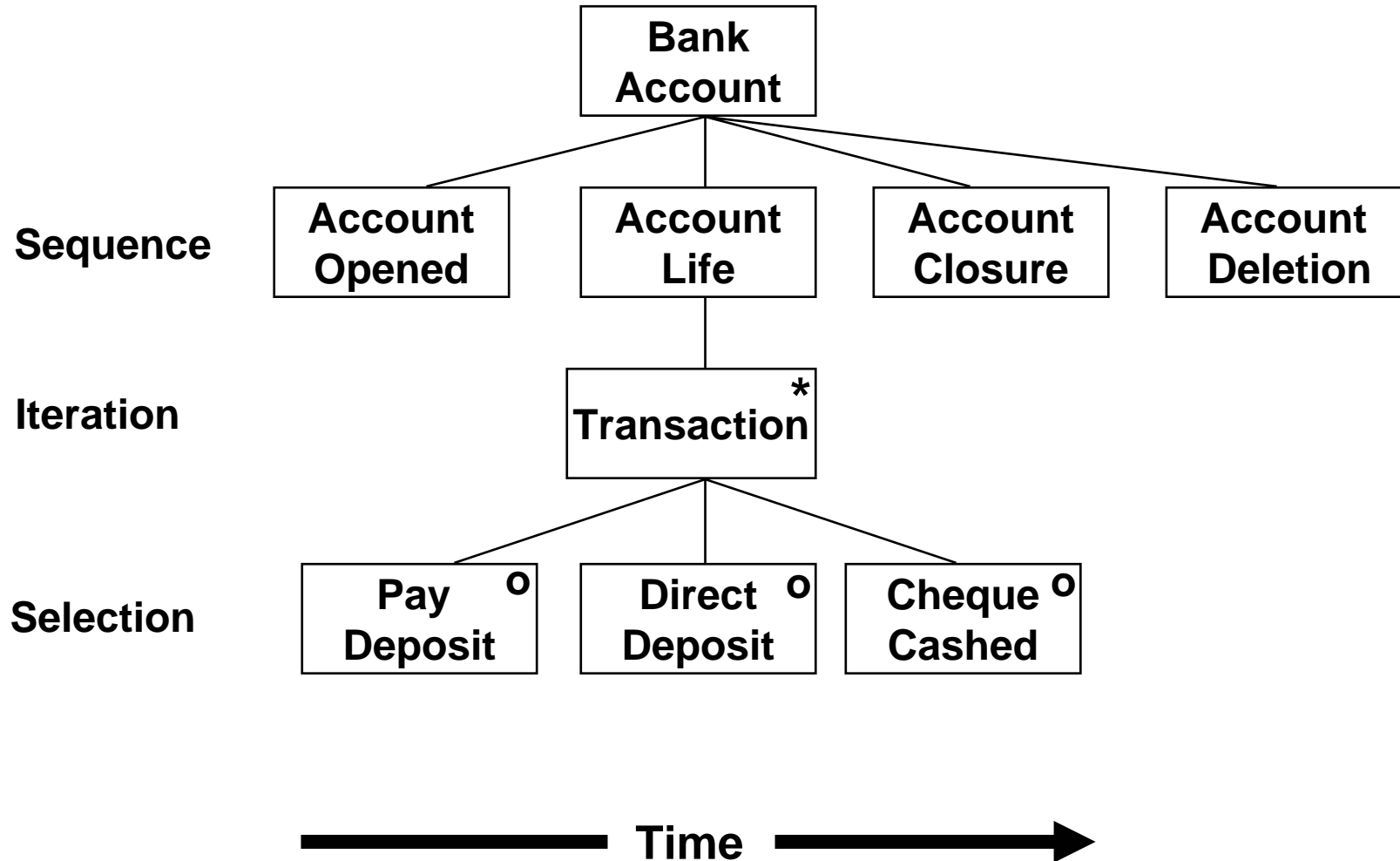


Entity Life History

Simple Life

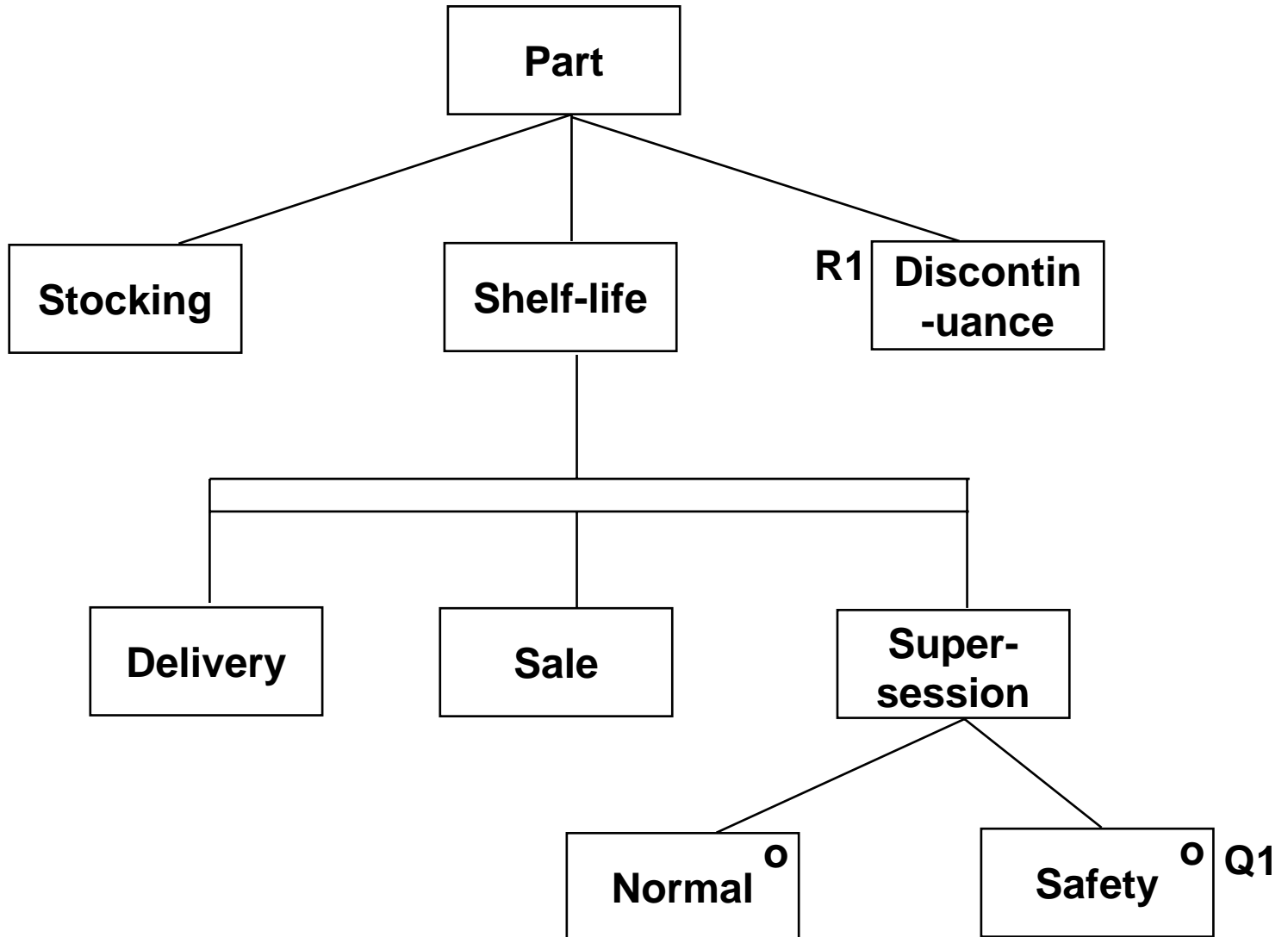


Entity Life History - Parallel Lives

Consider the following EVENTS which affect an entity PART:

- 1. Someone makes a decision to stock a PART**
- 2. A supplier delivers stock against an order for the PART**
- 3. A customer places an order to buy the PART**
- 4. Someone decides that the PART should be superseded**
- 5. Someone decides to stop stocking the PART**

Entity Life History for PART



Entity Event Matrix

Entity Event	Employee	Appli. History	Car	Claim	Journey	Grade
Register authorised user	C		C			
Register change of job	M	C				
Register change of car		C	C/M			
Register claim				C		
Check journey details					C/D	

NOTE: If an entity is never created then something has been missed e.g. Grade in this example.

Complete ELH

Car Allowance System

Employee

Pay-no
Name
Address
Job-title
Job-location
Salary-grade
Current-allowance-grade
Date-authorized-driver
Driver-test-results

Operations list

1. Store keys
2. Store remaining attributes
3. Gain car entity
4. Tie to grade entity
5. Store grade using grade calculation
6. Replace grade using grade calc.
7. Replace job detail attributes
8. Replace employee details
9. Cut from grade entity

