**Class Associations:**

* A customer may be either steady, premier, or prospective.
* A steady, premier, or prospective is a customer.
* A customer is either an individual or a corporation.
* An individual or corporation is a customer.
* A prospective customer receives zero to many special.
* A special can be received by one to many prospective customers.
* A corporation has one to many addresses.
* An address represents one and only one corporation.
* A customer receives one to many special instance.
* A specialinstance is received by one and only one customer.
* A customer owns one to many vehicles.
* A vehicle is owned by one and only one customer.
* A special contains one to many special instance.
* A specialinstance is contained in one and only on special.
* A vehicle gets zero to many notifications.
* A notification is sent to one and only one vehicle.
* A prospective customer receives zero to many referrals.
* A referral is received by one and only one prospective customer.
* A vehicle is contained in one to many orders.
* An order contains one and only one vehicle.
* A premier customer gives zero to many referrals.
* A referral is given by one and only one premier customer.
* An order contains one and only one orderline.
* An orderline is contained by one and only one order.
* A steady customer gives zero to many referrals.
* A referral is given by one and only one steady customer.
* A repair items is contained in one to many orderline.
* An orderline contains one and only one repair item.
* A steady customer makes zero to many appointments.
* An appointment is made by one and only one steady customer.
* A maintenance package contains one to many repair items.
* A repair item is contained in one to many maintenance packages.
* A steady customer is sent one to many notifications.
* A notification is sent to one and only one steady customer.
* A maintenance package contains one to many repairInstances.
* A repairInstance is contained in one and only one maintenance package.
* A repair item contains one to many repairInstances.
* A repairInstance is contained in one and only one repair item.
* A mechanic earns one to many certifications.
* A certification is earned by one and only one mechanic.
* A repair item requires one to many skills.
* A skill is required to fix one to many repair items.
* A mechanic is assigned to one and many orderlines.
* An orderline assigns to one and only one mechanic.
* A repair item requires one to many skillrepair.
* A skillrepair is required to fix one and only one repair item.
* A mechanic mentors one to many mentorships.
* A mentorship is mentored by one and only mechanic.
* A skill requires one to many skillrepair.
* A skillrepair is required by one and only one skill.
* A mechanic acquires one to many skills.
* A skill can be acquired by one to many mechanics.
* An employee is either a technician, mechanic, or neither.
* A technician or mechanic is an employee.
* A mechanic acquires one to many skillmechanic.
* A skillmechanic can be acquired by one and only one mechanic.
* A technician writes one to many order.
* An order is written by one and only one technician.
* A skill acquires one to many skillmechanic.
* A skillmechanic can be acquired by one and only one skill.