

contest			player			enrolled			
<i>ts</i>	name	<i>flag</i>	<i>ts</i>	name	<i>flag</i>	<i>ts</i>	player	contest	<i>flag</i>
<i>t₁</i>	C1	1	<i>t₃</i>	Alice	0	<i>t₄</i>	<i>t₃</i>	<i>t₁</i>	0

compute state
assuming ON DELETE CASCADE

compute state
assuming ON DELETE ABORT

player	
id _{auto}	name
1	Alice

contest		player		enrolled	
name		id _{auto}	name	player	contest
C1		1	Alice	1	C1