**Example 1**:

There is an entity set for System Users, who are either students or instructors. There is an entity set for Courses. These two entity sets are related such that a System User in the role of an instructor instructs 0 or more courses. A particular course is instructed by at least one instructor. A System User in the role of a student takes 0 or more courses. A course is taken by 0 or more students. (Eventually the course will have students, but in its initial design stage, there are no students in the course.) The Course Item entity set represents the elements that make up a course. A course is broken down into modules. A course consists of 0 or more modules. (Eventually there will be more than 0 modules) A particular module belongs to a particular course. The modules themselves can be related to one another as pre-requisites. A course item in the role of parent precedes 1 child item, that is, this is the child item’s pre-requisite. A course item in the role of child item may be preceded by a parent item.

**Example 2.** This is a simplified Credit card system. We have Customers, Merchants, an Account that both a Credit card and a Debit Card can access. We will also have a Bill that need to be paid. It is optional for an account to have a credit card or debit card. An account can only have one credit card or debit card associated with it. A customer can have many accounts. A merchant can have many charges on many credit cards or debit cards.