Cardinalité

Entity-Relationship Diagram:

- **Contract_type** —(0, n)— **SIGN** —(1, 1)— **Trainers**
- **Diplomas** —(1, n)— **PASS** —(1, n)— **Trainers**
- **Specialities** —(1, n)— **POSS.** —(1, n)— **Trainers**
- **Commute_modes** —(0, n)— **USE** —(1, n)— **Trainers**
- **Trainers** —(1, 1)— **LIVE** —(1, n)— **Addresses**
- **Addresses** —(1, n)— **BE** —(m, n)— **Cities**
- **Trainers** —(1,1)— **BELONG TO** —(0,n)— **Rooms**
- **Trainers** —(1, n)— **WORK** —(1, n)— **Training_centers**
- **Addresses** —(1, 1)— **Training_centers** —(1, 1)
- **Contact** —(1, n)— **HAVE** — **Rooms**
- **Rooms** —(0, n)— **BE** —(0, n)— **Disponibility**
- **Rooms** —(1, n)— **HAVE** —(1, n)— **Accessibility**
- **Rooms** —(0, n)— **HAVE** —(0, n)— **Equipment**
- **Rooms** —(1, 1)— **BE** —(1, n)— **Buildings**
- **Training_centers** —(1, n)— **BE** —(1, 1)— **Buildings**

Link	A to B	A to B res	B to A	B to A res
Trainers – Rooms	1 trainer can have 1 room only	(1, 1)	1 room can have 0 trainer or many	(0, n)
Trainers – Contact	1 trainer can have only 1 contact	(1, 1)	1 contact have 1 trainer or many	(1, n)
Trainers – Commute_mode	1 trainer can have 1 commute_mode or many	(1, n)	1 commute_mode can have 0 trainer or many	(0, n)
Trainers - Specialities	1 trainer can have 1 speciality or many	(1, n)	1 speciality can have 1 trainer or many	(1, n)
Trainers – Contract_type	1 trainer can only have 1 contract type	(1, 1)	1 contract type can have 0 trainer or many	(0, n)
Trainers – Diplomas	1 trainer can have 1 to many diplomas	(1, n)	1 diploma can have 1 trainer or many	(1, n)
Trainers – Addresses	1 trainer can have only one address	(1, 1)	1 address can have 1 or many	(1, n)
Trainers – Training_center	1 trainer can have 1 or many training_centers	(1, n)	1 training center can have 1 to many trainers	(1, n)
Addresses – Cities	1 address can have many cities	(1, n)	1 city can have 1 to many addresses	(1, n)
Training_center - Addresses	1 training center have 1 address only	(1, 1)	1 address have only 1 training center	(1, 1)
Rooms - Disponibility	1 room can have 0 to many disponibilities	(0, n)	1 disponibility can have 0 room or many	(0, n)
Rooms - Accessibility	1 room can have 1 to many accessibilities	(1, n)	1 accessibility can have 1 room or many	(1, n)
Rooms - Equipment	1 room can have 0 to many equipment	(0, n)	1 equipment can have 0 room or many	(0, n)
Rooms - Buildings	1 room can have 1 building only	(1, 1)	1 building can have 1 room or many	(1, n)
Buildings – Training_centers	1 building can have 1 training_center only	(1, 1)	1 training_center can have 1 building or many	(1, n)