tables teams Players from (M to Mtable) Points Coaches Rey (bram M2 Mtallo) For Coaches+) losses luse this int When mentioning team Players USC this outo-increnegt When mentioning Player [Dual table bouls for teams and played Assits PIMS ニュナ Wins Rolle Vit not ショクナ 105565 -in+ make both O · 1/1+ eams (foreign key from M&M+able) reagves foreign kefron team teams Nameof Players or Loach player or coach couch? Primary key bool(coach or not?) key for the league MtoM for players + teams foreign key team from teams foreign key Player from Players primary key auto-increment key used to link teamand Players taple $\overline{M} \supseteq M$ couches++eang foreign key from coaches Coach -> foreign key tea m from teams primary key auto-increment > key used to link couches and players Coaches I from M2M table team Wias -in+ 105920 -11+ -11+ Prinary use in M2M tables The colour to the sidewas used to signify columns foreign kegs oure integers used to represent entries from other tables. This is used since into are cheaper than strings and we want to minimize memory USed · One to many relationships is What is used when there will be many entries from one table going into another table. Ex) the leagues table. M2 M stands for many to many relationships. Unlike with one to many relationships this is when their may be multiple Catries going both wags. This was used in the M2M for teams to players This is a rough draft. Any ideas for improvement are welcome one thing I was thinking 15 adding support for Sea*50 as*.