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erDiagram
    dept_defense ||--o{ dept_treasury : "dept_no"
    dept_defense ||--o{ dept_treasury : "dept_name"
    dept_defense ||--o{ dept_treasury : "total_funding"
    dept_defense ||--o{ weapon : "gi_no"
    dept_defense ||--o{ weapon : "dept_no"
    dept_defense ||--o{ weapon : "Budget"
    dept_defense ||--o{ active_troop : "gi_no"
    dept_defense ||--o{ active_troop : "dept_no"
    dept_defense ||--o{ active_troop : "Budget"
    dept_defense ||--o{ salary : "gi_no"
    dept_defense ||--o{ salary : "dept_no"
    dept_defense ||--o{ salary : "Budget"
    dept_defense ||--o{ X10 : "gi_no"
    dept_defense ||--o{ X10 : "dept_no"
    dept_defense ||--o{ X10 : "Budget"
    dept_treasury ||--o{ weapon : "gi_no"
    dept_treasury ||--o{ weapon : "dept_no"
    dept_treasury ||--o{ weapon : "Budget"
    dept_treasury ||--o{ active_troop : "gi_no"
    dept_treasury ||--o{ active_troop : "dept_no"
    dept_treasury ||--o{ active_troop : "Budget"
    dept_treasury ||--o{ salary : "gi_no"
    dept_treasury ||--o{ salary : "dept_no"
    dept_treasury ||--o{ salary : "Budget"
    dept_treasury ||--o{ X10 : "gi_no"
    dept_treasury ||--o{ X10 : "dept_no"
    dept_treasury ||--o{ X10 : "Budget"
    weapon ||--o{ active_troop : "gi_no"
    weapon ||--o{ active_troop : "dept_no"
    weapon ||--o{ active_troop : "Budget"
    weapon ||--o{ salary : "gi_no"
    weapon ||--o{ salary : "dept_no"
    weapon ||--o{ salary : "Budget"
    weapon ||--o{ X10 : "gi_no"
    weapon ||--o{ X10 : "dept_no"
    weapon ||--o{ X10 : "Budget"
    active_troop ||--o{ salary : "gi_no"
    active_troop ||--o{ salary : "dept_no"
    active_troop ||--o{ salary : "Budget"
    active_troop ||--o{ X10 : "gi_no"
    active_troop ||--o{ X10 : "dept_no"
    active_troop ||--o{ X10 : "Budget"
    salary ||--o{ X10 : "gi_no"
    salary ||--o{ X10 : "dept_no"
    salary ||--o{ X10 : "Budget"
```

The diagram illustrates a database schema with six tables: dept\_defense, dept\_treasury, weapon, active\_troop, salary, and X10. Each table is represented by a box with its name in a blue header and its attributes in a white body. Relationships are shown as lines connecting the tables, with crow's foot notation symbols indicating the cardinality of each relationship. The relationships are as follows:

- dept\_defense to dept\_treasury: 1-to-1 relationship on attributes dept\_no, dept\_name, and total\_funding.
- dept\_defense to weapon: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- dept\_defense to active\_troop: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- dept\_defense to salary: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- dept\_defense to X10: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- dept\_treasury to weapon: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- dept\_treasury to active\_troop: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- dept\_treasury to salary: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- dept\_treasury to X10: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- weapon to active\_troop: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- weapon to salary: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- weapon to X10: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- active\_troop to salary: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- active\_troop to X10: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.
- salary to X10: 1-to-1 relationship on attributes gi\_no, dept\_no, and Budget.

