Each mechanic must be related to zero or many CertificateGranted.

Each CertificateGranted must be related to one and only one mechanic.

Each certificate must be related to one and at most many CertificateGranted.

Each CertificateGranted must be related to one and only one certificate .

A supplier supplies zero to many parts.

A part is supplied by one and only one supplier.

Each daveorder must be related to one and at most many orderline.

Each orderline must be related to one and only one daveorder.

Each part must be related to zero or many orderline.

Each orderline must be related to one and only one part.

A maintenance-interval requires zero to many maintenance-item.

A maintenance-item is required by one and only one maintenance-interval.

A maintenance-interval is defined by one and only one VehicleMakeModel.

A VehicleMakeModel defines one and only one maintenance-interval.

A VehicleMakeModel defines zero to many maintenence-items

A maintenence item is defined by one and only one VehicleMakeModel

Each maintenance interval may affect many monthly installments.

Each monthly installment is affected by one and only one maintenance interval.

Each vehicle may affect many monthly installments.

Each monthly installment is affected by one and only one vehicle.

Each premier may pay many monthly installments.

Each monthly installment is paid by one and only premier.

Each prospective may receive many contacts.

Each contact is received by one and only one prospective.

Each customer owns one or more vehicles

One or more vehicles are owned by one and only one customer

Each VisitOrder must be related to one and at most many ServiceLineItem.

Each ServiceLineItem must be related to one and only one VisitOrder.

Each MaintenanceItem must be related to zero or many ServiceLineItem.

Each ServiceLineItem must be related to one and only one MaintenanceItem.

Each MaintenenceItem must be related to zero or many itemSkill.

Each itemSkill must be related to one and only one MaintenenceItem.

Each skill must be related to zero and at most many itemSkill.

Each itemSkill must be related to one and only one skill.

Each skill must be related to one and at most many EmployeeSkill.

Each EmployeeSkill must be related to one and only one skill.

Each employee must be related to zero or many EmployeeSkill.

Each EmployeeSkill must be related to one and only one employee.

Each ServiceTechnician writes up one or more ServiceOrders

Each ServiceOrders are written up by one and only one ServiceTechnician

Each Private Customer lives at one and only one Address

Each Address is lived at by one and only one Private Customer

Each Corporation utilizes one or more Addresses

Each Addresses are utilized by one and only one Corporation

Each Mechanic creates one or more ServiceLineItems

Each ServiceLineItems are created by one and only one Mechanic

Each PackageComp must be related to one and only one MaintenanceItem.

Each MaintenanceItem may be contained in many PackageComp.

Each Package must be related to at least one to many PackageComp.

Each PackageComp must be related to one and only one Package.

Each MaintenanceItem must be related to at least one to many MaintenencePart .

Each MaintenencePart must be related to one and only one MaintenanceItem.

Each Parts may be related to many MaintenencePart.

Each MaintenencePart must be related to one and only one Parts.

Each Maintenenceinterval must be related to at least one to many maintenenceItem

Each MaintenenceItem must be related to at least one to many Maintenenceinterval