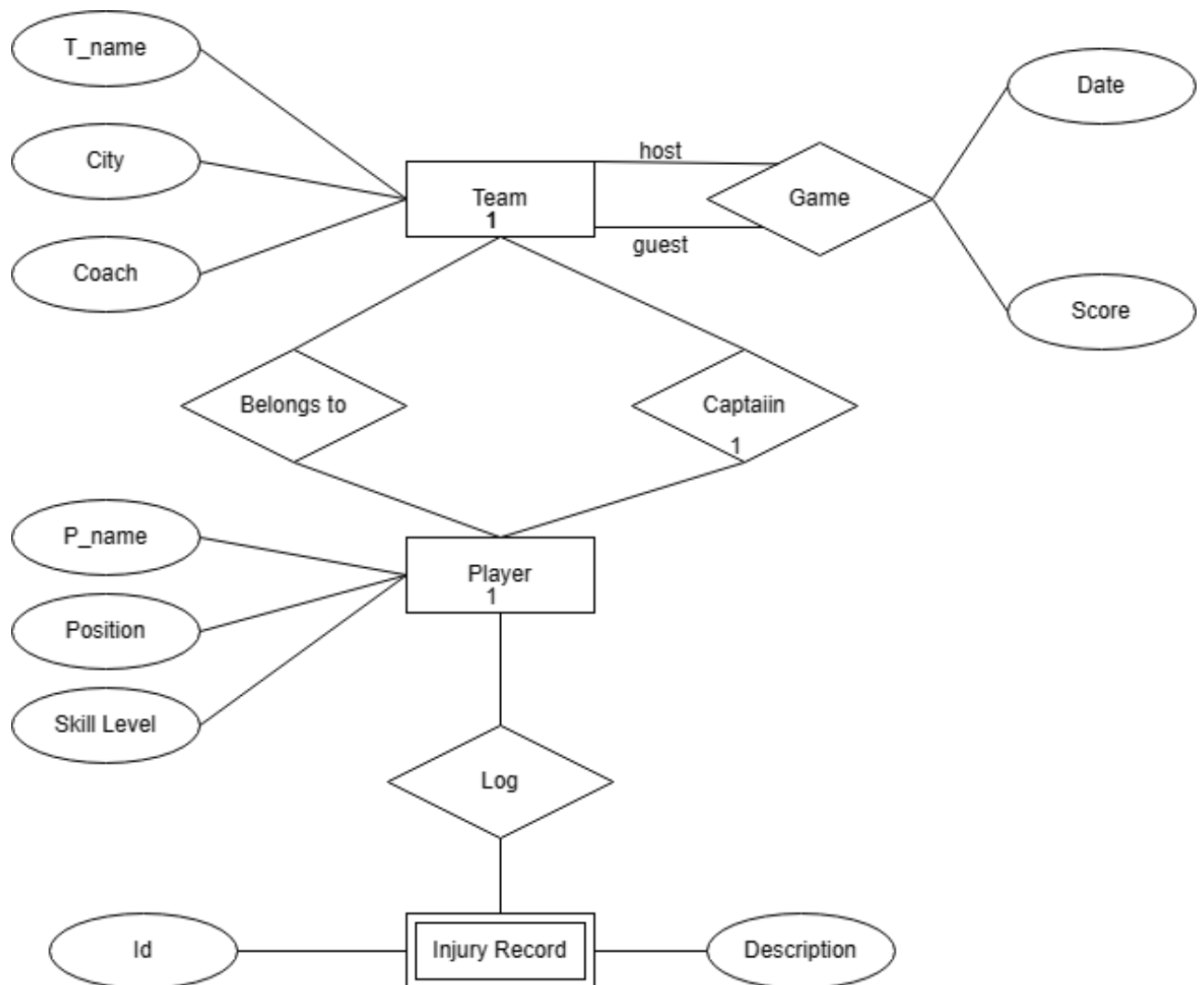


NLH Database



Overview:

This ER diagram models a database to store information related to the National Hockey League (NHL). It will be used by NHL administrative staff to track teams, players, coaches, games, stats, draft picks, trades, etc.

Entities:

- Player: Stores information about hockey players including name, id, position, skill level
- Team: Stores information about hockey teams including name, city, coach
- Game: Stores information about hockey games including date, score, host team, guest team
- Injury Record: Stores injury records for players including details of injury

Relationships:

- **One-to-Many relationship between Team and Player** - A team can have multiple players, but each player belongs to only one team
- **One-to-One relationship between Team and Coach** - Each team has only one coach
- **One-to-Many relationship between Player and Injury Record** - A player can have multiple injury records, but each injury record belongs to only one player
- **Many-to-Many relationship between Team and Game** - A team can play multiple games, and a game can involve multiple teams (host and guest)
- **Junction table Log connects the Team and Game entities to support the Many-to-Many relationship.** Stores details like team name, score, date for each game.
- **One-to-Many relationship between Player and Game** - A player can play in multiple games, but each game has multiple players
- **Captain Belongs To Team** - Indicates team captaincy

In summary, the ER diagram models the key entities in a hockey system and the relationships between them like players, teams, games, coaches etc. The junction tables Log and Injury Record help connect the many-to-many relationships. This schema provides a structured way to store and access information about hockey teams, players, matches etc.