Database Relationships
Explained

1. One-to-Many Relationships:

● users → games: A user can participate in multiple games, but a game has multiple users (players). Hence, it's a one-to-many relationship.

● games →hands: A game can have multiple hands, as each player has their own hand. However, a hand belongs to only one game. It's a one-to-many relationship.

● games → community_cards:A game has one set of community cards on the table, but each set of community cards belongs to a specific game. It's a one-to-many relationship.

● users → hands: Each user has one or more hands in a game, but a hand belongs to only one user. It's a one-to-many relationship.

● conversations → messages: A conversation can have multiple messages, but each message belongs to only one conversation. It's a one-to-many relationship.

● games → bets: In a game, multiple users can place bets, but each bet belongs to a specific game. It's a one-to-many relationship.

● rounds → bets: In a round, multiple bets can be placed, but each bet is associated with a specific round. It's a one-to-many relationship.

● cards → hands: A card can be part of multiple hands, but each card belongs to only one hand. It's a one-to-many relationship.

● cards → community_cards: A card can be part of multiple sets of community cards, but each card belongs to only one set of community cards. It's a one-to-many relationship.

2. Many-to-Many Relationships:

● users → conversations → messages: Users can be part of multiple conversations, and each conversation can have multiple users. Similarly, a conversation can contain multiple messages, and a message can be part of multiple conversations. This forms a many-to-many relationship.

3. Other Relationships:

- rounds → users (dealer, small blind, big blind): Each round involves at least two users - a dealer, a small blind, and a big blind. These relationships are represented by the foreign keys in the `rounds` table.