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| --- | --- | --- |
| Key Mechanism | When soldier becomes human | When human becomes soldier |
| Separate table keeping track of max key, so keys are unique across both tables | Move to the other table without affecting the key | Move to the other table without affecting the key |
| Autonumber within each table – extra column with flag attached | Move to the other table. He still has the soldier flag, but his ID is unique. | Move to the other table, He still has the human flag but his ID is unique. |
| Autonumber within each table – attach flag upon retrieval | Have to generate a new key | Have to generate a new key |
| Autonumber within each table, but have soldier table start autonumbering at a high number | Move to the other table, but can’t infer type from the key. | Move to the other table, but can’t infer type from the key. |