

Arities

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Loosely based on Wikipedia's [Multiplicity_\(Class_Diagrams\)](#):

▼ 0-1:0-M

▼ 0-1:1

▼ 0-M:0-1

Example: BUILDING 0-M:0-1 BLDG_STORIES_COUNT (*i.e. A Building may have one Count of Stories*)

▼ 0-M:0-M

▼ 0-M:1

▼ 1:0-1

▼ 1:0-M

Example: BUILDING 1:0-M BLDG_SPACE_UNIT (*i.e. A Building is partitioned as one to many Space Units / A Space Unit belongs to exactly one Building*)

▼ 1:1

Example: BUILDING 1:1 BLDG_NAME (*i.e. A Building has exactly one Name / A Name is unique to a Building*)