

Facts

2020-11-13 07:57pm

▼ A Building has exactly one Name / A Name is unique to a Building



coded: [BUILDING 1:1 BLDG_NAME](#)

▼ A Building is partitioned as one to many Space Units / A Space Unit belongs to exactly one Building



coded: [BUILDING 1:0-M BLDG_SPACE_UNIT](#)

▼ A Building may have one Count of Stories



coded: [BUILDING 0-M:0-1 BLDG_STORIES_COUNT](#)

▼ A Space Unit has exactly one Description



coded: [BLDG_SPACE_UNIT 1:1 BSU_DESC](#)

▼ A Space Unit may have one Accommodation Type



coded: [BLDG_SPACE_UNIT 0-M:0-1 ACCOMMODATION_TYPE](#)

▼ An Accommodation Type has exactly one Description



coded: [ACCOMMODATION_TYPE 1:1 ACCOM_DESC](#)