

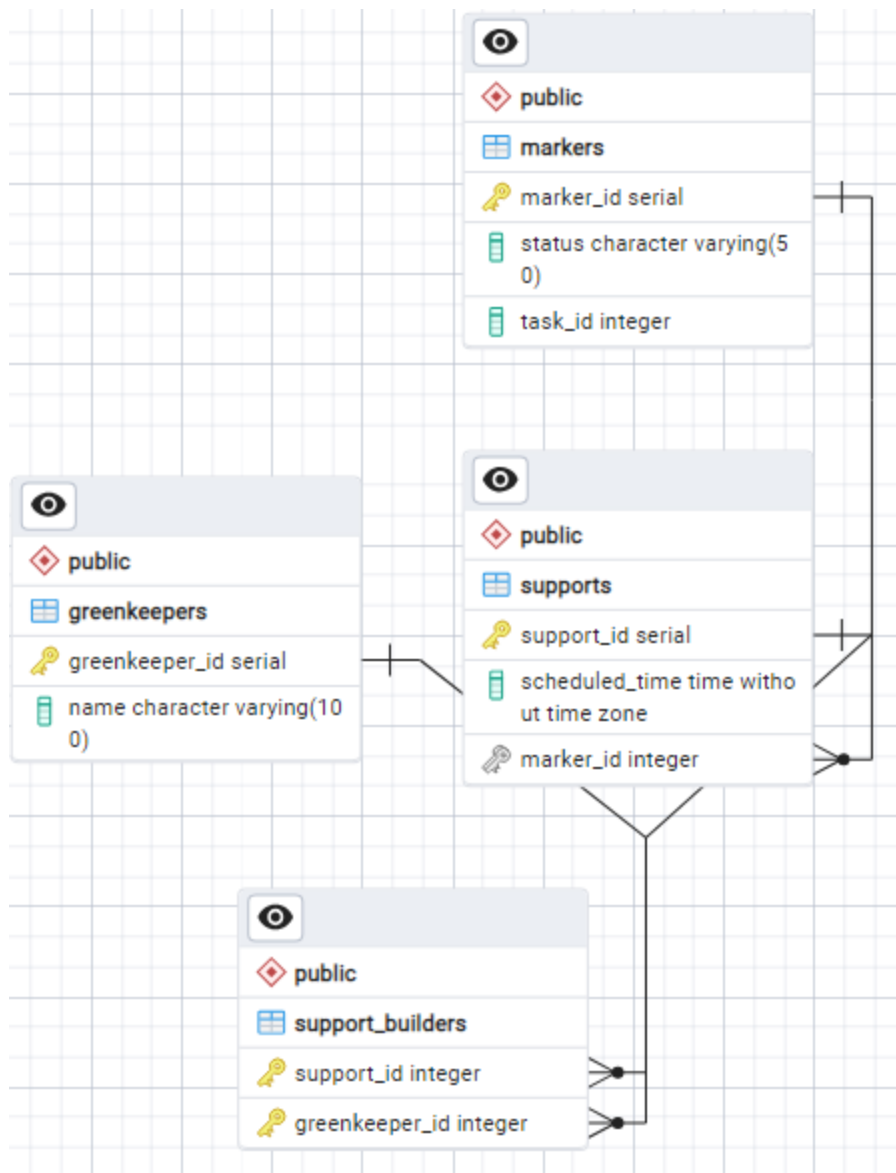
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```
CREATE TABLE markers (  
    marker_id SERIAL PRIMARY KEY,  
    status VARCHAR(50) NOT NULL,  
    task_id INTEGER  
);
```

```
CREATE TABLE supports (  
    support_id SERIAL PRIMARY KEY,  
    scheduled_time TIME NOT NULL,  
    marker_id INTEGER REFERENCES markers(marker_id) ON DELETE SET NULL  
);
```

```
CREATE TABLE greenkeepers (  
    greenkeeper_id SERIAL PRIMARY KEY,  
    name VARCHAR(100) NOT NULL  
);
```

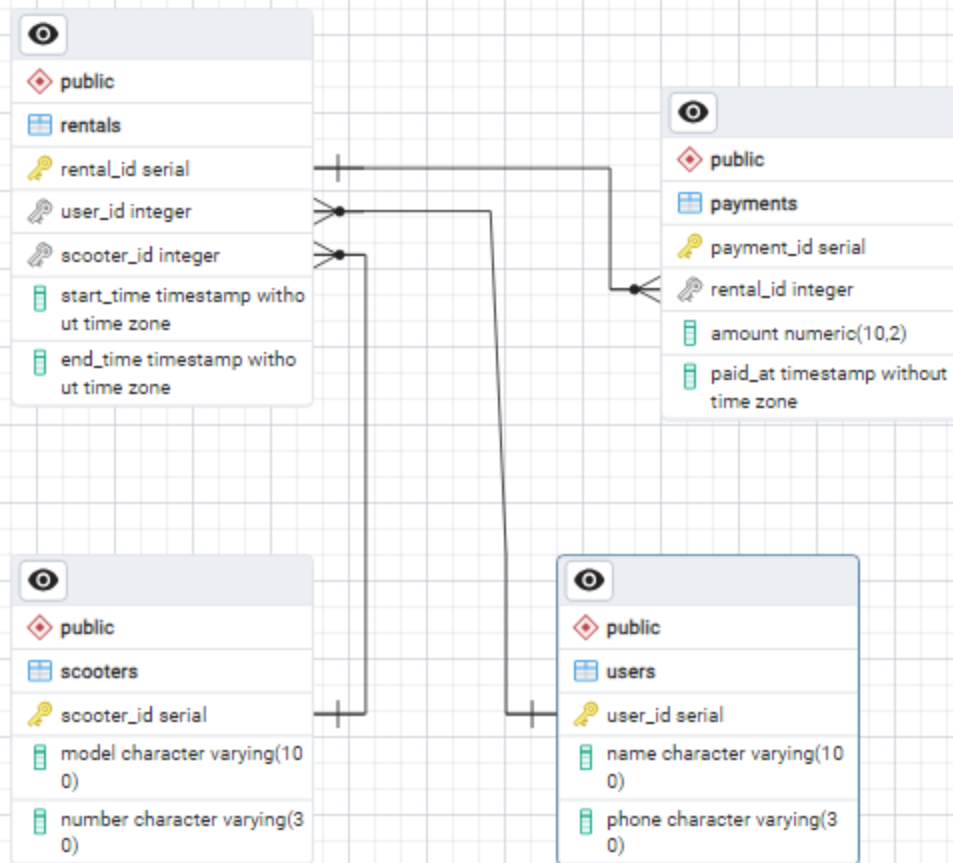
```
CREATE TABLE support_builders (  
    support_id INTEGER REFERENCES supports(support_id) ON DELETE CASCADE,  
    greenkeeper_id INTEGER REFERENCES greenkeepers(greenkeeper_id) ON DELETE  
CASCADE,  
    PRIMARY KEY (support_id, greenkeeper_id)  
);
```



Рубежка номер 1

0. Сервис по аренде самокатов

```
CREATE TABLE users (  
    user_id SERIAL PRIMARY KEY,  
    name VARCHAR(100) NOT NULL,  
    phone VARCHAR(30) NOT NULL  
);  
  
CREATE TABLE scooters (  
    scooter_id SERIAL PRIMARY KEY,  
    model VARCHAR(100) NOT NULL,  
    number VARCHAR(30) NOT NULL  
);  
  
CREATE TABLE rentals (  
    rental_id SERIAL PRIMARY KEY,  
    user_id INT REFERENCES users(user_id),  
    scooter_id INT REFERENCES scooters(scooter_id),  
    start_time TIMESTAMP NOT NULL,  
    end_time TIMESTAMP  
);  
  
CREATE TABLE payments (  
    payment_id SERIAL PRIMARY KEY,  
    rental_id INT REFERENCES rentals(rental_id),  
    amount NUMERIC(10,2) NOT NULL,  
    paid_at TIMESTAMP NOT NULL  
);
```



Сервис по аренде игровых консолей

```
CREATE TABLE gaming_consoles (  
    id SERIAL PRIMARY KEY,  
    mark VARCHAR(50),  
    model VARCHAR(50),  
    created_year INT,  
    inventory_number VARCHAR(30),  
    status VARCHAR(30)  
);
```

```
CREATE TABLE games (  
    id SERIAL PRIMARY KEY,  
    name VARCHAR(100),  
    type VARCHAR(50),  
    age_rate VARCHAR(10),  
    creator VARCHAR(100)  
);
```

```
CREATE TABLE console_games (  
    console_id INT REFERENCES gaming_consoles(id) ON DELETE CASCADE,  
    game_id INT REFERENCES games(id) ON DELETE CASCADE,  
    PRIMARY KEY (console_id, game_id)  
);
```

```
CREATE TABLE rents (  
    id SERIAL PRIMARY KEY,
```

user_id INT, -- обычно ссылается на users(id), если есть
console_id INT REFERENCES gaming_consoles(id) ON DELETE CASCADE,
start_date DATE,
end_date DATE,
price NUMERIC(6,2),
status VARCHAR(30),
tariff_id INT -- если у вас есть отдельная таблица тарифов
);

