

Solve the following queries:

1. Show the name of all pokemon

```
SELECT distinct nombre FROM pokemondb.pokemon;
```

2. Show pokemon weighing less than 10k

```
SELECT distinct nombre,peso  
FROM pokemon  
where peso<10  
order by peso desc;
```

3. Show agua-type pokemon

```
SELECT p.nombre,t.nombre  
FROM pokemon p,pokemon_tipo pt,tipo t  
where  
p.numero_pokedex=pt.numero_pokedex AND  
pt.id_tipo=t.id_tipo AND  
lower(t.nombre)='agua'
```

4. Show pokemon that are of type 'fuego' and 'volador

```
SELECT p.nombre  
FROM pokemon p  
WHERE p.numero_pokedex in (SELECT numero_pokedex FROM pokemon_tipo  
                           WHERE id_tipo=(SELECT id_tipo FROM tipo  
                                           WHERE  
lower(nombre)='volador')) AND  
p.numero_pokedex in (SELECT numero_pokedex FROM pokemon_tipo  
                     WHERE id_tipo=(SELECT id_tipo FROM tipo  
                                     WHERE  
lower(nombre)='fuego'));
```

5. Show pokemon with a base stat of ps greater than 200

```
SELECT *  
from pokemon p,estadisticas_base eb  
WHERE p.numero_pokedex=eb.numero_pokedex AND
```

```
eb.ps>200;
```

6. Show the data (name, weight, height) of the pre-evolution of 'Arbok'

```
SELECT p.nombre,p.peso,p.altura
FROM pokemon p,evolucion_ de ed
WHERE p.numero_pokedex=ed.pokemon_origen AND
ed.pokemon_evolucionado=(SELECT numero_pokedex
                           FROM pokemon
                           where lower(nombre)='arbok')
```

7. Show those pokemon that evolve by swapping

```
SELECT p.nombre
FROM pokemon p,forma_evolucion fe,pokemon_forma_evolucion pfe,tipo_evolucion te
WHERE p.numero_pokedex=pfe.numero_pokedex AND
pfe.id_forma_evolucion=fe.id_forma_evolucion AND
te.id_tipo_evolucion=fe.tipo_evolucion AND
lower(te.tipo_evolucion)='intercambio';
```

8. Show the name of the highest priority movement

```
SELECT *
FROM movimiento
WHERE prioridad in (SELECT MAX(prioridad) FROM movimiento);
```

9. Show the pokemon that is heavier

```
SELECT *
FROM pokemon
WHERE peso in (SELECT MAX(peso) FROM pokemon)
```

10. Show the name and type of the most powerful attack

```
SELECT m.nombre,t.nombre
FROM movimiento m,tipo t
WHERE t.id_tipo=m.id_tipo AND
m.potencia IN (SELECT MAX(potencia) FROM movimiento);
```

11. Show the number of movements of each type

```
SELECT t.nombre, count(*) as count
FROM tipo t,movimiento m
```

```
WHERE t.id_tipo=m.id_tipo
```

```
GROUP BY t.nombre
```

```
ORDER BY count DESC;
```

12. Show all movements that can poison

```
SELECT m.nombre
```

```
FROM efecto_secundario es,movimiento_efecto_secundario mes,movimiento m
```

```
WHERE m.id_movimiento=mes.id_movimiento AND
```

```
mes.id_efecto_secundario=es.id_efecto_secundario AND
```

```
lower(es.efecto_secundario) LIKE '%envenenamiento leve%';
```

13. Show all moves 'pikachu' can learn

```
SELECT m.nombre
```

```
FROM movimiento m,pokemon p,pokemon_movimiento_forma pmf
```

```
WHERE p.numero_pokedex=pmf.numero_pokedex AND
```

```
pmf.id_movimiento=m.id_movimiento AND
```

```
lower(p.nombre)='pikachu';
```

14. Show all movements to learn 'pikachu' by MT

```
SELECT p.nombre,count(*)
```

```
FROM pokemon p,pokemon_movimiento_forma pmf,forma_aprendizaje fp,mt m
```

```
WHERE p.numero_pokedex=pmf.numero_pokedex AND
```

```
pmf.id_forma_aprendizaje=fp.id_forma_aprendizaje AND
```

```
fp.id_tipo_aprendizaje=m.id_forma_aprendizaje AND
```

```
lower(p.nombre)='pikachu';
```

15. Show all normal type movements to learn 'pikachu' by level

```
SELECT m.nombre,na.nivel
```

```
FROM pokemon p,pokemon_movimiento_forma pmf,forma_aprendizaje
```

```
fp,nivel_aprendizaje na,movimiento m,tipo t
```

```
WHERE p.numero_pokedex=pmf.numero_pokedex AND
```

```
pmf.id_movimiento=m.id_movimiento AND
```

```
m.id_tipo=t.id_tipo AND pmf.id_forma_aprendizaje=fp.id_forma_aprendizaje AND
```

```
fp.id_forma_aprendizaje=na.id_forma_aprendizaje AND
```

```
lower(p.nombre)='pikachu' AND
```

```
lower(t.nombre)='normal';
```

16. Show all pokemon that can evolve by 'piedra'. Make a view of it

```
CREATE OR REPLACE VIEW pokemon_stone_evolution as  
SELECT p.nombre  
FROM pokemon p,pokemon_forma_evolucion pfe,forma_evolucion fe,piedra pe  
WHERE p.numero_pokedex=pfe.numero_pokedex AND  
pfe.id_forma_evolucion=fe.id_forma_evolucion AND  
fe.id_forma_evolucion=pe.id_forma_evolucion;
```

17. Show all the pokemon that do not have evolve. Make a view of it.

```
DELETE FROM evoluciona_de WHERE pokemon_origen=6;  
CREATE OR REPLACE VIEW finalform_pokemon as  
SELECT p.nombre  
FROM pokemon p,evoluciona_de e  
WHERE p.numero_pokedex=e.pokemon_evolucionado AND  
e.pokemon_evolucionado NOT IN (SELECT pokemon_origen FROM evoluciona_de)  
ORDER BY p.nombre;
```

18. Show the pokemon of each type. Make a view of it.

```
SELECT * FROM finalform_pokemon;  
  
CREATE OR REPLACE VIEW num_types as  
SELECT t.nombre,count(*) as count  
FROM tipo t,pokemon p,pokemon_tipo pt  
WHERE p.numero_pokedex=pt.numero_pokedex AND  
pt.id_tipo=t.id_tipo  
GROUP BY t.nombre  
ORDER BY count desc;  
  
select * from num_types;
```