## IMPLEMENTATION IN NOSQL

We implement the database in MongoDB. For the sake of simplicity, we only create the hunter, team, members, and treasure\_hunt collection, including only necessary fields.

## **Collection Creation & Population**

```
// Create collections
db.hunter.drop();
db.team.drop();
db.members.drop();
db.treasure hunt.drop();a
// Populate collections
db.hunter.insert({" id":2, "team ID":102, "winnings":40});
db.hunter.insert({" id":4, "team ID":102, "winnings":20});
db.hunter.insert({" id":6, "team ID":102, "winnings":5});
db.hunter.insert({" id":5, "team ID":103, "winnings":15});
db.hunter.insert({" id":9, "team ID":103, "winnings":0});
db.team.insert({" id":102, "size":3});
db.team.insert({" id":103, "size":2});
db.members.insert({"team id":102, "H ID":2});
db.members.insert({"team id":102, "H ID":4});
db.members.insert({"team id":102, "H ID":6});
db.members.insert({"team id":103, "H ID":5});
db.members.insert({"team id":103, "H ID":9});
db.treasure hunt.insert({" id":201, "finder":null, "C ID":1});
db.treasure hunt.insert({" id":201, "finder":2, "C ID":3});
db.treasure hunt.insert({" id":203, "finder":8, "C ID":3});
db.treasure hunt.insert({" id":207, "finder":10, "C_ID":7});
```

## Queries

Here we run a few simple queries.

```
// Query 1 Result
{"team_id" : 102, "H_ID" : 2}
{"team_id" : 102, "H_ID" : 4}
{"team_id" : 102, "H_ID" : 6}

// Query 3 Result
{"_id" : 203, "finder" : 8, "C_ID" : 3}

// Query 4 Result
// Notice that totals are affected by Query 2,
// which put hunter 2 on team 103
{"_id" : 102, "total" : 25}
{"_id" : 103, "total" : 55}
```