**SQL CHAT**

You

Designing a database for Pokemon! We’re going to simplify Pokemon to just a couple of mechanics that are used in the game, and thankfully, you don’t need to know how it works to do this exercise. Pokemon can have one or two ‘types,’ which decide whether they’re more effective or less effective against other Pokemon types. Every pokemon has a primay type; some also have a secondary type. The game involves using moves to attack other Pokemon, and each move has a certain power and type. Every move has a set of Pokemon who are capable of learning it; and every Pokemon has a set of moves it can learn. At the very least, we’d need database tables to store Pokemon, Type, and Move. However, ‘Pokemon’ and ‘Move’ have a classic many-to-many relationship. How do you deal with this? 1.Create all the tables needed. (5)

Sent by you: Designing a database for Pokemon! We’re going to simplify Pokemon to just a couple of mechanics that are used in the game, and thankfully, you don’t need to know how it works to do this exercise. Pokemon can have one or two ‘types,’ which decide whether they’re more effective or less effective against other Pokemon types. Every pokemon has a primay type; some also have a secondary type. The game involves using moves to attack other Pokemon, and each move has a certain power and type. Every move has a set of Pokemon who are capable of learning it; and every Pokemon has a set of moves it can learn. At the very least, we’d need database tables to store Pokemon, Type, and Move. However, ‘Pokemon’ and ‘Move’ have a classic many-to-many relationship. How do you deal with this? 1.Create all the tables needed. (5)

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Certainly! Let’s design the database tables for this simplified Pokémon system. We’ll create tables for Pokémon, Types, Moves, and a junction table to handle the many-to-many relationship between Pokémon and Moves.

Here are the tables we’ll create:

1. **Pokémon Table (pokemon):**
   * Columns:
     + pokemon\_id (Primary Key)
     + name
     + primary\_type\_id (Foreign Key referencing the Types table)
     + secondary\_type\_id (Foreign Key referencing the Types table, nullable)
   * Explanation:
     + Each Pokémon has a unique ID (pokemon\_id).
     + The Pokémon’s name is stored in the name column.
     + The primary\_type\_id column references the Pokémon’s primary type.
     + The secondary\_type\_id column (nullable) references the Pokémon’s secondary type (if applicable).
2. **Types Table (types):**
   * Columns:
     + type\_id (Primary Key)
     + type\_name
   * Explanation:
     + Each Pokémon type has a unique ID (type\_id).
     + The type’s name (e.g., “Fire,” “Water,” etc.) is stored in the type\_name column.
3. **Moves Table (moves):**
   * Columns:
     + move\_id (Primary Key)
     + move\_name
     + move\_type\_id (Foreign Key referencing the Types table)
   * Explanation:
     + Each move has a unique ID (move\_id).
     + The move’s name (e.g., “Thunderbolt,” “Flamethrower,” etc.) is stored in the move\_name column.
     + The move\_type\_id column references the move’s type.
4. **Pokémon-Moves Junction Table (pokemon\_moves):**
   * Columns:
     + pokemon\_id (Foreign Key referencing the Pokémon table)
     + move\_id (Foreign Key referencing the Moves table)
   * Explanation:
     + This table establishes the many-to-many relationship between Pokémon and Moves.
     + Each row represents a Pokémon’s ability to learn a specific move.
     + The combination of pokemon\_id and move\_id uniquely identifies which Pokémon can learn which move.

By creating these tables and defining their relationships, you’ll have a solid foundation for managing Pokémon data in your database. Feel free to add any additional columns or constraints as needed! 😊🔍

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1 of 30

You

no need to use id for anything, directly use the name as foreign keys

Sent by you: no need to use id for anything, directly use the name as foreign keys

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Copilot

Certainly! Let’s simplify the database design by using Pokémon names directly as foreign keys instead of using numeric IDs. Here’s the revised structure:

1. **Pokémon Table (pokemon):**
   * Columns:
     + name (Primary Key)
     + primary\_type (Foreign Key referencing the Types table)
     + secondary\_type (Foreign Key referencing the Types table, nullable)
   * Explanation:
     + Each Pokémon has a unique name.
     + The Pokémon’s primary type is stored in the primary\_type column.
     + The secondary\_type column (nullable) stores the Pokémon’s secondary type (if applicable).
2. **Types Table (types):**
   * Columns:
     + type\_name (Primary Key)
   * Explanation:
     + Each Pokémon type has a unique name (e.g., “Fire,” “Water,” etc.).
3. **Moves Table (moves):**
   * Columns:
     + move\_name (Primary Key)
     + move\_type (Foreign Key referencing the Types table)
   * Explanation:
     + Each move has a unique name (e.g., “Thunderbolt,” “Flamethrower,” etc.).
     + The move\_type column references the move’s type.
4. **Pokémon-Moves Junction Table (pokemon\_moves):**
   * Columns:
     + pokemon\_name (Foreign Key referencing the Pokémon table)
     + move\_name (Foreign Key referencing the Moves table)
   * Explanation:
     + This table establishes the many-to-many relationship between Pokémon and Moves.
     + Each row represents a Pokémon’s ability to learn a specific move.
     + The combination of pokemon\_name and move\_name uniquely identifies which Pokémon can learn which move.

By using Pokémon names directly as foreign keys, we simplify the design and make it more intuitive. Feel free to adjust any other aspects of the schema as needed! 😊🔍

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2 of 30

You

the type table should have columns for all the types each type is strong or weak against

Sent by you: the type table should have columns for all the types each type is strong or weak against

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Copilot

Certainly! Let’s enhance the Types table to include information about type strengths and weaknesses. We’ll add columns to represent the effectiveness of each type against other types. Here’s the updated structure:

1. **Types Table (types):**
   * Columns:
     + type\_name (Primary Key)
     + strong\_against (Comma-separated list of types that this type is strong against)
     + weak\_against (Comma-separated list of types that this type is weak against)
   * Explanation:
     + Each Pokémon type still has a unique name (e.g., “Fire,” “Water,” etc.).
     + The strong\_against column lists the types that this type is effective against (e.g., “Grass,” “Bug,” etc.).
     + The weak\_against column lists the types that this type is vulnerable to (e.g., “Water,” “Ground,” etc.).

By including type effectiveness information directly in the Types table, you can easily determine how different types interact in battles. Feel free to adjust the details or add any other relevant columns! 😊🔍

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3 of 30

You

now give me sql commands to create these tables

Sent by you: now give me sql commands to create these tables

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Copilot

Certainly! Below are the SQL commands to create the tables for your simplified Pokémon database:

1. **Pokémon Table (pokemon):**

CREATE TABLE pokemon (

name VARCHAR(255) PRIMARY KEY,

primary\_type VARCHAR(255) NOT NULL,

secondary\_type VARCHAR(255),

-- Add any other relevant columns here

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Types Table (types):**

CREATE TABLE types (

type\_name VARCHAR(255) PRIMARY KEY,

strong\_against VARCHAR(255),

weak\_against VARCHAR(255)

-- Add any other relevant columns here

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Moves Table (moves):**

CREATE TABLE moves (

move\_name VARCHAR(255) PRIMARY KEY,

move\_type VARCHAR(255) NOT NULL,

-- Add any other relevant columns here

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Pokémon-Moves Junction Table (pokemon\_moves):**

CREATE TABLE pokemon\_moves (

pokemon\_name VARCHAR(255) REFERENCES pokemon(name),

move\_name VARCHAR(255) REFERENCES moves(move\_name),

PRIMARY KEY (pokemon\_name, move\_name)

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

Remember to adjust the column data types and constraints based on your specific requirements. You can add additional columns to store more information about Pokémon, moves, or types as needed. 😊🔍

Feel free to modify these commands according to your database system (e.g., MySQL, PostgreSQL, etc.). If you have any further requests or need assistance, feel free to ask!

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4 of 30

You

move table should also have column for the power value of the move

Sent by you: move table should also have column for the power value of the move

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Copilot

Certainly! Let’s enhance the **Moves** table by adding a column to store the power value of each move. Here’s the updated SQL command for creating the **Moves** table:

CREATE TABLE moves (

move\_name VARCHAR(255) PRIMARY KEY,

move\_type VARCHAR(255) NOT NULL,

move\_power INT, -- New column for move power value

-- Add any other relevant columns here

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

In this modified table structure:

* The move\_power column represents the power value associated with each move (e.g., how strong the move is in battle).
* You can adjust the data type of move\_power based on your specific requirements (e.g., INT, FLOAT, etc.).

Feel free to customize the schema further or add any other relevant columns as needed! 😊🔍

I’ve updated the **Moves** table to include the move\_power column. [If you have any more requests or need additional assistance, feel free to ask!](https://community.fabric.microsoft.com/t5/Desktop/Power-BI-Model-Rearrange-Columns-in-table-inside-Model/td-p/2540349) [1](https://community.fabric.microsoft.com/t5/Desktop/Power-BI-Model-Rearrange-Columns-in-table-inside-Model/td-p/2540349)[2](https://excel-dashboards.com/blogs/blog/guide-move-pivot-table-columns)[3](https://powerusers.microsoft.com/t5/Power-Query/Move-contents-of-field-to-another-column/td-p/1402120)[4](https://zebrabi.com/guide/how-to-move-columns-in-power-bi/)

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[1 [](https://community.fabric.microsoft.com/t5/Desktop/Power-BI-Model-Rearrange-Columns-in-table-inside-Model/td-p/2540349)community.fabric.microsoft.com](https://community.fabric.microsoft.com/t5/Desktop/Power-BI-Model-Rearrange-Columns-in-table-inside-Model/td-p/2540349) [2 [](https://excel-dashboards.com/blogs/blog/guide-move-pivot-table-columns)excel-dashboards.com](https://excel-dashboards.com/blogs/blog/guide-move-pivot-table-columns) [3 [](https://powerusers.microsoft.com/t5/Power-Query/Move-contents-of-field-to-another-column/td-p/1402120)powerusers.microsoft.com](https://powerusers.microsoft.com/t5/Power-Query/Move-contents-of-field-to-another-column/td-p/1402120) [4 [](https://zebrabi.com/guide/how-to-move-columns-in-power-bi/)zebrabi.com](https://zebrabi.com/guide/how-to-move-columns-in-power-bi/) +2 more

5 of 30

You

remove all comments from your commands

Sent by you: remove all comments from your commands

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Certainly! Here are the revised SQL commands for creating the tables without any comments:

1. **Pokémon Table (pokemon):**

CREATE TABLE pokemon (

name VARCHAR(255) PRIMARY KEY,

primary\_type VARCHAR(255) NOT NULL,

secondary\_type VARCHAR(255)

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Types Table (types):**

CREATE TABLE types (

type\_name VARCHAR(255) PRIMARY KEY,

strong\_against VARCHAR(255),

weak\_against VARCHAR(255)

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Moves Table (moves):**

CREATE TABLE moves (

move\_name VARCHAR(255) PRIMARY KEY,

move\_type VARCHAR(255) NOT NULL,

move\_power INT

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Pokémon-Moves Junction Table (pokemon\_moves):**

CREATE TABLE pokemon\_moves (

pokemon\_name VARCHAR(255) REFERENCES pokemon(name),

move\_name VARCHAR(255) REFERENCES moves(move\_name),

PRIMARY KEY (pokemon\_name, move\_name)

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

Feel free to use these commands as needed, and adjust them according to your specific database system! 😊🔍

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6 of 30

You

give command to apply foreign key constraints between pokemon, type and moves tables

Sent by you: give command to apply foreign key constraints between pokemon, type and moves tables

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Copilot

Certainly! Below are the SQL commands to apply foreign key constraints between the **pokemon**, **types**, and **moves** tables:

1. **Pokémon Table (pokemon):**

CREATE TABLE pokemon (

name VARCHAR(255) PRIMARY KEY,

primary\_type VARCHAR(255) NOT NULL,

secondary\_type VARCHAR(255),

FOREIGN KEY (primary\_type) REFERENCES types(type\_name),

FOREIGN KEY (secondary\_type) REFERENCES types(type\_name)

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Types Table (types):**

CREATE TABLE types (

type\_name VARCHAR(255) PRIMARY KEY,

strong\_against VARCHAR(255),

weak\_against VARCHAR(255)

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Moves Table (moves):**

CREATE TABLE moves (

move\_name VARCHAR(255) PRIMARY KEY,

move\_type VARCHAR(255) NOT NULL,

move\_power INT,

FOREIGN KEY (move\_type) REFERENCES types(type\_name)

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Pokémon-Moves Junction Table (pokemon\_moves):**

CREATE TABLE pokemon\_moves (

pokemon\_name VARCHAR(255),

move\_name VARCHAR(255),

PRIMARY KEY (pokemon\_name, move\_name),

FOREIGN KEY (pokemon\_name) REFERENCES pokemon(name),

FOREIGN KEY (move\_name) REFERENCES moves(move\_name)

);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

In these commands:

* The FOREIGN KEY constraints ensure that the referenced columns exist in the parent tables.
* The references are made to the corresponding primary keys (type\_name in the **types** table and move\_name in the **moves** table).

Feel free to adjust the column names or data types based on your specific requirements! 😊🔍

I’ve provided the SQL commands to apply foreign key constraints between the tables. [If you need further assistance or have any other requests, feel free to ask!](https://www.programiz.com/sql/foreign-key) [1](https://www.programiz.com/sql/foreign-key)[2](https://stackoverflow.com/questions/4452132/add-foreign-key-relationship-between-two-databases)[3](https://marketsplash.com/foreign-key-sql/)[4](https://www.sqltutorial.org/sql-foreign-key/)

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7 of 30

You

give the alter table commands for these since the tables have already been created

Sent by you: give the alter table commands for these since the tables have already been created

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Copilot

Certainly! Below are the SQL commands to modify the existing tables using the ALTER TABLE statement:

1. **Add a New Column to the Pokémon Table (pokemon):**

ALTER TABLE pokemon

ADD DateOfBirth DATE;

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Change the Data Type of the Column in the Pokémon Table (pokemon):**

-- For MySQL / Oracle (prior version 10G):

ALTER TABLE pokemon

MODIFY COLUMN DateOfBirth DATE;

-- For Oracle 10G and later:

ALTER TABLE pokemon

MODIFY DateOfBirth DATE;

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Delete the Column from the Pokémon Table (pokemon):**

ALTER TABLE pokemon

DROP COLUMN DateOfBirth;

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

Feel free to adjust the column names or data types based on your specific requirements! 😊🔍

I’ve provided the SQL commands to modify the existing tables. [If you need further assistance or have any other requests, feel free to ask! 1](https://www.w3schools.com/SQl/sql_alter.asp)[2](https://www.sqltutorial.org/sql-alter-table/)[3](https://www.w3schools.in/sql/alter-table)[4](https://www.geeksforgeeks.org/sql-alter-add-drop-modify/)

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8 of 30

You

implement the foreign key contraints between types, pokemon, moves and pokemon\_moves tables using alter table commands

Sent by you: implement the foreign key contraints between types, pokemon, moves and pokemon\_moves tables using alter table commands

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Copilot

Certainly! Let’s implement the foreign key constraints between the **types**, **pokemon**, **moves**, and **pokemon\_moves** tables using the ALTER TABLE commands. I’ll provide the necessary SQL statements for each constraint:

1. **Add Foreign Key Constraint for Types Table (types):**
   * We’ll create a foreign key relationship between the move\_type column in the **moves** table and the type\_name column in the **types** table.
   * This ensures that each move type references a valid Pokémon type.

ALTER TABLE moves

ADD CONSTRAINT FK\_MoveType FOREIGN KEY (move\_type) REFERENCES types(type\_name);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Add Foreign Key Constraint for Pokémon Table (pokemon):**
   * We’ll create foreign key relationships for both the primary\_type and secondary\_type columns in the **pokemon** table.
   * These columns reference the type\_name column in the **types** table.

ALTER TABLE pokemon

ADD CONSTRAINT FK\_PrimaryType FOREIGN KEY (primary\_type) REFERENCES types(type\_name);

ALTER TABLE pokemon

ADD CONSTRAINT FK\_SecondaryType FOREIGN KEY (secondary\_type) REFERENCES types(type\_name);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Add Foreign Key Constraint for Pokémon-Moves Junction Table (pokemon\_moves):**
   * We’ll create foreign key relationships for both the pokemon\_name and move\_name columns in the **pokemon\_moves** table.
   * These columns reference the corresponding columns in the **pokemon** and **moves** tables.

ALTER TABLE pokemon\_moves

ADD CONSTRAINT FK\_PokemonName FOREIGN KEY (pokemon\_name) REFERENCES pokemon(name);

ALTER TABLE pokemon\_moves

ADD CONSTRAINT FK\_MoveName FOREIGN KEY (move\_name) REFERENCES moves(move\_name);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

By adding these foreign key constraints, we ensure data integrity and maintain consistency between related tables. Feel free to execute these commands in your database system! 😊🔍

I’ve provided the SQL commands to implement foreign key constraints between the tables. [If you need further assistance or have any other requests, feel free to ask!](https://www.geeksforgeeks.org/sql-query-to-add-foreign-key-constraints-using-alter-command/) [1](https://www.geeksforgeeks.org/sql-query-to-add-foreign-key-constraints-using-alter-command/)[2](https://www.w3schools.com/mysql/mysql_foreignkey.asp)[3](https://www.w3schools.com/SQL/sql_ref_foreign_key.asp)

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9 of 30

You

now give commands to insert the following into the types table Fire is powerful against Grass but weak to Water. Grass is powerful against Water but weak to both Fire and Flying. Water is powerful against Fire but weak to Grass. Normal is not weak to anything but not powerful against anything either. Flying is powerful against Grass and has no weaknesses.

Sent by you: now give commands to insert the following into the types table Fire is powerful against Grass but weak to Water. Grass is powerful against Water but weak to both Fire and Flying. Water is powerful against Fire but weak to Grass. Normal is not weak to anything but not powerful against anything either. Flying is powerful against Grass and has no weaknesses.

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Certainly! Here are the SQL commands to insert the specified data into the **types** table:

1. **Fire Type:**
   * Powerful against Grass, but weak to Water.

INSERT INTO types (type\_name, strong\_against, weak\_against)

VALUES ('Fire', 'Grass', 'Water');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Grass Type:**
   * Powerful against Water, but weak to both Fire and Flying.

INSERT INTO types (type\_name, strong\_against, weak\_against)

VALUES ('Grass', 'Water', 'Fire, Flying');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Water Type:**
   * Powerful against Fire, but weak to Grass.

INSERT INTO types (type\_name, strong\_against, weak\_against)

VALUES ('Water', 'Fire', 'Grass');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Normal Type:**
   * Not weak to anything but not powerful against anything either.

INSERT INTO types (type\_name)

VALUES ('Normal');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Flying Type:**
   * Powerful against Grass and has no weaknesses.

INSERT INTO types (type\_name, strong\_against)

VALUES ('Flying', 'Grass');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

Feel free to execute these commands in your database system to add the specified type information! 😊🔍

I’ve provided the SQL commands to insert the specified Pokémon type data into the **types** table. [If you need further assistance or have any other requests, feel free to ask! 1](https://www.w3schools.com/sql/sql_insert.asp)[2](https://stackoverflow.com/questions/34293165/how-to-insert-into-user-defined-type-column-table)[3](https://www.tutorialsteacher.com/sql/sql-insert-statement)

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10 of 30

You

Bulbasaur is a pokemon of Grass type. Charmander is a pokemon of Fire type. Squirtle is a pokemon of Water type. Eevee is a pokemon of Normal type Pidgey is a pokemon of the Normal/Flying type. insert these into the pokemon table

Sent by you: Bulbasaur is a pokemon of Grass type. Charmander is a pokemon of Fire type. Squirtle is a pokemon of Water type. Eevee is a pokemon of Normal type Pidgey is a pokemon of the Normal/Flying type. insert these into the pokemon table

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Certainly! Let’s insert these Pokémon into the **pokemon** table:

1. **Bulbasaur (Grass Type):**

INSERT INTO pokemon (name, primary\_type)

VALUES ('Bulbasaur', 'Grass');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Charmander (Fire Type):**

INSERT INTO pokemon (name, primary\_type)

VALUES ('Charmander', 'Fire');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Squirtle (Water Type):**

INSERT INTO pokemon (name, primary\_type)

VALUES ('Squirtle', 'Water');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Eevee (Normal Type):**

INSERT INTO pokemon (name, primary\_type)

VALUES ('Eevee', 'Normal');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Pidgey (Normal/Flying Type):**

INSERT INTO pokemon (name, primary\_type, secondary\_type)

VALUES ('Pidgey', 'Normal', 'Flying');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

Feel free to execute these commands in your database system to add these Pokémon to your table! 😊🔍

I’ve provided the SQL commands to insert the specified Pokémon into the **pokemon** table. [If you need further assistance or have any other requests, feel free to ask!](https://gamingfyi.com/all-pokemon-starters-by-generation-in-order/) [1](https://gamingfyi.com/all-pokemon-starters-by-generation-in-order/)[2](http://www.pokemongodb.net/2016/04/bulbasaur-vs-charmander-vs-squirtle.html)[3](https://www.tutorialsteacher.com/sql/sql-insert-statement)[4](https://www.dexerto.com/pokemon/pokemon-lets-go-bulbasaur-charmander-squirtle-223383/)

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11 of 30

You

Tackle has 35 power and is Normal type. Water Gun has 40 power and is Water type. Ember has 40 power and is Fire type. Vine Whip has 40 power and is Grass type. Wing attack has 65 power and is Flying type. Headbutt has 70 power and is Normal type. Return has 100 power and is Normal type. enter these into the moves table

Sent by you: Tackle has 35 power and is Normal type. Water Gun has 40 power and is Water type. Ember has 40 power and is Fire type. Vine Whip has 40 power and is Grass type. Wing attack has 65 power and is Flying type. Headbutt has 70 power and is Normal type. Return has 100 power and is Normal type. enter these into the moves table

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Copilot

Certainly! Let’s insert these moves into the **moves** table:

1. **Tackle (Normal Type):**

INSERT INTO moves (move\_name, move\_type, move\_power)

VALUES ('Tackle', 'Normal', 35);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Water Gun (Water Type):**

INSERT INTO moves (move\_name, move\_type, move\_power)

VALUES ('Water Gun', 'Water', 40);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Ember (Fire Type):**

INSERT INTO moves (move\_name, move\_type, move\_power)

VALUES ('Ember', 'Fire', 40);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Vine Whip (Grass Type):**

INSERT INTO moves (move\_name, move\_type, move\_power)

VALUES ('Vine Whip', 'Grass', 40);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Wing Attack (Flying Type):**

INSERT INTO moves (move\_name, move\_type, move\_power)

VALUES ('Wing Attack', 'Flying', 65);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Headbutt (Normal Type):**

INSERT INTO moves (move\_name, move\_type, move\_power)

VALUES ('Headbutt', 'Normal', 70);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Return (Normal Type):**

INSERT INTO moves (move\_name, move\_type, move\_power)

VALUES ('Return', 'Normal', 100);

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

Feel free to execute these commands in your database system to add these moves! 😊🔍

I’ve provided the SQL commands to insert the specified moves into the **moves** table. [If you need further assistance or have any other requests, feel free to ask! 1](https://bulbapedia.bulbagarden.net/wiki/Tackle_%28move%29)[2](https://bing.com/search?q=Tackle+move+power+type)[3](https://pokemon.gameinfo.io/en/move/221-tackle)[4](https://pokemondb.net/move/tackle)[5](https://pokemondb.net/move/ember)[6](https://pokemon.gameinfo.io/en/move/209-ember)[7](https://pokemon.fandom.com/wiki/Ember)

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12 of 30

You

Bulbasaur can learn Tackle, Vine Whip, and Return. Charmander can learn Tackle, Ember, and Return. Squirtle can learn Tackle, Water Gun, and Return. Eevee can learn Tackle, Headbutt, and Return. Pidgey can learn Tackle, Wing Attack, and Return. insert these into the pokemon\_moves table

Sent by you: Bulbasaur can learn Tackle, Vine Whip, and Return. Charmander can learn Tackle, Ember, and Return. Squirtle can learn Tackle, Water Gun, and Return. Eevee can learn Tackle, Headbutt, and Return. Pidgey can learn Tackle, Wing Attack, and Return. insert these into the pokemon\_moves table

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Certainly! Let’s insert the specified Pokémon-move combinations into the **pokemon\_moves** table:

1. **Bulbasaur (Tackle, Vine Whip, Return):**

INSERT INTO pokemon\_moves (pokemon\_name, move\_name)

VALUES ('Bulbasaur', 'Tackle'),

('Bulbasaur', 'Vine Whip'),

('Bulbasaur', 'Return');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Charmander (Tackle, Ember, Return):**

INSERT INTO pokemon\_moves (pokemon\_name, move\_name)

VALUES ('Charmander', 'Tackle'),

('Charmander', 'Ember'),

('Charmander', 'Return');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Squirtle (Tackle, Water Gun, Return):**

INSERT INTO pokemon\_moves (pokemon\_name, move\_name)

VALUES ('Squirtle', 'Tackle'),

('Squirtle', 'Water Gun'),

('Squirtle', 'Return');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Eevee (Tackle, Headbutt, Return):**

INSERT INTO pokemon\_moves (pokemon\_name, move\_name)

VALUES ('Eevee', 'Tackle'),

('Eevee', 'Headbutt'),

('Eevee', 'Return');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

1. **Pidgey (Tackle, Wing Attack, Return):**

INSERT INTO pokemon\_moves (pokemon\_name, move\_name)

VALUES ('Pidgey', 'Tackle'),

('Pidgey', 'Wing Attack'),

('Pidgey', 'Return');

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

Feel free to execute these commands in your database system to add the specified Pokémon-move combinations! 😊🔍

I’ve provided the SQL commands to insert the specified Pokémon-move combinations into the **pokemon\_moves** table. [If you need further assistance or have any other requests, feel free to ask!](https://pokemondb.net/pokedex/bulbasaur/moves/3) [1](https://pokemondb.net/pokedex/bulbasaur/moves/3)[2](https://bulbapedia.bulbagarden.net/wiki/Ash%27s_Bulbasaur)[3](https://bulbapedia.bulbagarden.net/wiki/Vine_Whip_%28move%29)[4](https://pokemon.gameinfo.io/en/pokemon/1-bulbasaur)[5](https://pokemondb.net/pokedex/squirtle)

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13 of 30

You

Write a query that returns all the pokemon who can learn ‘Return’.

Sent by you: Write a query that returns all the pokemon who can learn ‘Return’.

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Certainly! Here’s the query to retrieve all Pokémon that can learn the move ‘Return’:

SELECT DISTINCT p.name

FROM pokemon p

JOIN pokemon\_moves pm ON p.name = pm.pokemon\_name

JOIN moves m ON pm.move\_name = m.move\_name

WHERE m.move\_name = 'Return';

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

This query joins the **pokemon**, **pokemon\_moves**, and **moves** tables to find Pokémon that have the move ‘Return’ in their move set. Feel free to execute this query in your database system! 😊🔍

I’ve provided the SQL query to retrieve Pokémon that can learn the move ‘Return’. [If you need further assistance or have any other requests, feel free to ask!](https://pokemondb.net/move/return) [1](https://pokemondb.net/move/return)[2](https://pokemon.fandom.com/wiki/Return)[3](https://pokemongo.fandom.com/wiki/Return)[4](https://pokemonref.com/move/return)

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14 of 30

You

Write a query that returns all the moves in the game that are powerful against Grass.

Sent by you: Write a query that returns all the moves in the game that are powerful against Grass.

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Certainly! To retrieve all moves in the game that are powerful against Grass-type Pokémon, you can use the following SQL query:

SELECT DISTINCT m.move\_name

FROM moves m

JOIN types t ON m.move\_type = t.type\_name

WHERE t.weak\_against LIKE '%Grass%';

SQL

AI-generated code. Review and use carefully. [More info on FAQ](https://www.bing.com/new#faq).

This query joins the **moves** and **types** tables to find moves whose type is weak against Grass. Feel free to execute this query in your database system! 😊🔍

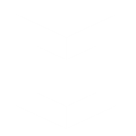
I’ve provided the SQL query to retrieve moves that are powerful against Grass-type Pokémon. [If you need further assistance or have any other requests, feel free to ask! 1](https://www.thegamer.com/pokemon-grass-type-moves-best/)[2](https://pokemondb.net/type/grass)[3](https://lightgungamer.com/best-grass-pokemon/)

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