

Rapport du Projet de BDA-SIM

Les bases de données fédérées

Bastien Berge
Alban Granger
Léo Guirinec
Richard Lagrange
Chunli Li
Brendan Masson
Martin Seillan

18th December 2013

Contents

Introduction	1
1 Présentation des bases de données fédérées	2
2 Présentation du projet	3
3 Améliorations envisagées	4
4 Apports du projet	5
Annexes	6
Bibliographie	9
Conclusion	10

List of Figures

List of Tables

Introduction

Chapter 1

Présentation des bases de données fédérées

Chapter 2

Présentation du projet

Chapter 3

Améliorations envisagées

Chapter 4

Apports du projet

Annexes

Listing 4.1: Extrait des requêtes de création de la table "pokemon"

```
CREATE TABLE pokemon (  
  id INTEGER NOT NULL,  
  name VARCHAR(50) NOT NULL,  
  height INTEGER NOT NULL,  
  weight INTEGER NOT NULL,  
  base_experience INTEGER NOT NULL  
);  
  
INSERT INTO pokemon VALUES(1, 'bulbasaur', 7, 69, 64);  
INSERT INTO pokemon VALUES(2, 'ivysaur', 10, 130, 142);  
  
(...)  
  
INSERT INTO pokemon VALUES(716, 'xerneas', 30, 2150, 0);  
INSERT INTO pokemon VALUES(717, 'yveltal', 58, 2030, 0);  
INSERT INTO pokemon VALUES(718, 'zygarde', 50, 3050, 0);
```

Listing 4.2: Extrait des requêtes de création de la table "team"

```
CREATE TABLE team (  
  id INTEGER NOT NULL,  
  trainerName VARCHAR(50) NOT NULL,  
  victoryCounter INTEGER NOT NULL,  
  defeatCounter INTEGER NOT NULL  
);  
  
INSERT INTO team VALUES(0, "vrignaud", 18, 71);  
INSERT INTO team VALUES(1, "thoumelin", 69, 38);  
INSERT INTO team VALUES(2, "thoux", 97, 27);  
  
(...)  
  
INSERT INTO team VALUES(97, "adolphe", 72, 55);  
INSERT INTO team VALUES(98, "adon", 26, 16);  
INSERT INTO team VALUES(99, "adonis", 33, 39);
```

Listing 4.3: Extrait du fichier "moves.xml"

```
<?xml version="1.0" encoding="utf-8"?>
```

```

<moves>
  <move id="0">
    <name>Absorb</name>
    <type>Grass</type>
    <spePhySta>Special</spePhySta>
    <power>20</power>
    <accuracy>100</accuracy>
    <pp>25</pp>
    <description>User recovers half the HP inflicted on opponent.</description>
  </move>

  <move id="1">
    <name>Acid</name>
    <type>Poison</type>
    <spePhySta>Special</spePhySta>
    <power>40</power>
    <accuracy>100</accuracy>
    <pp>30</pp>
    <description>May lower opponent's Special Defense.</description>

  (...)

  <move id="606">
    <name>Zen Headbutt</name>
    <type>Psychic</type>
    <spePhySta>Physical</spePhySta>
    <power>80</power>
    <accuracy>90</accuracy>
    <pp>15</pp>
    <description>May cause flinching.</description>
  </move>
</moves>

```

Listing 4.4: Extrait du fichier "pokemons.xml"

```

<?xml version="1.0" encoding="utf-8"?>
<pokemons>
  <pokemon id="1">
    <type1>Grass</type1>
    <type2>Poison</type2>
  </pokemon>
  <pokemon id="2">
    <type1>Grass</type1>
    <type2>Poison</type2>
  </pokemon>

  (...)

  <pokemon id="718">
    <type1>Dragon</type1>
    <type2>Ground</type2>
  </pokemon>

```

```

    </pokemon>
</pokemons>

```

Listing 4.5: Extrait du fichier "teams.xml"

```

<?xml version="1.0" encoding="utf-8"?>
<teams>
  <team id="0">
    <pokemon id="442">
      <move id="217" />
      <move id="195" />
      <move id="325" />
      <move id="262" />
    </pokemon>
  </team>
  <team id="1">
    <pokemon id="297">
      <move id="77" />
    </pokemon>
  </team>

  (...)

  <team id="99">
    <pokemon id="618">
      <move id="458" />
      <move id="302" />
    </pokemon>
  </team>
</teams>

```

Bibliographie

Conclusion