Database Overview

BatEl Yaish
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Database: fun
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Notes:
1.
Column and table descriptions **are** estimates based **on** examination **of** the
tables, **not** descriptions **from** the **data** sources.
2.
Column descriptions **of** PK, FK, **and references are** descriptions **of** assumed
relationships **between** tables, **not database constraints.**
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Tables:
    card_rank - Details about cards **rank**
    card_suit - details about cards suit
    games - Details about games available **in** stores
    inventory - inventory **of** games **in** stores

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Table: card_rank

Columns **(2)**

#	Name	Type	Comment
1	**rank**	string	String, PK
2	**value**	tinyint	

Sample

#	rank	value
1	Ace	NULL
2	2	2
3	3	3

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TABLE:
    card_suit

Columns **(2)**

#	Name	Type	Comment
1	suit	string	String, PK
2	color	string	

Sample

#	suit	color
1	Clubs	Black
2	Diamonds	Red
3	Hearts	Red

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Table: games

Columns **(8)**

#	Name	Type	Comment
1	id	int	Numeric PK
2	name	string	
3	inventor	string	
4	year	string	
5	min_age	tinyint	
6	min_players	tinyint	
7	max_players	tinyint	
8	list_price	decimal**(5,2)**	**Unknown** Currency

Sample

#	id	name	inventor	year	min_age	min_players	max_players	list_price
1	1	Monopoly	Elizabeth Magie	1903	8	2	6	19.99
2	2	Scrabble	Alfred Mosher Butts	1938	8	2	4	17.99
3	3	Clue	Anthony E. Pratt	1944	8	2	6	9.99
4	4	Candy Land	Eleanor Abbott	1948	3	2	4	7.99
5	5	Risk	Albert Lamorisse	1957	10	2	5	29.99

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Table: inventory

 Columns **(5)**

#	Name	Type	Comment
1	shop	string	String,PK
2	game	string	FK **to** games.name
3	qty	int	
4	aisle	tinyint	
5	price	decimal**(5,2)**	**Unknown** Currency

Sample

	shop	game	qty	aisle	price
1	Dicey	Monopoly	7	3	17.99
2	Dicey	Clue	3	**NULL**	9.99
3	Board 'Em	Monopoly	11	2	25.00