

# WE Assignment 4 - Bhavani Chalasani

**Tables Made:** Pokemon, Move, Type

## COMMANDS

### Making the DB

```
create database POKEMON;
```

```
use POKEMON;
```

### 1. Making The Tables

```
CREATE TABLE TYPE(TYPE_ID INT PRIMARY KEY, TYPE_NAME VARCHAR(20));
```

```
CREATE TABLE POKEMON (POKEMON_ID INT PRIMARY KEY, NAME  
VARCHAR(30), PRIMARY_TYPE_ID INT, SECONDARY_TYPE_ID INT DEFAULT  
NULL, FOREIGN KEY (PRIMARY_TYPE_ID) REFERENCES TYPE(TYPE_ID), FOREIGN  
KEY (SECONDARY_TYPE_ID) REFERENCES TYPE(TYPE_ID));
```

```
CREATE TABLE MOVE (POKEMON_ID INT, MOVE_ID INT, MOVE_NAME  
VARCHAR(30), MOVE_TYPE INT, MOVE_POWER INT, PRIMARY KEY  
(POKEMON_ID, MOVE_ID), FOREIGN KEY (POKEMON_ID) REFERENCES  
POKEMON(POKEMON_ID), FOREIGN KEY(MOVE_TYPE) REFERENCES  
TYPE(TYPE_ID));
```

### 2. Populating The Tables

#### Populating the TYPE Table

```

INSERT INTO TYPE VALUES(1,'GRASS');
INSERT INTO TYPE VALUES(2,'FIRE');
INSERT INTO TYPE VALUES(3,'WATER');
INSERT INTO TYPE VALUES(4,'NORMAL');
INSERT INTO TYPE VALUES(5,'FLYING');

```

### **Populating the POKEMON Table**

1. INSERT INTO POKEMON VALUES(1,'Bulbasaur',1,NULL);
2. INSERT INTO POKEMON VALUES(2,'Charmander',2,NULL);
3. INSERT INTO POKEMON VALUES(3,'Squirtle',3,NULL);
4. INSERT INTO POKEMON VALUES(4,'Eevee',4,NULL);
5. INSERT INTO POKEMON VALUES(5,'Pidgey',5,4);

### **Populating the MOVE Table**

6. INSERT INTO MOVE VALUES(1,1,'Tackle',4,35); INSERT INTO MOVE VALUES(1,4,'Vine Whip',1,40); INSERT INTO MOVE VALUES(1,7,'Return',4,100);
7. INSERT INTO MOVE VALUES(2,1,'Tackle',4,35); INSERT INTO MOVE VALUES(2,7,'Return',4,100); INSERT INTO MOVE VALUES(2,3,'Ember',2,40);
8. INSERT INTO MOVE VALUES(3,1,'Tackle',4,35); INSERT INTO MOVE VALUES(3,2,'Water Gun',3,40); INSERT INTO MOVE VALUES(3,7,'Return',4,100);
9. INSERT INTO MOVE VALUES(4,1,'Tackle',4,35); INSERT INTO MOVE VALUES(4,6,'Headbutt',4,70); INSERT INTO MOVE VALUES(4,7,'Return',4,100);
10. INSERT INTO MOVE VALUES(5,1,'Tackle',4,35); INSERT INTO MOVE VALUES(5,5,'Wing Attack',5,65); INSERT INTO MOVE VALUES(5,7,'Return',4,100);

## **3. Query That Returns All The Pokemon Who Can Learn 'Return'**

```
SELECT NAME FROM POKEMON P JOIN MOVE M ON  
P.POKEMON_ID=M.POKEMON_ID AND M.MOVE_NAME='Return';
```

#### **4. Query That Returns All The Moves In The Game That Are Powerful Against Grass**

```
SELECT MOVE_NAME FROM MOVE WHERE MOVE_TYPE IN (2,5);
```

or

```
SELECT MOVE_NAME FROM MOVE M JOIN TYPE T ON  
M.MOVE_TYPE=T.TYPE_ID WHERE T.TYPE_NAME IN ('FIRE','FLYING');
```

## **Final Tables**

```
mysql> SELECT * FROM MOVE;
```

POKEMON_ID	MOVE_ID	MOVE_NAME	MOVE_TYPE	MOVE_POWER
1	1	Tackle	4	35
1	4	Vine Whip	1	40
1	7	Return	4	100
2	1	Tackle	4	35
2	3	Ember	2	40
2	7	Return	4	100
3	1	Tackle	4	35
3	2	Water Gun	3	40
3	7	Return	4	100
4	1	Tackle	4	35
4	6	Headbutt	4	70
4	7	Return	4	100
5	1	Tackle	4	35
5	5	Wing Attack	5	65
5	7	Return	4	100

```
15 rows in set (0.00 sec)
```

```
mysql> SELECT * FROM POKEMON;
```

POKEMON_ID	NAME	PRIMARY_TYPE_ID	SECONDARY_TYPE_ID
1	Bulbasaur	1	NULL
2	Charmander	2	NULL
3	Squirtle	3	NULL
4	Eevee	4	NULL
5	Pidgey	5	4

```
5 rows in set (0.00 sec)
```

```
mysql> SELECT * FROM TYPE;
```

TYPE_ID	TYPE_NAME
1	GRASS
2	FIRE
3	WATER
4	NORMAL
5	FLYING

```
5 rows in set (0.00 sec)
```

