CREATE SCHEMA `project\_bcl` ;

USE `project\_bcl`;

CREATE TABLE `companies` (

`Company\_Code` int NOT NULL AUTO\_INCREMENT,

`Company\_Name` varchar(50) NOT NULL,

`Phone` varchar(20) NOT NULL,

`Website` varchar(50) DEFAULT NULL,

PRIMARY KEY (`Company\_Code`),

UNIQUE KEY `Company\_Code\_UNIQUE` (`Company\_Code`)

) ENGINE=InnoDB AUTO\_INCREMENT=100 DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4\_0900\_ai\_ci;

CREATE TABLE `game` (

`Game\_ID` int NOT NULL AUTO\_INCREMENT,

`Game\_Name` varchar(25) NOT NULL,

`Rating` varchar(5) NOT NULL,

PRIMARY KEY (`Game\_ID`),

UNIQUE KEY `Game\_ID\_UNIQUE` (`Game\_ID`)

) ENGINE=InnoDB AUTO\_INCREMENT=1 DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4\_0900\_ai\_ci;

CREATE TABLE `console` (

`Console\_Number` int NOT NULL AUTO\_INCREMENT,

`Console\_Name` varchar(20) NOT NULL,

`Description` varchar(1024) NOT NULL,

`ReleaseDate` datetime NOT NULL,

`Logo` varchar(25) DEFAULT NULL,

`Price` decimal(10,2) NOT NULL,

`Company\_Code` int NOT NULL,

PRIMARY KEY (`Console\_Number`),

UNIQUE KEY `Console\_Number\_UNIQUE` (`Console\_Number`),

KEY `Company\_Code\_idx` (`Company\_Code`),

CONSTRAINT `Company\_Code` FOREIGN KEY (`Company\_Code`) REFERENCES `companies` (`Company\_Code`) ON DELETE CASCADE ON UPDATE CASCADE

) ENGINE=InnoDB AUTO\_INCREMENT=10 DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4\_0900\_ai\_ci;

CREATE TABLE `console\_games` (

`Console\_Number` int NOT NULL,

`Game\_ID` int NOT NULL,

`Capabilities` varchar(25) NOT NULL,

`Players` int NOT NULL,

PRIMARY KEY (`Console\_Number`,`Game\_ID`),

KEY `Game\_ID\_idx` (`Game\_ID`),

CONSTRAINT `Console\_Number` FOREIGN KEY (`Console\_Number`) REFERENCES `console` (`Console\_Number`) ON DELETE CASCADE ON UPDATE CASCADE,

CONSTRAINT `Game\_ID` FOREIGN KEY (`Game\_ID`) REFERENCES `game` (`Game\_ID`) ON DELETE CASCADE ON UPDATE CASCADE

) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4\_0900\_ai\_ci;

ALTER TABLE `project\_bcl`.`companies`

ADD COLUMN `Timestamp` DATETIME NOT NULL DEFAULT CURRENT\_TIMESTAMP ON UPDATE CURRENT\_TIMESTAMP AFTER `Website`;

ALTER TABLE `project\_bcl`.`console`

ADD COLUMN `Timestamp` DATETIME NOT NULL DEFAULT CURRENT\_TIMESTAMP ON UPDATE CURRENT\_TIMESTAMP AFTER `Price`;

ALTER TABLE `project\_bcl`.`console\_games`

ADD COLUMN `Timestamp` DATETIME NOT NULL DEFAULT CURRENT\_TIMESTAMP ON UPDATE CURRENT\_TIMESTAMP AFTER `Players`;

ALTER TABLE `project\_bcl`.`game`

ADD COLUMN `Timestamp` DATETIME NOT NULL DEFAULT CURRENT\_TIMESTAMP ON UPDATE CURRENT\_TIMESTAMP AFTER `Rating`;

USE `project\_bcl`;

CREATE OR REPLACE VIEW `cg\_view\_bynum` AS

Select console\_games.Console\_Number, console\_games.Game\_ID, console\_games.Players, console\_games.Capabilities, console.Console\_Name, game.Game\_Name

from project\_bcl.console\_games, project\_bcl.console, project\_bcl.game

where console\_games.Game\_ID = game.Game\_ID and console\_games.Console\_Number = console.Console\_Number

order by console\_games.Console\_Number;

USE `project\_bcl`;

CREATE OR REPLACE VIEW `cg\_view\_bytime` AS

Select console\_games.Console\_Number, console\_games.Game\_ID, console\_games.Players, console\_games.Capabilities, console\_games.Timestamp, console.Console\_Name, game.Game\_Name

from project\_bcl.console\_games, project\_bcl.console, project\_bcl.game

where console\_games.Game\_ID = game.Game\_ID and console\_games.Console\_Number = console.Console\_Number

order by console\_games.Timestamp;

CREATE TABLE `project\_bcl`.`roles` (

`Role\_ID` INT NOT NULL AUTO\_INCREMENT,

`Role\_Name` VARCHAR(25) NOT NULL,

`Role\_Description` VARCHAR(45) NULL DEFAULT 'null',

`Timestamp` DATETIME NOT NULL DEFAULT CURRENT\_TIMESTAMP ON UPDATE CURRENT\_TIMESTAMP,

PRIMARY KEY (`Role\_ID`));

CREATE TABLE `project\_bcl`.`users` (

`User\_ID` INT NOT NULL AUTO\_INCREMENT,

`User\_Name` VARCHAR(25) NOT NULL,

`User\_Password` VARCHAR(20) NOT NULL,

`First\_Name` VARCHAR(25) NOT NULL,

`Last\_Name` VARCHAR(25) NOT NULL,

`Role\_ID` INT NOT NULL,

`Timestamp` DATETIME NOT NULL DEFAULT CURRENT\_TIMESTAMP ON UPDATE CURRENT\_TIMESTAMP,

PRIMARY KEY (`User\_ID`),

INDEX `Role\_ID\_idx` (`Role\_ID` ASC) VISIBLE,

CONSTRAINT `Role\_ID`

FOREIGN KEY (`Role\_ID`)

REFERENCES `project\_bcl`.`roles` (`Role\_ID`)

ON DELETE CASCADE

ON UPDATE CASCADE);

Insert into project\_bcl.companies (Company\_Name, Phone, Website)

values ("Microsoft Corporation","1(800) 642-7676","https://www.microsoft.com/en-us/");

Insert into project\_bcl.companies (Company\_Name, Phone, Website)

values ("Nintendo Co. Ltd.","1(800) 255-3700","https://www.nintendo.com/");

Insert into project\_bcl.companies (Company\_Name, Phone, Website)

values ("Sony Interactive Entertainment LLC.","1(800) 345-7669","https://www.sie.com/en/index.html");

Insert into project\_bcl.game (Game\_Name, Rating) values ("Halo: MCC","M");

Insert into project\_bcl.game (Game\_Name, Rating) values ("Halo: Infinite","M");

Insert into project\_bcl.game (Game\_Name, Rating) values ("Final Fantasy 7 Remake","T");

Insert into project\_bcl.game (Game\_Name, Rating) values ("Super Mario Odyssey","E");

Insert into project\_bcl.game (Game\_Name, Rating) values ("Overwatch","T");

Insert into project\_bcl.game (Game\_Name, Rating) values ("Shovel Knight","E");

Insert into project\_bcl.game (Game\_Name, Rating) values ("Cyberpunk 2077","M");

Insert into project\_bcl.game (Game\_Name, Rating) values ("CB N. Sane Trilogy","E10+");

Insert into project\_bcl.console (Console\_Name, Description, ReleaseDate, Logo, Price, Company\_Code)

values ("Xbox One", "The Xbox One is the Microsoft system for the 8th generation of gaming consoles; it is the first Microsoft console to incorporate motion and voice control through the Xbox Kinect(sold separately), and is fully backwards compatible with older systems.", str\_to\_date('11-22-2013','%m-%d-%Y'),"",299.99,100);

Insert into project\_bcl.console (Console\_Name, Description, ReleaseDate, Logo, Price, Company\_Code)

values ("Xbox Series X", "The Xbox Series X is the first 9th generation Microsoft gaming console, boasting numerous improvements in both power and visual quality over its predecessors.", str\_to\_date('11-10-2020','%m-%d-%Y'),"",499.99,100);

Insert into project\_bcl.console (Console\_Name, Description, ReleaseDate, Logo, Price, Company\_Code)

values ("Nintendo Switch", "The Nintendo Switch is a multi-purpose game platform developed by Nintendo, able to transfer seamlessly from handheld mode to a monitor or TV screen with ease. The Switch is an 8th generation console which boasts the largest collection of Nintendo games and apps to date.", str\_to\_date('03-03-2017','%m-%d-%Y'),"",249.99,101);

Insert into project\_bcl.console (Console\_Name, Description, ReleaseDate, Logo, Price, Company\_Code)

values ("PlayStation 4", "The Ps4 is an 8th generation gaming console by Sony Interactive. This system offers a much sleeker design than the prior model while increasing its graphics processing and data storage capabilities. The Ps4 has also launched many of the most popular titles in modern gaming.", str\_to\_date('11-15-2013','%m-%d-%Y'),"",299.99,102);

Insert into project\_bcl.console (Console\_Name, Description, ReleaseDate, Logo, Price, Company\_Code)

values ("PlayStation 5", "The Ps5, the new 9th generation gaming console by Sony, is the newest thing in modern gaming, offering an assortment of brand-new features like responsive controller feedback, faster-than-ever data processing, and the greatest graphics quality of any Sony system to date.", str\_to\_date('11-12-2020','%m-%d-%Y'),"",499.99,102);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (10,1,"Local & Online",16);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (10,2,"Local & Online",16);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (10,5,"Online Only",12);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (10,6,"Local Only",4);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (10,7,"Local Only",1);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (11,2,"Local & Online",16);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (11,7,"Local Only",1);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (12,4,"Local & Online",2);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (12,5,"Online Only",12);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (12,6,"Local Only",1);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (13,3,"Local Only",1);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (13,5,"Online Only",12);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (13,6,"Local Only",4);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (13,7,"Local Only",1);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (13,8,"Local Only",1);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (14,3,"Local Only",1);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (14,7,"Local Only",1);

Insert into project\_bcl.console\_games (Console\_Number, Game\_ID, Capabilities, Players) values (14,8,"Local Only",1);

Insert into project\_bcl.roles(Role\_Name) values ("Admin");

Insert into project\_bcl.roles(Role\_Name) values ("Games");

Insert into project\_bcl.users(User\_Name, User\_Password, First\_Name, Last\_Name, Role\_ID) values ("blorentson","123","Ben","Lorentson",1);

Insert into project\_bcl.users(User\_Name, User\_Password, First\_Name, Last\_Name, Role\_ID) values ("student","123","Test","Account",2);