**LOBBY**

CREATE TABLE Lobby

(

lobbyID INT NOT NULL AUTO\_INCREMENT,

title VARCHAR(30) NOT NULL, creator VARCHAR(30) NOT NULL, password CHAR(128), game INT NOT NULL, PRIMARY KEY (lobbyID),

FOREIGN KEY (creator) REFERENCES Users(userID)

);

There should be only one lobby per user since one user can only be logged into one place atm.

# Select information

Select **title, creator, game** from **LobbyID**

SELECT title, creator, game FROM Lobby WHERE lobbyID=‘?'; ur[l/getFromLobbyID?](http://localhost:3000/getUsers?user=alex&password=7asdfsd3hdksdk)lobby=1321

app.get(“[/getFromLobbyID](http://localhost:3000/getUsers?user=alex&password=7asdfsd3hdksdk)",function(req,res){ //lobby would be passed connection.query('SELECT title, creator, game FROM Lobby WHERE lobbyID=‘req.lobby’);

Select **title, lobbyID, game** from **Creator**

SELECT title, lobbyID, game FROM Lobby

WHERE Creator=‘?'; ur[l/getFromCreator?](http://localhost:3000/getUsers?user=alex&password=7asdfsd3hdksdk)creator=alex

app.get(“[/getFromCreator](http://localhost:3000/getUsers?user=alex&password=7asdfsd3hdksdk)",function(req,res){ //creator would be passed connection.query('SELECT title, lobbyID, game FROM Lobby WHERE lobbyID=‘req.creator’);

# Insert information

Insertinga **new record**

INSERT INTO Lobby(title, password, game, creator) VALUES(‘?', ‘?', ‘?’, '?’); ur[l/newLobby?](http://localhost:3000/getUsers?user=alex&password=7asdfsd3hdksdk)title=fredLobby&password=pass123&game=satanQuiz8&creator=alex

app.get(“/newLobby",function(req,res){ //title, password, game and creator passed

connection.query('INSERT INTO Lobby(title, password, game, creator) VALUES(‘req.title', ‘req.password', ‘req.game’, ‘req.creator’);

THIS WILL BE AN UPDATE

Should you not be requested the old password first?

Insertingnew **Password** on **LobbyID**

INSERT INTO Lobby(password) VALUES(‘?', ‘?', '?’),

WHERE lobbyID =‘?'; ur[l/newLobbyPassword?](http://localhost:3000/getUsers?user=alex&password=7asdfsd3hdksdk)password=pass123&lobbyID=lobby1321

app.get(“/newLobby",function(req,res){ //password and lobbyId passed connection.query('INSERT INTO Lobby(title, password, game, creator) VALUES(‘req.title', ‘req.password', ‘req.game’, ‘req.creator’);

Insertingnew **Title** on **LobbyID**

INSERT INTO Lobby(title) VALUES(‘?'), WHERE lobbyID =‘?'; ur[l/newLobbyTitle?](http://localhost:3000/getUsers?user=alex&password=7asdfsd3hdksdk)title=fredLobby

app.get(“newLobbyTitle",function(req,res){ //title passed

connection.query('INSERT INTO Lobby(title) VALUES(req.title), WHERE lobbyID =‘req.lobbyID);

DON’T THINK YOU CAN have a lobby without a game since game is chosen first.

Insertingnew **Game** on **LobbyID**

INSERT INTO Lobby(game) VALUES(‘?', ‘?', '?’),

WHERE lobbyID =‘?'; ur[l/newLobbyGame?](http://localhost:3000/getUsers?user=alex&password=7asdfsd3hdksdk)game=satanQuiz8

app.get(“/newLobby",function(req,res){ //title, password, game and creator passed

connection.query('INSERT INTO Lobby(title, password, game, creator) VALUES(‘req.title', ‘req.password', ‘req.game’, ‘req.creator’);

**Deleting Information** //don’t know if we want this or not

Deleting the Lobby all together

DELETE \* FROM lobby

WHERE lobbyID = ‘?’ CASCADE;