1. Select all Evil Geniuses players

SELECT \* FROM DOTA\_PLAYER

WHERE DOTA\_TEAM\_ID = '1';

Table

Description automatically generated

1. Select all "Offlane" position players

SELECT \* FROM DOTA\_PLAYER

WHERE DOTA\_POS\_ID = '3';

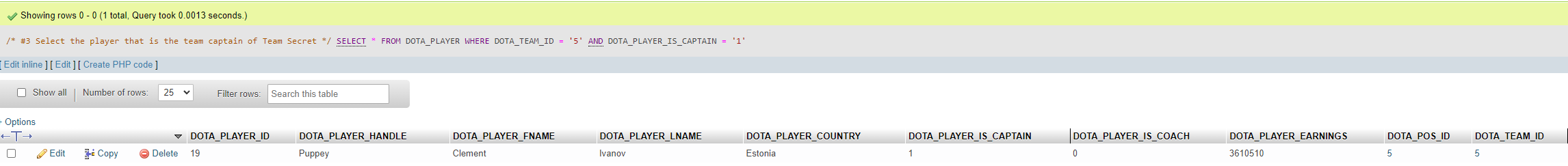
Graphical user interface, application

Description automatically generated

1. Select the player that is the team captain of Team Secret

SELECT \* FROM DOTA\_PLAYER

WHERE DOTA\_TEAM\_ID = '5' AND DOTA\_PLAYER\_IS\_CAPTAIN = '1';



1. Select all players that are team coaches

SELECT \* FROM DOTA\_PLAYER

WHERE DOTA\_PLAYER\_IS\_COACH = '1';



1. Select all players with tournament earnings over $3 millon

SELECT \* FROM DOTA\_PLAYER

WHERE DOTA\_PLAYER\_EARNINGS > '3000000';

Table

Description automatically generated

1. Select the total tournament earnings of all players from Team OG

SELECT SUM(DOTA\_PLAYER\_EARNINGS) AS TOTAL\_EARNINGS FROM DOTA\_PLAYER

WHERE DOTA\_TEAM\_ID = '3'

Graphical user interface, application

Description automatically generated

1. Select the total tournament earnings of all teams

SELECT SUM(DOTA\_TEAM\_EARNINGS) AS TOTAL\_EARNINGS FROM DOTA\_TEAM

Graphical user interface, application

Description automatically generated

1. Select all agility heroes

SELECT \* FROM DOTA\_HERO

WHERE DOTA\_HERO\_ATTR = 'Agility';

Graphical user interface, table

Description automatically generated

1. Select all matches that Evil Geniuses have won

SELECT \* FROM DOTA\_MATCH

WHERE DOTA\_TEAM\_ID = '1';

Table

Description automatically generated

1. Select all series that are Fnatic vs Team Secret

SELECT DOTA\_SERIES.\* FROM COMPETING\_TEAM

JOIN DOTA\_SERIES ON DOTA\_SERIES.DOTA\_SERIES\_ID = COMPETING\_TEAM.DOTA\_SERIES\_ID

WHERE COMPETING\_TEAM.DOTA\_TEAM\_ID = '2' OR COMPETING\_TEAM.DOTA\_TEAM\_ID = '5'

GROUP BY COMPETING\_TEAM.DOTA\_SERIES\_ID HAVING COUNT(\*) = 2;

Graphical user interface, text, application

Description automatically generated

1. Select all matches that are Evil Geniuses vs Team OG

SELECT DOTA\_MATCH.\* FROM (SELECT DOTA\_SERIES.\* FROM COMPETING\_TEAM

JOIN DOTA\_SERIES ON DOTA\_SERIES.DOTA\_SERIES\_ID = COMPETING\_TEAM.DOTA\_SERIES\_ID

WHERE COMPETING\_TEAM.DOTA\_TEAM\_ID = '1' OR COMPETING\_TEAM.DOTA\_TEAM\_ID = '2'

GROUP BY COMPETING\_TEAM.DOTA\_SERIES\_ID HAVING COUNT(\*) = 2) AS DOTA\_SERIES

JOIN DOTA\_MATCH ON DOTA\_MATCH.DOTA\_SERIES\_ID = DOTA\_SERIES.DOTA\_SERIES\_ID

Graphical user interface, text, application

Description automatically generated

1. Select the top hero combinations of the player, Puppey

SELECT DOTA\_PLAYER\_HANDLE, DOTA\_PLAYER\_FNAME, DOTA\_PLAYER\_LNAME, DOTA\_HERO.\*, DOTA\_TOP\_HERO.\* FROM DOTA\_TOP\_HERO

JOIN DOTA\_PLAYER ON DOTA\_PLAYER.DOTA\_PLAYER\_ID = DOTA\_TOP\_HERO.DOTA\_PLAYER\_ID

JOIN DOTA\_HERO ON DOTA\_HERO.DOTA\_HERO\_ID = DOTA\_TOP\_HERO.DOTA\_HERO\_ID

WHERE DOTA\_PLAYER.DOTA\_PLAYER\_ID = '19'

Graphical user interface, application

Description automatically generated

1. Select Team OG's top hero combinations

SELECT DOTA\_PLAYER\_HANDLE, DOTA\_PLAYER\_FNAME, DOTA\_PLAYER\_LNAME, DOTA\_HERO.\*, DOTA\_TOP\_HERO.\* FROM DOTA\_TOP\_HERO

JOIN DOTA\_PLAYER ON DOTA\_PLAYER.DOTA\_PLAYER\_ID = DOTA\_TOP\_HERO.DOTA\_PLAYER\_ID

JOIN DOTA\_HERO ON DOTA\_HERO.DOTA\_HERO\_ID = DOTA\_TOP\_HERO.DOTA\_HERO\_ID

WHERE DOTA\_PLAYER.DOTA\_TEAM\_ID = '3'

Graphical user interface

Description automatically generated

1. Select players' top hero combinations that involve the hero "Rubick"

SELECT DOTA\_PLAYER\_HANDLE, DOTA\_PLAYER\_FNAME, DOTA\_PLAYER\_LNAME, DOTA\_HERO.\*, DOTA\_TOP\_HERO.\* FROM DOTA\_TOP\_HERO

JOIN DOTA\_PLAYER ON DOTA\_PLAYER.DOTA\_PLAYER\_ID = DOTA\_TOP\_HERO.DOTA\_PLAYER\_ID

JOIN DOTA\_HERO ON DOTA\_HERO.DOTA\_HERO\_ID = DOTA\_TOP\_HERO.DOTA\_HERO\_ID

WHERE DOTA\_HERO.DOTA\_HERO\_ID = '108'

Graphical user interface, application

Description automatically generated

1. Select players' top hero combinations that involve the hero strength heroes

SELECT DOTA\_PLAYER\_HANDLE, DOTA\_PLAYER\_FNAME, DOTA\_PLAYER\_LNAME, DOTA\_HERO.\*, DOTA\_TOP\_HERO.\* FROM DOTA\_TOP\_HERO

JOIN DOTA\_PLAYER ON DOTA\_PLAYER.DOTA\_PLAYER\_ID = DOTA\_TOP\_HERO.DOTA\_PLAYER\_ID

JOIN DOTA\_HERO ON DOTA\_HERO.DOTA\_HERO\_ID = DOTA\_TOP\_HERO.DOTA\_HERO\_ID

WHERE DOTA\_HERO.DOTA\_HERO\_ATTR = 'Strength'

Graphical user interface

Description automatically generated with medium confidence

1. Select intelligence top hero combinations of support positions

SELECT DOTA\_POS.\*, DOTA\_HERO.\* FROM DOTA\_TOP\_HERO

JOIN DOTA\_PLAYER ON DOTA\_PLAYER.DOTA\_PLAYER\_ID = DOTA\_TOP\_HERO.DOTA\_PLAYER\_ID

JOIN DOTA\_POS ON DOTA\_POS.DOTA\_POS\_ID = DOTA\_PLAYER.DOTA\_POS\_ID

JOIN DOTA\_HERO ON DOTA\_HERO.DOTA\_HERO\_ID = DOTA\_TOP\_HERO.DOTA\_HERO\_ID

WHERE (DOTA\_POS.DOTA\_POS\_ID = '4' OR DOTA\_POS.DOTA\_POS\_ID = '5') AND DOTA\_HERO.DOTA\_HERO\_ATTR = 'Intelligence'

Table

Description automatically generated with low confidence

1. Select all team captain's top hero combinations

SELECT DOTA\_PLAYER\_HANDLE, DOTA\_PLAYER\_FNAME, DOTA\_PLAYER\_LNAME, DOTA\_HERO.\*, DOTA\_TOP\_HERO.\* FROM DOTA\_TOP\_HERO

JOIN DOTA\_PLAYER ON DOTA\_PLAYER.DOTA\_PLAYER\_ID = DOTA\_TOP\_HERO.DOTA\_PLAYER\_ID

JOIN DOTA\_HERO ON DOTA\_HERO.DOTA\_HERO\_ID = DOTA\_TOP\_HERO.DOTA\_HERO\_ID

WHERE DOTA\_PLAYER.DOTA\_PLAYER\_IS\_CAPTAIN = '1'

Graphical user interface, application

Description automatically generated with medium confidence

1. Select all teams that contain coaches

SELECT DOTA\_TEAM.\* FROM DOTA\_PLAYER

JOIN DOTA\_TEAM ON DOTA\_TEAM.DOTA\_TEAM\_ID = DOTA\_PLAYER.DOTA\_TEAM\_ID

WHERE DOTA\_PLAYER.DOTA\_PLAYER\_IS\_COACH

Graphical user interface, application, chat or text message

Description automatically generated

1. Select the team(s) with the most match wins

SELECT DOTA\_TEAM.\*, TEAM\_MATCH\_WINS.MATCH\_WINS FROM (SELECT DOTA\_TEAM\_ID, COUNT(DOTA\_TEAM\_ID) AS MATCH\_WINS FROM DOTA\_MATCH

GROUP BY (DOTA\_TEAM\_ID)) AS TEAM\_MATCH\_WINS

JOIN DOTA\_TEAM ON DOTA\_TEAM.DOTA\_TEAM\_ID = TEAM\_MATCH\_WINS.DOTA\_TEAM\_ID

WHERE TEAM\_MATCH\_WINS.MATCH\_WINS = (SELECT MAX(MATCH\_WINS) MATCH\_WINS FROM (SELECT DOTA\_TEAM\_ID, COUNT(DOTA\_TEAM\_ID) AS MATCH\_WINS FROM DOTA\_MATCH

GROUP BY (DOTA\_TEAM\_ID)) AS TEAM\_MATCH\_WINS)

Graphical user interface, application, Word

Description automatically generated

1. Select the team(s) with the least match wins

SELECT DOTA\_TEAM.\*, TEAM\_MATCH\_WINS.MATCH\_WINS FROM (SELECT DOTA\_TEAM\_ID, COUNT(DOTA\_TEAM\_ID) AS MATCH\_WINS FROM DOTA\_MATCH

GROUP BY (DOTA\_TEAM\_ID)) AS TEAM\_MATCH\_WINS

JOIN DOTA\_TEAM ON DOTA\_TEAM.DOTA\_TEAM\_ID = TEAM\_MATCH\_WINS.DOTA\_TEAM\_ID

WHERE TEAM\_MATCH\_WINS.MATCH\_WINS = (SELECT MIN(MATCH\_WINS) MATCH\_WINS FROM (SELECT DOTA\_TEAM\_ID, COUNT(DOTA\_TEAM\_ID) AS MATCH\_WINS FROM DOTA\_MATCH

GROUP BY (DOTA\_TEAM\_ID)) AS TEAM\_MATCH\_WINS)

Graphical user interface, text, application

Description automatically generated