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# Daniel Breitigan - Dalton Becker - Matt Mousetis #

# Project 2 - World War 2 Database #

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CREATE TABLE IF NOT EXISTS Nations (

Name varchar(30) NOT NULL,

Prisoner\_Count int(8) DEFAULT NULL,

Allies\_Axis\_Neutral varchar(15) DEFAULT NULL,

Year\_Entered int(4) DEFAULT NULL,

Military\_Size\_Before int(10) DEFAULT NULL,

Military\_Size\_After int(10) DEFAULT NULL,

Theatre varchar(30) DEFAULT NULL,

Territory\_Gained\_Or\_Loss varchar(30) DEFAULT NULL,

PRIMARY KEY (Name)

);

CREATE TABLE IF NOT EXISTS Equipment (

Equipment\_ID int(5) NOT NULL AUTO\_INCREMENT,

Type varchar(30) DEFAULT NULL,

Casualties\_Inflicted int(10) DEFAULT NULL,

Name varchar(30) DEFAULT NULL,

Unique\_To\_Nation bool DEFAULT NULL,

PRIMARY KEY (Equipment\_ID)

);

CREATE TABLE IF NOT EXISTS Generals (

General\_ID int(5) NOT NULL AUTO\_INCREMENT,

Name varchar(30) DEFAULT NULL,

Military\_Branch varchar(30) DEFAULT NULL,

Battalion varchar(30) DEFAULT NULL,

Nation varchar(30) NOT NULL,

PRIMARY KEY (General\_ID),

FOREIGN KEY (Nation) REFERENCES Nations(Name)

);

CREATE TABLE IF NOT EXISTS Leaders (

Leader\_ID int(5) NOT NULL AUTO\_INCREMENT,

Name varchar(30) DEFAULT NULL,

START\_DATE DATE DEFAULT NULL,

END\_DATE DATE DEFAULT NULL,

Nation varchar(30) NOT NULL,

PRIMARY KEY (Leader\_ID),

FOREIGN KEY (Nation) REFERENCES Nations(Name)

);

CREATE TABLE IF NOT EXISTS Medals (

Medal\_Name varchar(30) NOT NULL,

Purpose varchar(200) DEFAULT NULL,

PRIMARY KEY (Medal\_Name)

);

CREATE TABLE IF NOT EXISTS Battles (

Name varchar(40) NOT NULL,

Location varchar(40) NOT NULL,

Date DATE DEFAULT NULL,

Victor varchar(30) DEFAULT NULL,

PRIMARY KEY (Name, Location)

);

CREATE TABLE IF NOT EXISTS Fought\_In (

Fought\_In\_ID int(5) NOT NULL AUTO\_INCREMENT,

Nation varchar(30) NOT NULL,

Battle varchar(40) NOT NULL,

Location varchar(30) NOT NULL,

Casualties int(7) DEFAULT NULL,

FOREIGN KEY (Nation) REFERENCES Nations(Name),

FOREIGN KEY (Battle) REFERENCES Battles(Name),

PRIMARY KEY (Fought\_In\_ID)

);

CREATE TABLE IF NOT EXISTS Commands (

General\_ID int(5) NOT NULL,

Name varchar(40) NOT NULL,

Location varchar(40) NOT NULL,

FOREIGN KEY (General\_ID) REFERENCES Generals(General\_ID),

FOREIGN KEY (Name) REFERENCES Battles(Name),

FOREIGN KEY (Location) REFERENCES Battles(Location),

PRIMARY KEY (General\_ID, Name)

);

CREATE TABLE IF NOT EXISTS Used (

Name varchar(30) NOT NULL,

Equipment\_ID int(5) NOT NULL,

FOREIGN KEY (Name) REFERENCES Nations(Name),

FOREIGN KEY (Equipment\_ID) REFERENCES Equipment(Equipment\_ID)

);

CREATE TABLE IF NOT EXISTS Earned\_Medal\_General (

General\_ID int(5) NOT NULL,

Medal\_Name varchar(30) NOT NULL,

FOREIGN KEY (General\_ID) REFERENCES Generals(General\_ID),

FOREIGN KEY (Medal\_Name) REFERENCES Medals(Medal\_Name)

);

CREATE TABLE IF NOT EXISTS Earned\_Medal\_Leader (

Leader\_ID int(5) NOT NULL,

Medal\_Name varchar(30) NOT NULL,

FOREIGN KEY (Leader\_ID) REFERENCES Leaders(Leader\_ID),

FOREIGN KEY (Medal\_Name) REFERENCES Medals(Medal\_Name)

);