

# DiaLogo – Admin Guide

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## 1. Downloading SQL Workbench

You can download the SQL workbench here: <https://dev.mysql.com/downloads/workbench/>

You will want to select your operating system and click the 'download' button.

The program will then download to your local downloads folder in File Explorer.

### MySQL Community Downloads

MySQL Workbench

General Availability (GA) Releases

Archives



#### MySQL Workbench 8.0.30

Select Operating System:

Microsoft Windows

Recommended Download:

#### MySQL Installer for Windows

All MySQL Products. For All Windows Platforms.  
In One Package.

Starting with MySQL 5.6 the MySQL Installer package replaces the standalone MSI packages.



Windows (x86, 32 & 64-bit), MySQL Installer MSI

[Go to Download Page >](#)

Other Downloads:

Windows (x86, 64-bit), MSI Installer

8.0.30

44.5M

[Download](#)

(mysql-workbench-community-8.0.30-winx64.msi)

MD5: 5c7def4c83989f60522972455a512c1d | [Signature](#)



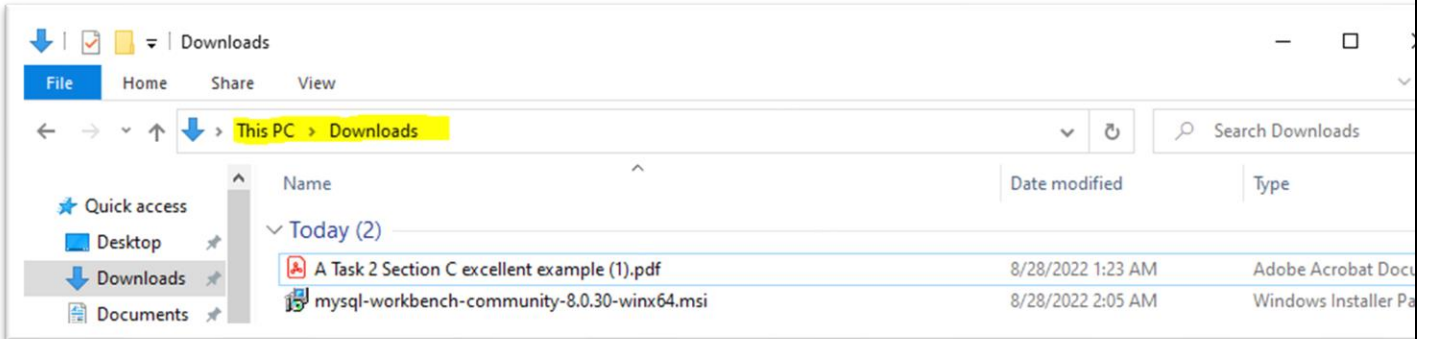
We suggest that you use the MD5 checksums and GnuPG signatures to verify the integrity of the packages you download.

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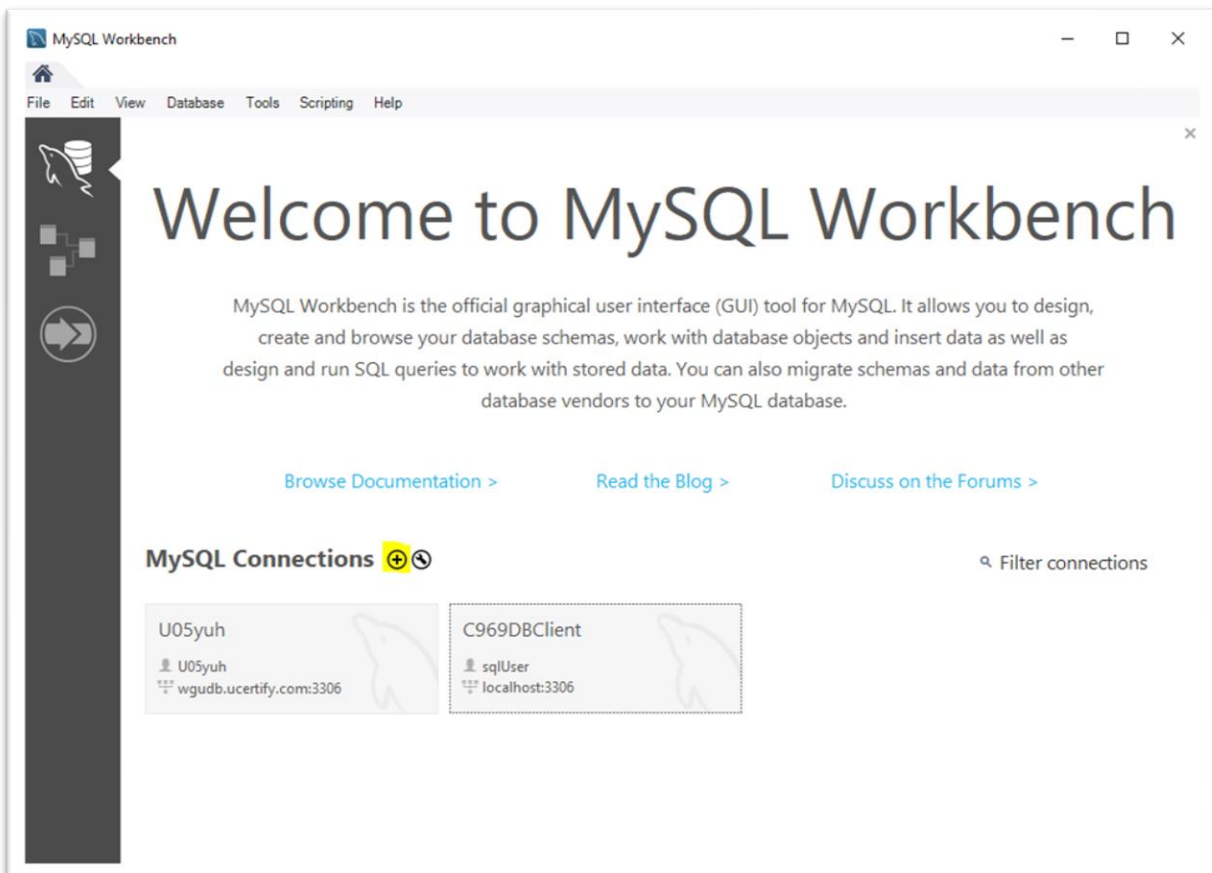
## 2. Installing SQL Workbench

Locate the local “Downloads” folder in File explorer. Right-click the newly downloaded workbench program and “Run as Administrator,” proceed to approve any popups for Administrator access. Run through the workbench installer and launch the application.



## 3. Creating the SQL Workbench Connection

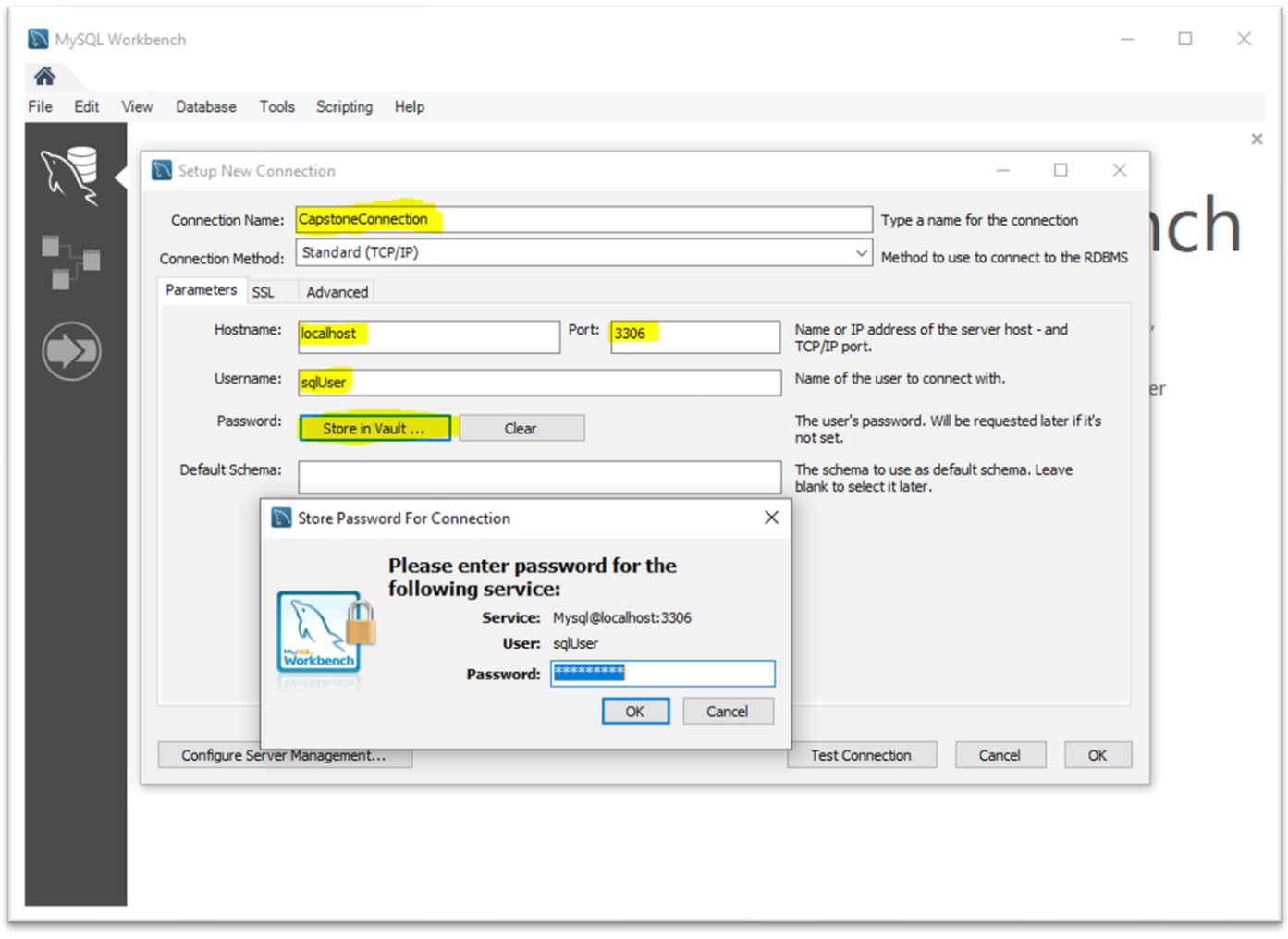
Once SQL Workbench launches, you will need to create a new ‘Connection.’ We can do this by pressing the + button shown below in yellow.



A window should then pop up to “Setup New Connection.”

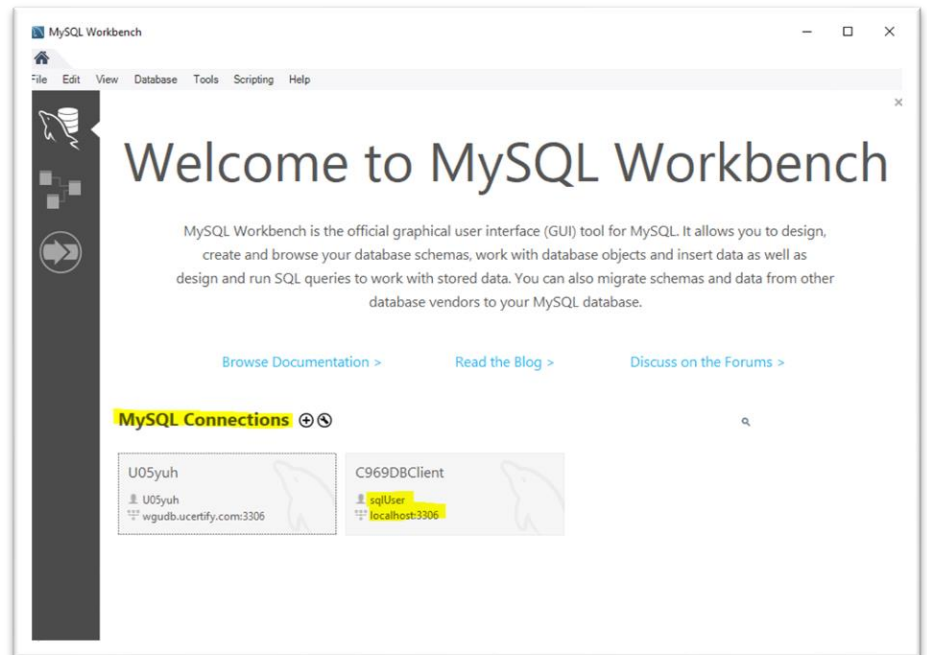
Enter the data below to start creating the connection (shown below in the image):

1. **Connection Name:** This can be anything you would like.
2. **Hostname:** localhost
3. **Port:** 3306
4. **Username:** sqlUser
5. Select ‘**Store in Vault**’ and set the Password to: PasswOrd!
6. Hit ‘OK’ to store the password for this connection during the Vault popup.
7. Hit ‘OK’ to create this connection on the Setup screen.



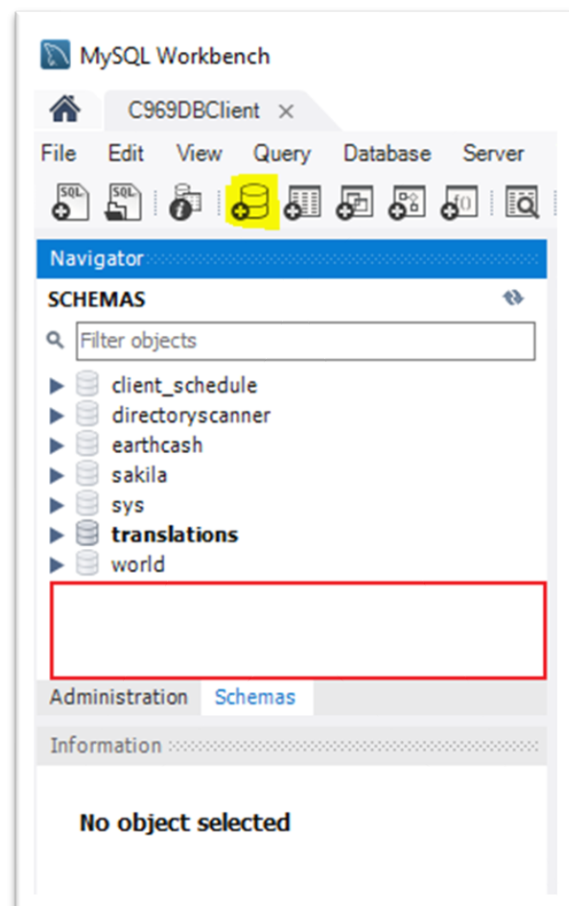
#### 4. Creating the SQL Workbench Database

Enter your new connection by double-clicking it on the main screen.



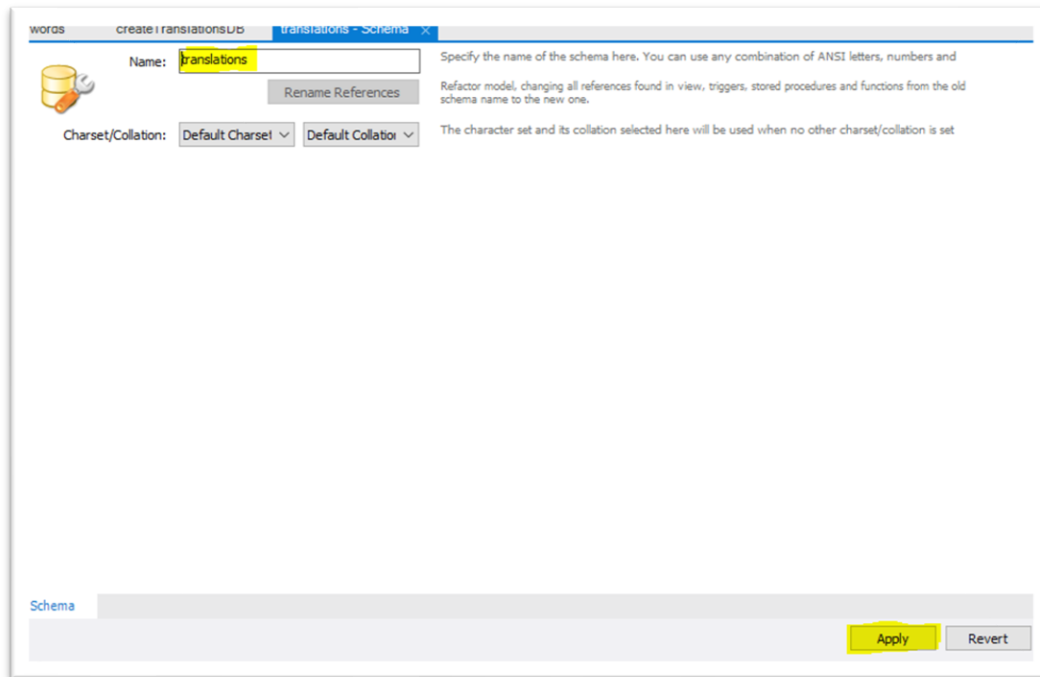
After you successfully connect using the host, port, user, and password data, create a translations database schema by selecting the “Create Schema” button shown in yellow.

You may also initiate the schema creation by right-clicking the **white area in the Schema Navigator**, then clicking on “Create Schema.”



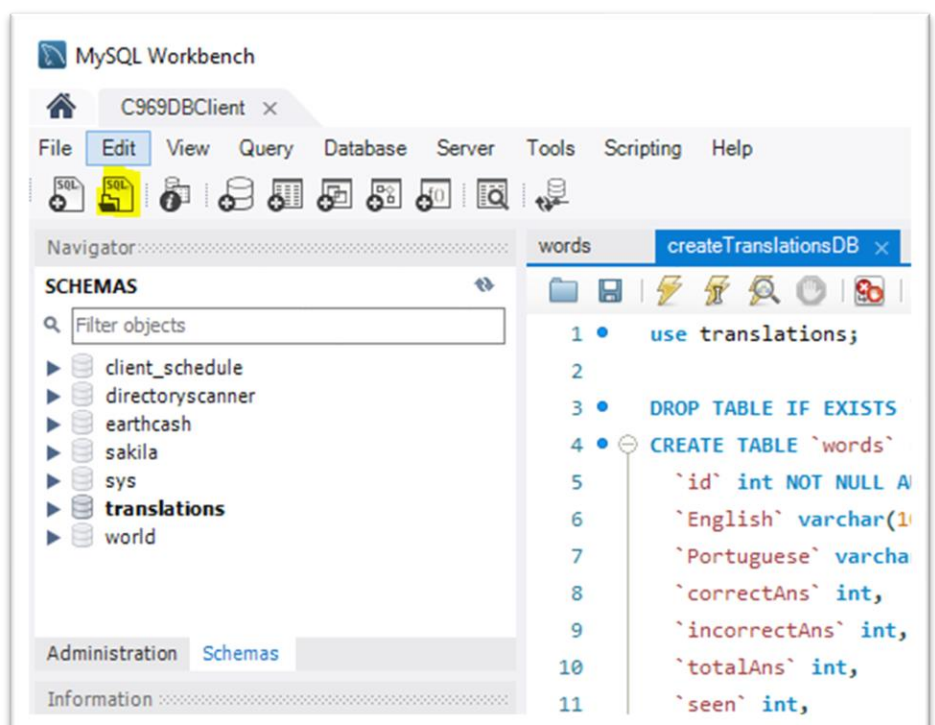
A Schema Create window will appear similar to the image below.

1. **Enter the database name:** translations
2. Click the 'Apply' button.

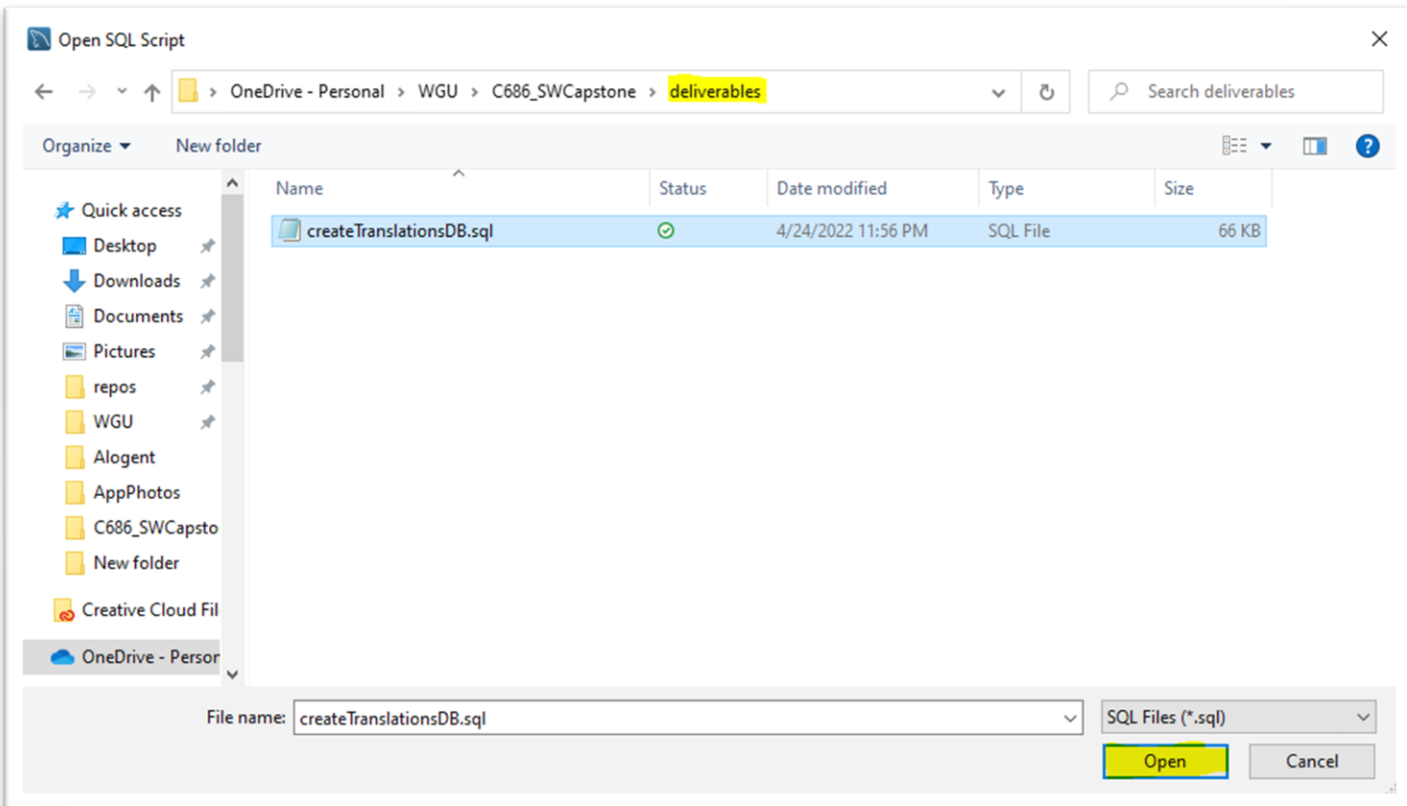


## 5. Opening the SQL script

On your SQL workbench connection that has the new translations database, press the 'Open SQL script' button shown in yellow below.



Navigate to the provided DiaLogo project 'deliverables' folder and select the "createTranslationsDB.sql."

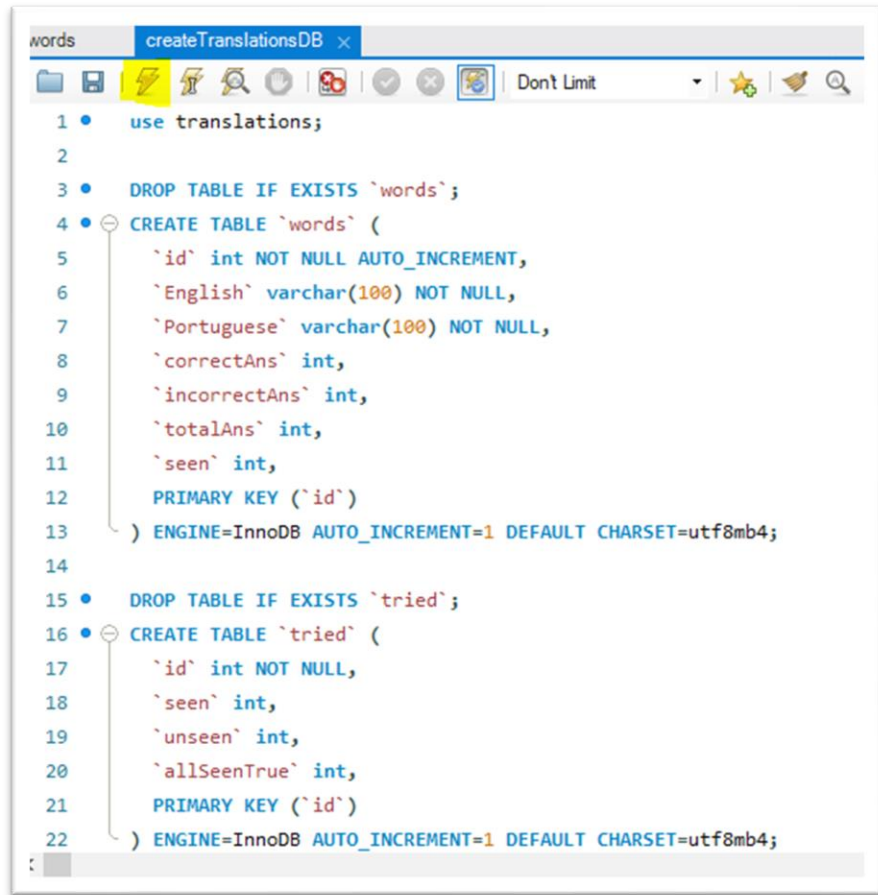




## 6. Executing the SQL script to load data

Press the 'Execute' Button shown in yellow below.

This will start creating tables and load the data for English – Brazilian Portuguese translations of the games.



```
1 • use translations;  
2  
3 • DROP TABLE IF EXISTS `words`;  
4 • CREATE TABLE `words` (  
5     `id` int NOT NULL AUTO_INCREMENT,  
6     `English` varchar(100) NOT NULL,  
7     `Portuguese` varchar(100) NOT NULL,  
8     `correctAns` int,  
9     `incorrectAns` int,  
10    `totalAns` int,  
11    `seen` int,  
12    PRIMARY KEY (`id`)  
13 ) ENGINE=InnoDB AUTO_INCREMENT=1 DEFAULT CHARSET=utf8mb4;  
14  
15 • DROP TABLE IF EXISTS `tried`;  
16 • CREATE TABLE `tried` (  
17     `id` int NOT NULL,  
18     `seen` int,  
19     `unseen` int,  
20     `allSeenTrue` int,  
21     PRIMARY KEY (`id`)  
22 ) ENGINE=InnoDB AUTO_INCREMENT=1 DEFAULT CHARSET=utf8mb4;
```

## 7. Launch the Application!

Your connection and database should now be set up and the application able to connect. This will allow the DiaLogo application to pull word data and send player metrics between the game and the database. If this database is not set up and running correctly, the game will not launch.

**If the application launches, you have succeeded in your local setup - the game is pulling data successfully! Congratulations!**

You have reached the end of the admin guide!

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