

***Hīrō no  
dētabēsu***

**BY EVAN  
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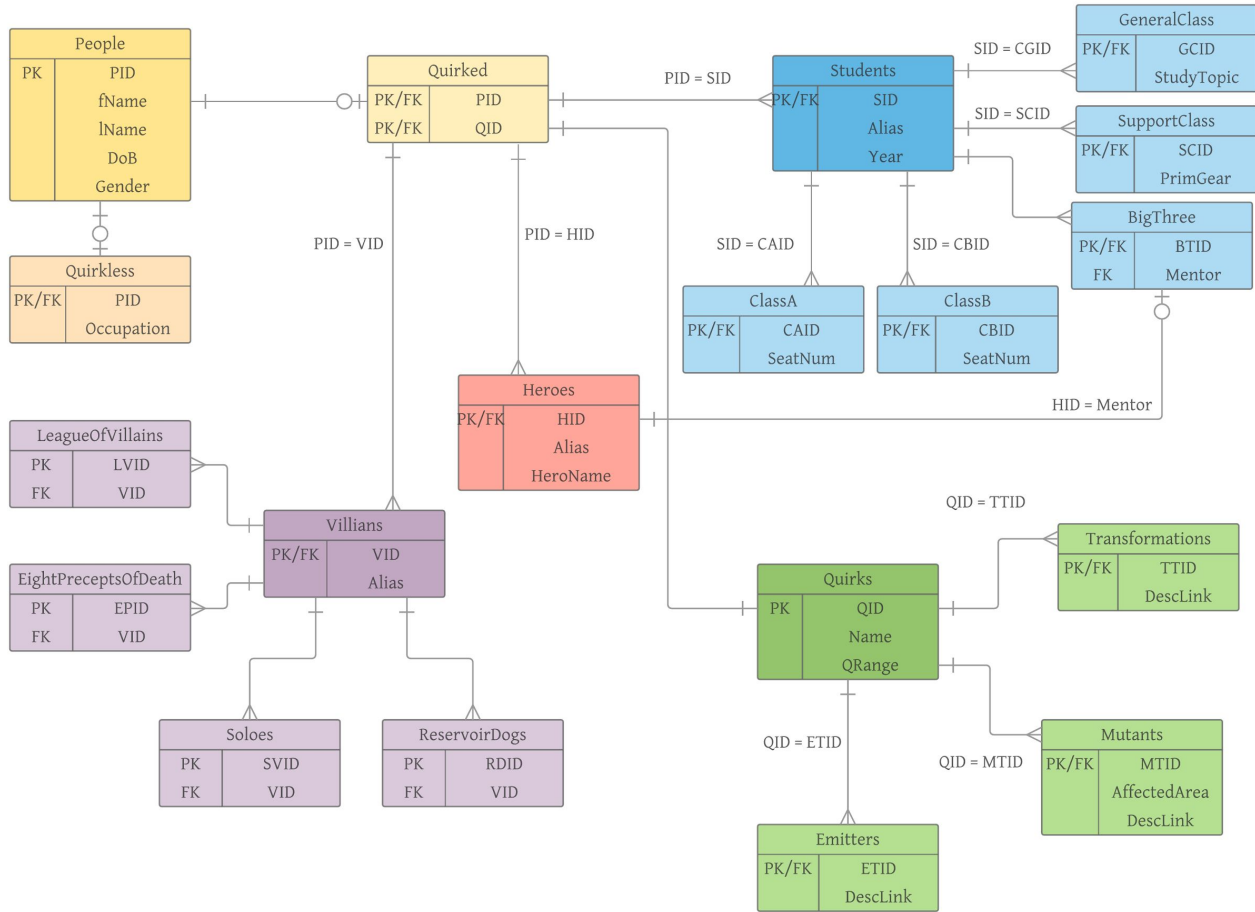
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# ***BOKU NO HERO ACADEMIA***

This anime features wide array of superpowered heroes and villains, along a large collection of students learning how to control their quirks (powers). The relationships and powers can get overwhelming.

The Hīrō no Dētabēsu (database of heroes) is designed to keep all current characters (and all future characters) in order and well defined.





# PEOPLE TABLE

THIS TABLE AMASSES ALL PEOPLE IN THE SHOW'S UNIVERSE

**CREATE TABLE PEOPLE(  
PID INT NOT NULL UNIQUE,  
FNAME TEXT NOT NULL,  
LNAME TEXT,  
AGE INT,  
GENDER CHAR(10),  
PRIMARY KEY(PID)  
);**



**DEPENDENCIES: PID → FNAME, LNAME, AGE, GENDER**

	pid integer	fname text	lname text	age integer	gender character(10)
1	1	Izuku	Midoriya	15	male
2	2	Toshinori	Yagi		male
3	3	Shoto	Todoroki	16	male
4	4	Ochaco	Uraraka	15	female
5	5	Bakugo	Katsuki	15	male
6	6	Tsuyu	Asui	16	female
7	7	Neito	Monoma	15	male
8	8	Tetsutetsu	Tetsutetsu	15	male
9	9	Ibara	Shiozaki	15	female
10	10	Mei	Hatsume	16	female
11	11	Hitoshi	Shinso	15	male
12	12	Mirio	Togata		male
13	13	Takami	Amajiki		male
14	14	Shota	Aizawa	30	male
15	15	Hizashi	Yamada	30	male
16	16	Nemuri	Kayama	31	female
17	17	Chizome	Akaguro	31	male
18	18	Tomura	Shigaraki		male
19	19	Kurogiri			male
20	20	Mustard			male
21	21	Moonfish			male
22	22	Chisaki			male
23	23	Yellow			male
24	24	Inko	Midoriya	41	female
25	25	Naomasa	Tsukauchi	36	male
26	26	Tsunagu	Hakamata	35	male
27	27	Yuu	Takeyama	23	female
28	28	Fumikage	Tokoyami	15	male
29	29	Sir	Nighteye		male
30	30	Fatgum			male
31	31	Alan	Bond	40	male



# QUIRKS TABLE

**THIS TABLE STORES INFORMATION ON KNOWN QUIRKS AND ASSURES THEY MEET QUIRK STANDARDS**

```
CREATE TABLE QUIRKS(  
  QID          VARCHAR(10) NOT NULL UNIQUE,  
  NAME         VARCHAR(50) NOT NULL UNIQUE,  
  QRANGE       TEXT NOT NULL CHECK(QRANGE IN('CONTACT', 'CLOSE', 'MEDIUM',  
  'LONG', 'ALL', 'UNKNOWN')),  
  PRIMARY KEY(QID)  
);
```

**DEPENDENCIES: QID → NAME, QRANGE**

	qid character varying(10)	name character varying(50)	qrangle text
1	Q001	One For All	Close
2	Q002	Half-Cold Half-Hot	Medium
3	Q003	Zero Gravity	Contact
4	Q004	Explosion	Close
5	Q005	Frog-Form	Long
6	Q006	Copy	Contact
7	Q007	Steel	Close
8	Q008	Vines	Long
9	Q009	Zoom	Long
10	Q010	Brainwashing	Long
11	Q011	Permeation	Close
12	Q012	Manifest	Close
13	Q013	Eraser	Long
14	Q014	Voice	Long
15	Q015	Somnambulist	All
16	Q016	Bloodcurdle	Contact
17	Q017	Disintegration	Contact
18	Q018	Warp Gate	All
19	Q019	Sleep Gas	All
20	Q020	Dental Manipulation	Long
21	Q021	Overhaul	Contact
22	Q022	Fiber Master	All
23	Q023	Gigantification	Close
24	Q024	Dark Shadow	All
25	Q025	Foresight	Contact
26	Q026	Absorbing Fat	Contact
27	Q777	Ultimate Spy	All
28	Q999	Unknown	Unknown

**FUN FACT: THE FIRST KNOWN DISCOVERY OF QUIRKS IS KNOWN AS THE LUMINESCENT BABY**

# EMITTERS TABLE

THIS IS THE FIRST CATEGORY OF QUIRKS, REQUIRING A CONSCIOUS EFFORT TO UTILIZE

CREATE TABLE EMITTERS(

ETID VARCHAR(10) NOT NULL UNIQUE REFERENCES

QUIRKS(QID),

DECLINK TEXT NOT NULL,

PRIMARY KEY(ETID)

);

DEPENDENCIES: ETID → DECLINK



**FUN FACT: MOST OF THE KNOWN QUIRKS FALL INTO THIS CATEGORY**

	etid character varying(10)	declink text
1	Q001	<a href="http://bokunoheroacademia.wikia.com/wiki/One_For_All">http://bokunoheroacademia.wikia.com/wiki/One For All</a>
2	Q002	<a href="http://bokunoheroacademia.wikia.com/wiki/Half-Cold_Half-Hot">http://bokunoheroacademia.wikia.com/wiki/Half-Cold Half-Hot</a>
3	Q003	<a href="http://bokunoheroacademia.wikia.com/wiki/Zero_Gravity">http://bokunoheroacademia.wikia.com/wiki/Zero Gravity</a>
4	Q004	<a href="http://bokunoheroacademia.wikia.com/wiki/Explosion">http://bokunoheroacademia.wikia.com/wiki/Explosion</a>
5	Q010	<a href="http://bokunoheroacademia.wikia.com/wiki/Brainwashing">http://bokunoheroacademia.wikia.com/wiki/Brainwashing</a>
6	Q013	<a href="http://bokunoheroacademia.wikia.com/wiki/Erasure">http://bokunoheroacademia.wikia.com/wiki/Erasure</a>
7	Q014	<a href="http://bokunoheroacademia.wikia.com/wiki/Voice">http://bokunoheroacademia.wikia.com/wiki/Voice</a>
8	Q015	<a href="http://bokunoheroacademia.wikia.com/wiki/Somnambulist">http://bokunoheroacademia.wikia.com/wiki/Somnambulist</a>
9	Q016	<a href="http://bokunoheroacademia.wikia.com/wiki/Bloodcurdle">http://bokunoheroacademia.wikia.com/wiki/Bloodcurdle</a>
10	Q017	<a href="http://bokunoheroacademia.wikia.com/wiki/Disintegration">http://bokunoheroacademia.wikia.com/wiki/Disintegration</a>
11	Q018	<a href="http://bokunoheroacademia.wikia.com/wiki/Warp_Gate">http://bokunoheroacademia.wikia.com/wiki/Warp Gate</a>
12	Q019	<a href="http://bokunoheroacademia.wikia.com/wiki/Sleep_Gas">http://bokunoheroacademia.wikia.com/wiki/Sleep Gas</a>
13	Q021	<a href="http://bokunoheroacademia.wikia.com/wiki/Overhaul_(Quirk)">http://bokunoheroacademia.wikia.com/wiki/Overhaul (Quirk)</a>
14	Q022	<a href="http://bokunoheroacademia.wikia.com/wiki/Fiber_Master">http://bokunoheroacademia.wikia.com/wiki/Fiber Master</a>
15	Q025	<a href="http://bokunoheroacademia.wikia.com/wiki/Foresight">http://bokunoheroacademia.wikia.com/wiki/Foresight</a>

# TRANSFORMATIONS TABLE

THIS IS THE SECOND CATEGORY OF QUIRKS, RESULTING IN A TEMPORARY ALTERATION OF SOMETHING

CREATE TABLE TRANSFORMATIONS(

TTID            VARCHAR(10) NOT NULL UNIQUE REFERENCES

QUIRKS(QID),

DESCLINK    TEXT NOT NULL,

PRIMARY KEY(TTID)

);

DEPENDENCIES: TTID → DESCLINK



	ttid character varying(10)	desclink text
1	Q006	<a href="http://bokunoheroacademia.wikia.com/wiki/Copy">http://bokunoheroacademia.wikia.com/wiki/Copy</a>
2	Q007	<a href="http://bokunoheroacademia.wikia.com/wiki/Steel">http://bokunoheroacademia.wikia.com/wiki/Steel</a>
3	Q011	<a href="http://bokunoheroacademia.wikia.com/wiki/Permeation">http://bokunoheroacademia.wikia.com/wiki/Permeation</a>
4	Q012	<a href="http://bokunoheroacademia.wikia.com/wiki/Manifest">http://bokunoheroacademia.wikia.com/wiki/Manifest</a>
5	Q020	<a href="http://bokunoheroacademia.wikia.com/wiki/Dental_Manipulation">http://bokunoheroacademia.wikia.com/wiki/Dental_Manipulation</a>
6	Q023	<a href="http://bokunoheroacademia.wikia.com/wiki/Gigantification">http://bokunoheroacademia.wikia.com/wiki/Gigantification</a>
7	Q024	<a href="http://bokunoheroacademia.wikia.com/wiki/Dark_Shadow">http://bokunoheroacademia.wikia.com/wiki/Dark_Shadow</a>
8	Q777	<a href="https://en.wikipedia.org/wiki/Sean_Connery">https://en.wikipedia.org/wiki/Sean_Connery</a>



# MUTANTS TABLE

THIS IS THE THIRD CATEGORY OF QUIRKS, ALTERING PART OR ALL OF ONE'S BODY WHO POSSESSES THEM

CREATE TABLE MUTANTS(

MTID VARCHAR(10) NOT NULL UNIQUE REFERENCES QUIRKS(QID),

AFFECTEDAREA TEXT NOT NULL,

DESLINK TEXT NOT NULL,

PRIMARY KEY(MTID)

);

DEPENDENCIES: MTID → AFFECTEDAREA, DESLINK



	mtid character varying(10)	affectedarea text	deslink text
1	Q005	Whole Body	<a href="http://bokunoheroacademia.wikia.com/wiki/Frog-Form">http://bokunoheroacademia.wikia.com/wiki/Frog-Form</a>
2	Q008	Hair	<a href="http://bokunoheroacademia.wikia.com/wiki/Vines">http://bokunoheroacademia.wikia.com/wiki/Vines</a>
3	Q009	Eyes	<a href="http://bokunoheroacademia.wikia.com/wiki/Zoom">http://bokunoheroacademia.wikia.com/wiki/Zoom</a>
4	Q026	Body	<a href="http://bokunoheroacademia.wikia.com/wiki/Absorbing_Fat">http://bokunoheroacademia.wikia.com/wiki/Absorbing_Fat</a>

# QUIRKED TABLE

**THIS TABLE TAKES ALL PEOPLE WITH QUIRKS AND MATCHES THEM TO THEIR QUARK**

**CREATE TABLE QUIRKED(**

**PID INT NOT NULL UNIQUE REFERENCES PEOPLE(PID),**

**QID VARCHAR(10) NOT NULL REFERENCES QUIRKS(QID),**

**PRIMARY KEY(PID, QID)**

**);**

**DEPENDENCIES: N/A**



	pid integer	qid character varying(10)
1	1	Q001
2	2	Q001
3	3	Q002
4	4	Q003
5	5	Q004
6	6	Q005
7	7	Q006
8	8	Q007
9	9	Q008
10	10	Q009
11	11	Q010
12	12	Q011
13	13	Q012
14	14	Q013
15	15	Q014
16	16	Q015
17	17	Q016
18	18	Q017
19	19	Q018
20	20	Q019
21	21	Q020
22	22	Q021
23	23	Q999
24	26	Q022
25	27	Q023
26	28	Q024
27	29	Q025
28	30	Q026
29	31	Q777

# QUIRKLESS TABLE

**THIS TABLE TAKES ALL PEOPLE WITHOUT QUIRKS AND STORES THEM HERE WITH SOME INFORMATION**

**CREATE TABLE QUIRKLESS(**

**PID INT NOT NULL UNIQUE REFERENCES PEOPLE(PID),**

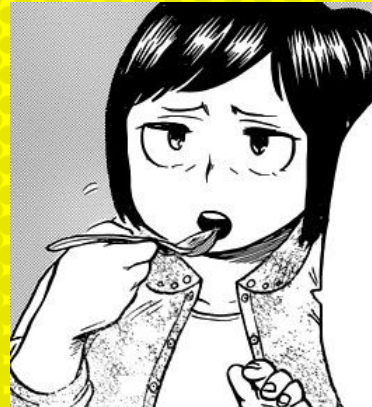
**OCCUPATION TEXT NOT NULL,**

**PRIMARY KEY(PID)**

**);**

**DEPENDENCIES: PID → OCCUPATION**

	pid integer	occupation text
1	24	Mother
2	25	Police Officer



**FUN FACT: ONLY ABOUT  
20% OF THE  
POPULATION IS  
QUIRKLESS**

# HEROES TABLE

THIS IS THE COLLECTION OF QUIRKED INDIVIDUALS WORKING AS A PROFESSIONAL HERO

CREATE TABLE HEROES(

HID INT NOT NULL UNIQUE REFERENCES QUIRKED(PID),

ALIAS TEXT NOT NULL,

HERONAME TEXT,

PRIMARY KEY(HID)

);

DEPENDENCIES: HID → ALIAS, HERONAME

	hid integer	alias text	heroname text
1	2	Symbol of Peace	All Might
2	14	Erasing Hero	Eraserhead
3	15		Present Mic
4	16	18+ Only Hero	Midnight
5	26	Stylish	Best Jeanist
6	27		Mount Lady
7	29	All-Seeing	
8	30	BMI Hero	



**FUN FACT: MANY  
PROFESSIONAL HEROES  
TAKE PROMISING  
STUDENTS IN AS  
INTERNS**



# STUDENTS TABLE

THIS IS THE COLLECTION OF QUIRKED INDIVIDUALS CURRENTLY STUDYING TO BECOME HEROES (OR POTENTIALLY VILLAINS) IN THE U.A.

CREATE TABLE STUDENTS(

SID INT NOT NULL UNIQUE REFERENCES QUIRKED(PID),

ALIAS TEXT NOT NULL,

YEAR INT NOT NULL,

PRIMARY KEY(SID)

);

DEPENDENCIES: SID → ALIAS, YEAR



	sid integer	alias text	year integer
1	1	Deku	1
2	3	Shoto	1
3	4	Uravity	1
4	5		1
5	6	Froppy	1
6	7	Phantom Thief	1
7	8	Real Steel	1
8	9	Maria	1
9	10		1
10	11		1
11	12	Lemillion	3
12	13	Suneater	3
13	28	Jet-Black	1

# CLASS-A TABLE

**THIS IS THE COLLECTION OF STUDENTS RANKED HIGHEST ON THE U.A. ENTRANCE EXAM FOR HEROES, AND THE MAIN CLASS IN THE SHOW**

**CREATE TABLE CLASSA(  
CAID INT NOT NULL UNIQUE REFERENCES STUDENTS(SID),  
SEATNUM INT NOT NULL UNIQUE,  
PRIMARY KEY(CAID)  
);**

**DEPENDENCIES: CAID  $\rightarrow$  SEATNUM**

	caid integer	seatnum integer
1	1	18
2	3	15
3	4	5
4	5	17
5	6	3
6	28	14

# CLASS-B TABLE

THIS IS THE COLLECTION OF STUDENTS RANKED JUST UNDER THE TOP 20, MOST OF WHICH BURN TO PROVE THEIR WORTH IN THE TOP CLASS

```
CREATE TABLE CLASSB(  
  CBID          INT NOT NULL UNIQUE REFERENCES STUDENTS(SID),  
  SEATNUM       INT,  
  PRIMARY KEY(CBID)  
);
```

DEPENDENCIES: CBID → SEATNUM



	cbid integer	seatnum integer
1	7	6
2	8	3
3	9	2

**FUN FACT: CLASS-B  
ONLY HAS ONE KNOWN  
TEACHER, WHILE  
CLASS-A HAS FIVE**

# SUPPORT CLASS TABLE

THIS IS THE COLLECTION OF STUDENTS WITH NO DESIRE (OR ABILITY) TO BECOME HEROES THEMSELVES, SO THEY FOCUS ON SIDEKICK AND SUPPORT DUTIES

```
CREATE TABLE SUPPORTCLASS(  
  SCID          INT NOT NULL UNIQUE REFERENCES STUDENTS(SID),  
  PRIMGEAR      VARCHAR(50) NOT NULL,  
  PRIMARY KEY(SCID)  
);
```

DEPENDENCIES: SCID → PRIMGEAR

	scid integer	primgear character varying(50)
1	10	Hoverpack and boots





# GENERAL CLASS TABLE

THIS IS THE COLLECTION OF STUDENTS UNABLE TO PLACE INTO ONE OF THE TWO HERO CLASSES

```
CREATE TABLE GENERALCLASS(  
  GCID          INT NOT NULL UNIQUE REFERENCES STUDENTS(SID),  
  STUDYTOPIC    TEXT,  
  PRIMARY KEY(GCID)  
);
```

DEPENDENCIES: GCID → STUDYTOPIC

	gcid integer	studytopic text
1	11	Hero



**FUN FACT: MOST GENERAL STUDENTS STUDY BUSINESS, BUT BECAUSE THAT'S BORING, THEY AREN'T ACTUALLY NAMED**

# BIG THREE TABLE

THESE ARE THE ONLY NAMED UPPER CLASS STUDENTS, WHO ARE REGARDED AS THE THREE STRONGEST STUDENTS IN THE SCHOOL

```
CREATE TABLE BIGTHREE(  
  BTID          INT NOT NULL UNIQUE REFERENCES STUDENTS(SID),  
  MENTOR        INT NOT NULL REFERENCES HEROES(HID),  
  PRIMARY KEY(BTID)  
);
```

DEPENDENCIES: BTID → MENTOR

	btid integer	mentor integer
1	12	29
2	13	30

**FUN FACT: THESE STUDENTS  
ARE TYPICALLY REGARDED  
AS STRONGER THAN MOST  
PROFESSIONAL HEROES**

# VILLAINS TABLE

THIS IS THE COLLECTION OF QUIRKED INDIVIDUALS WHO HAVE TURNED THEIR BACK ON SOCIETY (FOR ONE REASON OR ANOTHER) AND ACTIVELY BATTLE THE HEROES

CREATE TABLE VILLAINS(

VID INT NOT NULL UNIQUE REFERENCES QUIRKED(PID),

ALIAS TEXT,

PRIMARY KEY(VID)

);

DEPENDENCIES: VID → ALIAS



	vid integer	alias text
1	17	Hero Killer Stain
2	18	Tenko Shimura
3	19	Black Fog
4	20	Merciless Villain
5	21	Flesh Stalker
6	22	Plague Doctor
7	23	
8	31	Goldeneye

# LEAGUE OF VILLAINS TABLE

THESE ARE THE VILLAINS WHO HAVE GROUPED TOGETHER TO DEFEAT ALL MIGHT, THE "SYMBOL OF PEACE", TO CREATE A NEW SOCIETY

CREATE TABLE LEAGUEOFVILLAINS(

LVID            VARCHAR(4) NOT NULL UNIQUE,

VID            INT NOT NULL UNIQUE REFERENCES VILLAINS(VID),

PRIMARY KEY(LVID)

);

DEPENDENCIES: LVID → VID

	lvid character varying(4)	vid integer
1	LV01	18
2	LV02	19
3	LV04	20
4	LV03	21

**FUN FACT: WHILE THIS GROUP OCCASIONALLY DIVIDES, IT IS ALWAYS LEAD BY TWO OF THE GREATEST SUPER VILLAINS EVER**



# ***EIGHT PRECEPTS OF DEATH TABLE***

***THIS MYSTERIOUS GROUP ACTS ONLY TO BE CRIMINALS, HAVING TAKEN OVER THE  
ROLE OF THE YAKUZA***

***CREATE TABLE EIGHTPRECEPTSOFDEATH(***

***EPID                    VARCHAR(4) NOT NULL UNIQUE,***

***VID                    INT NOT NULL UNIQUE REFERENCES VILLAINS(VID),***

***PRIMARY KEY(EPID)***

***);***

***DEPENDENCIES: EPID → VID***

	<b>epid</b> character varying(4)	<b>vid</b> integer
<b>1</b>	EP01	22

# RESERVOIR DOGS TABLE

AS OF CREATION, ALMOST NOTHING IS KNOWN ABOUT THIS GROUP EXCEPT FOR THE NAME OF ONE MEMBER

```
CREATE TABLE RESERVOIRDOGS(  
  RDID          VARCHAR(4) NOT NULL UNIQUE,  
  VID           INT NOT NULL UNIQUE REFERENCES VILLAINS(VID),  
  PRIMARY KEY(RDID)  
);
```

	rdid character varying(4)	vid integer
1	RD01	23

DEPENDENCIES: RDID → VID

**FUN FACT: THE ONE KNOWN  
NAME, YELLOW, IS A  
REFERENCE TO THE FILM  
THAT SHARES THE NAME OF  
THE GROUP**

# SOLO VILLAIN TABLE

**THESE VILLAINS ONLY ACT BY THEMSELVES, SERVING NO HIGHER POWER OR LEADER**

**CREATE TABLE SOLOES(**

**SVID                    VARCHAR(4) NOT NULL UNIQUE,**

**VID                    INT NOT NULL UNIQUE REFERENCES VILLAINS(VID),**

**PRIMARY KEY(SVID)**

**);**

**DEPENDENCIES: SVID → VID**

	svid character varying(4)	vid integer
1	SV01	17
2	SV02	31

**FUN FACT: MOST OF THESE  
VILLAINS REMAIN UNNAMED  
AND ARE SIMPLY REFERRED  
TO BY THEIR QUIRK**

# VIEWS 1

***CURRENTFIRSTYEARS WILL DISPLAY ALL STUDENTS CURRENTLY IN THEIR FIRST YEAR***

***CREATE VIEW CURRENTFIRSTYEARS AS***

***SELECT PEOPLE.PID, PEOPLE.FNAME, PEOPLE.LNAME, PEOPLE.AGE, PEOPLE.GENDER,  
STUDENTS.ALIAS***

***FROM PEOPLE, STUDENTS***

***WHERE PEOPLE.PID = STUDENTS.SID***

***AND STUDENTS.YEAR = 1;***

	pid integer	fname text	lname text	age integer	gender character(10)	alias text
1	1	Izuku	Midoriya	15	male	Deku
2	3	Shoto	Todoroki	16	male	Shoto
3	4	Ochaco	Uraraka	15	female	Uravity
4	5	Bakugo	Katsuki	15	male	
5	6	Tsuyu	Asui	16	female	Froppy
6	7	Neito	Monoma	15	male	Phantom Thief
7	8	Tetsutetsu	Tetsutetsu	15	male	Real Steel
8	9	Ibara	Shiozaki	15	female	Maria
9	10	Mei	Hatsume	16	female	
10	11	Hitoshi	Shinso	15	male	
11	28	Fumikage	Tokoyami	15	male	Jet-Black



## VIEWS 2

***CURRENTMENTORS WILL DISPLAY THE MENTORS OF THE BIG THREE***

***CREATE VIEW CURRENTMENTORS AS***

***SELECT PEOPLE.PID, PEOPLE.FNAME, PEOPLE.LNAME, HEROES.ALIAS***

***FROM PEOPLE, HEROES, BIGTHREE***

***WHERE HEROES.HID = BIGTHREE.MENTOR***

***AND PEOPLE.PID = HEROES.HID***

	pid integer	fname text	lname text	alias text
1	29	Sir	Nighteye	All-Seeing
2	30	Fatgum		BMI Hero

## VIEWS 3

**EMITTERWIELDERS WILL DISPLAY INFORMATION ON THE PEOPLE WHO USE EMITTER-TYPE QUIRKS**

**CREATE VIEW EMITTERWIELDERS AS**

**SELECT PEOPLE.PID, PEOPLE.FNAME, PEOPLE.LNAME, QUIRKS.QID, QUIRKS.NAME, QUIRKS.QRANGE**

**FROM QUIRKS, EMITTERS, PEOPLE, QUIRKED**

**WHERE QUIRKS.QID = EMITTERS.ETID**

**AND QUIRKS.QID = QUIRKED.QID**

**AND PEOPLE.PID = QUIRKED.PID;**

	pid integer	fname text	lname text	qid character varying(10)	name character varying(50)	qrangle text
1	1	Izuku	Midoriya	Q001	One For All	Close
2	2	Toshinori	Yagi	Q001	One For All	Close
3	3	Shoto	Todoroki	Q002	Half-Cold Half-Hot	Medium
4	4	Ochaco	Uraraka	Q003	Zero Gravity	Contact
5	5	Bakugo	Katsuki	Q004	Explosion	Close
6	11	Hitoshi	Shinso	Q010	Brainwashing	Long
7	14	Shota	Aizawa	Q013	Eraser	Long
8	15	Hizashi	Yamada	Q014	Voice	Long
9	16	Nemuri	Kayama	Q015	Somnambulist	All
10	17	Chizome	Akaguro	Q016	Bloodcurdle	Contact
11	18	Tomura	Shigaraki	Q017	Disintegration	Contact
12	19	Kurogiri		Q018	Warp Gate	All
13	20	Mustard		Q019	Sleep Gas	All
14	22	Chisaki		Q021	Overhaul	Contact
15	26	Tsunagu	Hakamata	Q022	Fiber Master	All
16	29	Sir	Nighteye	Q025	Foresight	Contact

# STORED PROCEDURES 1

**GETQUIRKINFO WILL GET THE QID, NAME, AND RANGE OF THE QUIRK FOR THE PID INPUT**

**CREATE OR REPLACE FUNCTION GETQUIRKINFO(INT, REFCURSOR)**

**RETURNS REFCURSOR AS \$\$**

**DECLARE**

**QUIRKWANTED INT := \$1;**

**QUIRKINFO REFCURSOR := \$2;**

**BEGIN**

**OPEN QUIRKINFO FOR**

**SELECT QUIRKS.QID, QUIRKS.NAME, QUIRKS.QRANGE**

**FROM QUIRKS, QUIRKED**

**WHERE QUIRKED.PID = QUIRKWANTED**

**AND QUIRKS.QID = QUIRKED.QID;**

**RETURN QUIRKINFO;**

**END;**

**\$\$**

**LANGUAGE PLPGSQL;**

**FOR EXAMPLE:**

**SELECT GETQUIRKINFO(007, 'REF');**

**FETCH ALL FROM REF;**

	qid character varying(10)	name character varying(50)	qrangle text
1	Q006	Copy	Contact

# STORED PROCEDURES 2

## GETHEROESWITH WILL INFORMATION ON THE HERO WITH AN INPUTTED QUIRK

**FUN FACT: THIS CAN EASILY FIND STUDENTS OR VILLAINS WITH A CHOSEN QUIRK BY SWITCHING HEROES.HID TO STUDENTS.SID OR VILLAINS.VID**

**CREATE OR REPLACE FUNCTION GETHEROESWITH(TEXT, REFCURSOR)**

**RETURNS REFCURSOR AS \$\$**

**DECLARE**

**QUIRKWANTED TEXT := \$1;**

**HEROINFO REFCURSOR := \$2;**

**BEGIN**

**OPEN HEROINFO FOR**

**SELECT HEROES.HID, PEOPLE.FNAME, PEOPLE.LNAME, HEROES.ALIAS, HEROES.HERONAME, QUIRKS.QID, QUIRKS.NAME**

**FROM QUIRKS, QUIRKED, PEOPLE, HEROES**

**WHERE QUIRKS.QID LIKE QUIRKWANTED**

**AND QUIRKS.QID = QUIRKED.QID**

**AND HEROES.HID = QUIRKED.PID**

**AND PEOPLE.PID = QUIRKED.PID;**

**RETURN HEROINFO;**

**END;**

**\$\$**

**LANGUAGE PLPGSQL;**

**FOR EXAMPLE:SELECT  
GETHEROESWITH('Q013', 'REF');  
FETCH ALL FROM REF;**

	hid integer	fname text	lname text	alias text	heroname text	qid character varying(10)	name character varying(50)
1	14	Shota	Aizawa	Erasing Hero	Eraserhead	Q013	Eraser

# REPORTS 1

*FINDING ALL PEOPLE WITH MUTANT-TYPE QUIRKS*

***SELECT P.PID, P.FNAME, P.LNAME, Q.QID, Q.NAME***

***FROM QUIRKED D INNER JOIN MUTANTS M ON D.QID = M.MTID***

***INNER JOIN QUIRKS Q ON D.QID = Q.QID***

***INNER JOIN PEOPLE P ON D.PID = P.PID***

***ORDER BY PID ASC;***

	pid integer	fname text	lname text	qid character varying(10)	name character varying(50)
1	6	Tsuyu	Asui	Q005	Frog-Form
2	9	Ibara	Shiozaki	Q008	Vines
3	10	Mei	Hatsume	Q009	Zoom
4	30	Fatgum		Q026	Absorbing Fat



## REPORTS 2

**FINDING ALL STUDENTS WITH A QUIRK RANGE OF CONTACT OR CLOSE**

**SELECT S.SID, P.FNAME, P.LNAME, S.ALIAS, Q.QID, Q.NAME, Q.QRANGE  
FROM QUIRKS Q, PEOPLE P, STUDENTS S, QUIRKED D  
WHERE Q.QRANGE IN('CONTACT', 'CLOSE')  
AND Q.QID = D.QID  
AND P.PID = D.PID  
AND S.SID = P.PID  
ORDER BY SID ASC;**

	sid integer	fname text	lname text	alias text	qid character varying(10)	name character varying(50)	qrangle text
1	1	Izuku	Midoriya	Deku	Q001	One For All	Close
2	4	Ochaco	Uraraka	Uravity	Q003	Zero Gravity	Contact
3	5	Bakugo	Katsuki		Q004	Explosion	Close
4	7	Neito	Monoma	Phantom Thief	Q006	Copy	Contact
5	8	Tetsutetsu	Tetsutetsu	Real Steel	Q007	Steel	Close
6	12	Mirio	Togata	Lemillion	Q011	Permeation	Close
7	13	Takami	Amajiki	Suneater	Q012	Manifest	Close

# **TRIGGER**

**CHECKFORQUIRK WILL ASSURE SOMEONE WITH A QUIRK WILL NOT BE ADDED TO THE QUIRKLESS TABLE**

**CREATE TRIGGER CHECKFORQUIRK BEFORE INSERT OR UPDATE ON QUIRKLESS**

**IF EXISTS (SELECT \* FROM QUIRKED WHERE PID = NEW.PID)**

**RAISE EXCEPTION "THIS PERSON IS ALREADY LISTED AS HAVING A QUIRK, PLEASE CHECK YOURSELF BEFORE YOU WRECK YOURSELF (AND THIS DATABASE)"**

**ROLLBACK;**

**ELSE**

**//NOTHING**

# **ROLES 1**

**BECAUSE THE STORY IS STILL BEING WRITTEN, AN ACTIVE COMMUNITY OF MODERATORS WILL BE REQUIRED TO KEEP THE DATABASE RUNNING. IN ORDER FOR THOSE VISITING TO NOT RUIN THE DATABASE, A VIEWER ROLE WILL ALSO BE ADDED TO ALLOW THEM TO VIEW THE DATA CONTAINED HERE.**

**CREATE ROLE MOD;**

**CREATE ROLE VIEWER;**



# ROLES 2

## ***MODERATORS WILL BE TRUSTED PEOPLE ABLE TO EDIT THE ENTER DATABASE***

***GRANT SELECT, INSERT, UPDATE, DELETE ON PEOPLE TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON QUIRKS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON MUTANTS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON EMITTERS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON TRANSFORMATIONS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON QUIRKLESS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON QUIRKED TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON HEROES TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON STUDENTS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON CLASSA TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON CLASSB TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON BIGTHREE TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON SUPPORTCLASS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON GENERALCLASS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON VILLAINS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON LEAGUEOFVILLAINS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON EIGHTPRECEPTSOFNIGHT TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON RESERVOIRDOGS TO MOD;***

***GRANT SELECT, INSERT, UPDATE, DELETE ON SOLOES TO MOD;***

# ROLES 3

***VIEWERS ARE THE PEOPLE USING THE DATABASE TO LOOK UP INFORMATION ON MY HERO ACADEMIA***

***GRANT SELECT ON PEOPLE TO VIEWER;***

***GRANT SELECT ON QUIRKS TO VIEWER;***

***GRANT SELECT ON MUTANTS TO VIEWER;***

***GRANT SELECT ON EMITTERS TO VIEWER;***

***GRANT SELECT ON TRANSFORMATIONS TO VIEWER;***

***GRANT SELECT ON QUIRKLESS TO VIEWER;***

***GRANT SELECT ON QUIRKED TO VIEWER;***

***GRANT SELECT ON HEROES TO VIEWER;***

***GRANT SELECT ON STUDENTS TO VIEWER;***

***GRANT SELECT ON CLASSA TO VIEWER;***

***GRANT SELECT ON CLASSB TO VIEWER;***

***GRANT SELECT ON BIGTHREE TO VIEWER;***

***GRANT SELECT ON SUPPORTCLASS TO VIEWER;***

***GRANT SELECT ON GENERALCLASS TO VIEWER;***

***GRANT SELECT ON VILLAINS TO VIEWER;***

***GRANT SELECT ON LEAGUEOFVILLAINS TO VIEWER;***

***GRANT SELECT ON EIGHTPRECEPTSOFNIGHT TO VIEWER;***

***GRANT SELECT ON RESERVOIRDOGS TO VIEWER;***

***GRANT SELECT ON SOLOES TO VIEWER;***



# **IMPLEMENTATION**

**TO MAKE THINGS AS SIMPLE AS POSSIBLE, THE RULES OF QUIRKS WERE FOLLOWED AS CLOSELY AS POSSIBLE. TECHNICALLY, EACH PERSON CAN ONLY HAVE ONE QUIRK, BUT THERE ARE CERTAIN FACTORS THAT MAKE BREAK THIS (DISCUSSED LATER), SO QUIRK Q999 WAS ADDED AS A CATCH ALL INCASE SOMEONE WAS ADDED THAT BROKE THE MOLD.**

**ALSO, THE DIVISION OF VILLAINS AND STUDENTS (RESPECTIVELY) WAS SIMPLIFIED TO KEEP VIEWING THEM AS EASY AS POSSIBLE. WHILE THEY ARE SMALL, MINUTE DETAILS LIKE TEACHERS AND CLASSES AND TOURNAMENT RESULTS WOULD SIMPLY MUDDLE THE DATABASE (FOR NOW).**

# KNOWN PROBLEMS

FIRST THING'S FIRST, THERE ARE ANIMALS THAT DEVELOP QUIRKS, AND THEY TECHNICALLY AREN'T PEOPLE SO THAT WOULD RUIN THE DATAFLOW. THIS CASE IS EXTREMELY RARE (ONLY ONE DOCUMENTED), SO I DECIDED TO GLOSS OVER ANIMALS.

NEXT, ALL FOR ONE IS A PAIN IN THE BUTT. THIS QUIRK ALLOWS THE USER TO STEAL OTHER PEOPLE'S QUIRKS, MAKING PEOPLE WITH QUIRKS LOSE THEM, AND MORE IMPORTANTLY, GIVING THE USER EXTRA QUIRKS. BECAUSE THIS IS ONLY ONE OF TWO CASES BREAKING THE 1 QUIRK PER PERSON RULE, IT WOULD SIMPLY BE LISTED AS ALL FOR ONE AND THE ABSORBED QUIRKS WOULD NOT BE LISTED.

THE OTHER 1 PER PERSON RULE IS BROKEN BY NOUMU. THIS IS AN ARTIFICIAL HUMAN CREATED BY ALL FOR ONE (WHO SHARES HIS NAME WITH HIS QUIRK) TO HAVE MULTIPLE QUIRKS. SO TECHNICALLY, NOUMU ALSO ISN'T A HUMAN AND COULDN'T BE PLACED ON THIS LIST CURRENTLY.

OTHER THAN THOSE STICKING POINTS, THE ONLY OTHER THING HOLDING HĪRŌ NO DĒTABĒSU BACK IS THE LACK OF INFORMATION. THE MANGA IS STILL BEING WRITTEN (CURRENTLY AT CHAPTER 135), AND THE ANIME IS MUCH BEHIND THAT (WITH ONLY 18 EPISODES). THIS RESULTS IN CHARACTERS WITH UNKNOWN QUIRKS, QUIRKS WITH UNKNOWN POWERS, AND PEOPLE WITH UNKNOWN NAMES AND POSITIONS. THE DATABASE WILL CERTAINLY KEEP GROWING TO ALLOW ALL THIS NEW INFORMATION, BUT THE POTENTIAL FOR OTHER PROBLEMS DOES ARISE WITH AN UNKNOWN FUTURE FOR THE STORY.

## ***FUTURE ENHANCEMENTS***

***WITH SOME MUCH LEFT UNCOVERED, AND SO MUCH TO COME, THIS DATABASE HAS THE POTENTIAL TO GROW QUICK UNRULY. THE MOST APPARENT THING TO BE ADDED WOULD BE CLASS STANDINGS. CURRENTLY IN THE ANIME, THE STUDENTS ARE COMPETING IN A TOURNAMENT TO PROVE THEMSELVES. THIS HAS RESULTED IN ONE-ON-ONE MATCHES, WHERE THE SCORES COULD RESULT IN AN INTERESTING TABLE.***

***ANOTHER POTENTIAL ADDITION IS HERO SUBTYPES. THERE ARE TEACHERS, SIDEKICKS, AND PROFESSIONALS KNOWN OF RIGHT NOW, BUT BECAUSE THEY ALL COUNTS AS HEROES, I FELT IT WAS BEST NOT TO START SOMETHING THAT ISN'T FULLY DEVELOPED YET (NOT ALL TEACHERS ARE ONLY TEACHERS, SOME SIDEKICKS ARE BECOMING PROS, ETC.).***

***FINALLY, MUCH MORE DATA CAN BE ADDED. THERE ARE 20 NAMED STUDENTS IN BOTH CLASS-A AND CLASS-B. THERE ARE TONS MORE HEROES PREVIOUSLY SEEN. BUT THAT IS WHY THIS DATABASE HAS POTENTIAL TO GROW!***



***PLUS  
ULTRA***