

```
-- tipo = 3 = 'flying'
-- habitat = 3 = 'grassland'
```

```
create or replace view MMDISIMO_POKEMON as
select p.pok_name as name, p.pok_id, p.pok_alt, p.pok_peso, p.pok_base_exp, b_hp,
b_def, b_atk from pokemon p
join estadisticas_base e on p.pok_id = e.pok_id
where b_hp > 100 and b_def > 100 and b_atk > 100;
```

```
-- 1. CREAR UNA VISTA [MMDISIMO_POKEMON]
-- • Vista de los Pokémon con ataque, defensa y HP superiores a 100
```

- `create or replace view MMDISIMO_POKEMON as`  
`select p.pok_name as name, p.pok_id, p.pok_alt, p.pok_peso, p.pok_base_exp, b_hp, b_def, b_atk from pokemon p`  
`join estadisticas_base e on p.pok_id = e.pok_id`  
`where b_hp > 100 and b_def > 100 and b_atk > 100;`

824 20:25:23 create or replace view MMDISIMO\_POKEMON as select p.pok\_name as name, p.pok\_id, p.pok... 0 row(s) affected 0.031 sec

```
create or replace view GRASSLAND_POKEMON as
select p.pok_name as name, p.pok_id, p.pok_alt, p.pok_peso, p.pok_base_exp, hab_name,
hab_descript from pokemon p
join pokemon_evolucion_relacion pr on pr.pok_id = p.pok_id
join pokemon_habitats ph on pr.hab_id = ph.hab_id
where ph.hab_name = 'grassland';
```

```
-- 2. CREAR UNA VISTA [<HABITAT>_POKEMON] =
-- • Vista de los Pokémon y su hábitat
```

- `create or replace view GRASSLAND_POKEMON as`  
`select p.pok_name as name, p.pok_id, p.pok_alt, p.pok_peso, p.pok_base_exp, hab_name, hab_descript from pokemon p`  
`join pokemon_evolucion_relacion pr on pr.pok_id = p.pok_id`  
`join pokemon_habitats ph on pr.hab_id = ph.hab_id`  
`where ph.hab_name = 'grassland';`

826 20:26:40 create or replace view GRASSLAND\_POKEMON as select p.pok\_name as name, p.pok\_id, p.pok... 0 row(s) affected 0.016 sec

```

create or replace view HABILIDADES_POKEMON as
select p.pok_name as name, p.pok_id, p.pok_alt, p.pok_peso, p.pok_base_exp,
h.habil_name, h.habil_id from pokemon_habilidades ph
join habilidades h on h.habil_id = ph.habil_id
join pokemon p on p.pok_id = ph.pok_id;

```

```

3
4  -- 3. CREAR UNA VISTA [HABILIDADES_POKEMON]
5  -- * Vista de los Pokémon y todas sus habilidades.
6
7  • create or replace view HABILIDADES_POKEMON as
8  select p.pok_name as name, p.pok_id, p.pok_alt, p.pok_peso, p.pok_base_exp, h.habil_name, h.habil_id from pokemon_habilidades
9  join habilidades h on h.habil_id = ph.habil_id
10 join pokemon p on p.pok_id = ph.pok_id;
11
12
13 827 20:27:05 create or replace view HABILIDADES_POKEMON as select p.pok_name as name, p.pok_id, p.po... 0 row(s) affected 0.015 sec

```

```

create or replace view PUNTAJE_POKEMON as
select p.pok_name as name, t.type_name, p.pok_id, p.pok_alt, p.pok_peso,
p.pok_base_exp, (
    sum(`eb`.`b_hp`)+
    sum(`eb`.`b_atk`)+
    sum(`eb`.`b_def`)+
    sum(`eb`.`b_sp_atk`)+
    sum(`eb`.`b_sp_def`)+
    sum(`eb`.`b_speed`)) as puntaje_total from estadisticas_base eb
join pokemon p on p.pok_id = eb.pok_id
join pokemon_tipos pt on pt.pok_id = p.pok_id
join tipos t on t.tipo_id = pt.tipo_id
group by p.pok_id;

```

```

--
32  -- 4. CREAR UNA VISTA [PUNTAJE_POKEMON]
33  -- * Vista de la suma de todas las estadísticas básicas de los Pokémon y los muestra
34  -- como un puntaje total.
35
36  • create or replace view PUNTAJE_POKEMON as
37  select p.pok_name as name, t.type_name, p.pok_id, p.pok_alt, p.pok_peso, p.pok_base_exp, (
38      sum(`eb`.`b_hp`)+
39      sum(`eb`.`b_atk`)+
40      sum(`eb`.`b_def`)+
41      sum(`eb`.`b_sp_atk`)+
42      sum(`eb`.`b_sp_def`)+
43      sum(`eb`.`b_speed`)) as puntaje_total from estadisticas_base eb
44  join pokemon p on p.pok_id = eb.pok_id
45  join pokemon_tipos pt on pt.pok_id = p.pok_id
46  join tipos t on t.tipo_id = pt.tipo_id
47  group by p.pok_id;
48
49
50 828 20:27:33 create or replace view PUNTAJE_POKEMON as select p.pok_name as name, t.type_name, p.po... 0 row(s) affected 0.328 sec

```

```
create or replace view TOP_FLYING_POKEMON as
select * from PUNTAJE_POKEMON
where type_name='flying'
order by puntaje_total desc limit 10;
```

```
create or replace view TOP_FLYING_POKEMON as
select * from PUNTAJE_POKEMON
where type_name='flying'
order by puntaje_total desc limit 10;
```

✓ 830 20:27:56 create or replace view TOP\_FLYING\_POKEMON as select \* from PUNTAJE\_POKEMON where t... 0 row(s) affected

```
drop procedure if exists POKEVOLUCION_POKEMON;
DELIMITER $$
create procedure POKEVOLUCION_POKEMON(id int)
begin
    select pev.pok_name as nombre, p.pok_name as evolucion from pokemon p
    join pokemon_evolucion_relacion per on per.pok_id=p.pok_id
    join pokemon pev on pev.pok_id = per.evokes_from_species_id
    where pev.pok_id = id;
end$$
DELIMITER ;
call POKEVOLUCION_POKEMON(1);
call POKEVOLUCION_POKEMON(2);
call POKEVOLUCION_POKEMON(3);
```

```

5
7 -- 6. CREAR UN STORE PROCEDURE [POKEVOLUCION_POKEMON(poke_id)]
3 -- • Introduce el id de un Pokémon y devuelve su nombre y evolución.
3
3 • drop procedure if exists POKEVOLUCION_POKEMON;
1 DELIMITER $$
2 • create procedure POKEVOLUCION_POKEMON(id int)
3 begin
4     select pev.pok_name as nombre, p.pok_name as evolution from pokemon p
5     join pokemon_evolution_relacion per on per.pok_id=p.pok_id
5     join pokemon pev on pev.pok_id = per.evokes_from_species_id
7     where pev.pok_id = id;
3 end$$
3 DELIMITER ;
3 • call POKEVOLUCION_POKEMON(1);
1 • call POKEVOLUCION_POKEMON(2);
2 • call POKEVOLUCION_POKEMON(3);
3

```

|     |          |   |                   |                       |
|-----|----------|---|-------------------|-----------------------|
| 832 | 20:28:19 | create procedure POKEVOLUCION_POKEMON(id int) begin select pev.pok_name as nombre, p.p... | 0 row(s) affected | 0.016 sec             |
| 833 | 20:28:19 | call POKEVOLUCION_POKEMON(1)  | 1 row(s) returned | 0.000 sec / 0.000 sec |

```

drop procedure if exists RESISTE_ATAQUE;
DELIMITER $$
create procedure RESISTE_ATAQUE(poke_name varchar(80), atack_name varchar(80))
begin
    select p.pok_name, eb.b_hp, atack_name as ataque,
    (select movi_power from movimientos where movi_name=ataque_name) as ataque_poder
    , if(b_hp - (select movi_power from movimientos where movi_name=ataque_name) > 0,
    b_hp - (select movi_power from movimientos where movi_name=ataque_name),
    'Desmayado') as vida_restante
    from pokemon p
    join estadisticas_base eb on p.pok_id = eb.pok_id
    where poke_name = p.pok_name;
end$$
DELIMITER ;
call RESISTE_ATAQUE('bulbasaur','cut');
call RESISTE_ATAQUE('bulbasaur','wrap');
call RESISTE_ATAQUE('charizard','cut');
call RESISTE_ATAQUE('charizard','wrap');
call RESISTE_ATAQUE('venusaur','cut');
call RESISTE_ATAQUE('venusaur','wrap');

```

```

77
78 • drop procedure if exists RESISTE_ATAQUE;
79 DELIMITER $$
80 • create procedure RESISTE_ATAQUE(poke_name varchar(80), atack_name varchar(80))
81 begin
82     select p.pok_name, eb.b_hp, atack_name as ataque,
83     (select movi_power from movimientos where movi_name=ataque_name) as ataque_poder
84     , if(b_hp - (select movi_power from movimientos where movi_name=ataque_name) > 0,
85     b_hp - (select movi_power from movimientos where movi_name=ataque_name),
86     'Desmayado') as vida_restante
87     from pokemon p
88     join estadisticas_base eb on p.pok_id = eb.pok_id
89     where poke_name = p.pok_name;
90 end$$
91 DELIMITER ;

```

| Result Grid |      |        |              |               | Export: |  | Wrap Cell Contents: |  |             |
|-------------|------|--------|--------------|---------------|---------|--|---------------------|--|-------------|
| pok_name    | b_hp | ataque | ataque_poder | vida_restante |         |  |                     |  |             |
| bulbasaur   | 45   | cut    | 50           | Desmayado     |         |  |                     |  | Result Grid |

  

| Result 173 x  |          |  |                   |  |  |  |  |                       |  | Read Only | Context Help | Snippets |
|---------------|----------|--|-------------------|--|--|--|--|-----------------------|--|-----------|--------------|----------|
| Output        |          |  |                   |  |  |  |  |                       |  |           |              |          |
| Action Output |          |  |                   |  |  |  |  |                       |  |           |              |          |
| #             | Time     | Action   | Message           |  |  |  |  | Duration / Fetch      |  |           |              |          |
| 843           | 20:29:08 | create procedure RESISTE_ATAQUE(poke_name varchar(80), atack_name varchar(80)) begin | 0 row(s) affected |  |  |  |  | 0.016 sec             |  |           |              |          |
| 844           | 20:29:08 | call RESISTE_ATAQUE(bulbasaur,'cut')   | 1 row(s) returned |  |  |  |  | 0.000 sec / 0.000 sec |  |           |              |          |

```

drop procedure if exists TIPO_DE_MOVIMIENTO;
DELIMITER $$
create procedure TIPO_DE_MOVIMIENTO(mov_name varchar(80) )
begin
    select movi_name, type_name from movimientos m
    join tipos t on t.tipo_id = m.tipo_id
    where movi_name = mov_name;
end$$
call TIPO_DE_MOVIMIENTO('double-slap');
call TIPO_DE_MOVIMIENTO('cut');
call TIPO_DE_MOVIMIENTO('wrap');

```

```

8
9  -- 8. CREAR UN STORE PROCEDURE [TIPO DE MOVIMIENTO(mov_name)]
0  -- * Introduce el movimiento de un Pokémon y devuelve el tipo de movimiento.
1
2  • drop procedure if exists TIPO_DE_MOVIMIENTO;
3  DELIMITER $$
4  • create procedure TIPO_DE_MOVIMIENTO(mov_name varchar(80) )
5  begin
6      select movi_name, type_name from movimientos m
7      join tipos t on t.tipo_id = m.tipo_id
8      where movi_name = mov_name;
9  end$$
0  call TIPO_DE_MOVIMIENTO('double-slap');
1  call TIPO_DE_MOVIMIENTO('cut');
2  call TIPO_DE_MOVIMIENTO('wrap');

```

Result Grid

Filter Rows:

Export:

Wrap Cell Contents:

| movi_name   | type_name |
|-------------|-----------|
| double-slap | normal    |

Result Grid

Result 174

Read Only

Context Help

Snippets

Output

Action Output

| #   | Time     | Action   | Message           | Duration / Fetch      |
|-----|----------|--|-------------------|-----------------------|
| 846 | 20:29:35 | create procedure TIPO_DE_MOVIMIENTO(mov_name varchar(80)) begin select movi_name, typ... | 0 row(s) affected | 0.000 sec             |
| 847 | 20:29:35 | call TIPO_DE_MOVIMIENTO('double-slap');  | 1 row(s) returned | 0.015 sec / 0.000 sec |

```

drop procedure if exists TIPO_POKEMON;
DELIMITER $$
create procedure TIPO_POKEMON(name_pok varchar(80))
begin
    select p.pok_name as name, t.type_name, p.pok_id, p.pok_alt, p.pok_peso,
    p.pok_base_exp from pokemon p
    join pokemon_tipos pt on pt.pok_id = p.pok_id
    join tipos t on t.tipo_id = pt.tipo_id
    where name_pok=p.pok_name;
end$$
call TIPO_POKEMON('bulbasaur');
call TIPO_POKEMON('charmander');
call TIPO_POKEMON('charizard');
call TIPO_POKEMON('squirtle');

```

```

5  -- * Introduce el nombre de un Pokémon y devuelve su tipo.
5
7  drop procedure if exists TIPO_POKEMON;
3  DELIMITER $$
3  • create procedure TIPO_POKEMON(name_pok varchar(80))
3  begin
1      select p.pok_name as name, t.type_name, p.pok_id, p.pok_alt, p.pok_peso, p.pok_base_exp from pokemon p
2      join pokemon_tipos pt on pt.pok_id = p.pok_id
3      join tipos t on t.tipo_id = pt.tipo_id
4      where name_pok=p.pok_name;
5  end$$
5  • call TIPO_POKEMON('bulbasaur');
7  call TIPO_POKEMON('charmander');
3  call TIPO_POKEMON('charizard');
3  call TIPO_POKEMON('squirtle');
3

```

| Result Grid |           |        |         |          |              | Filter Rows: |  | Export: | Wrap Cell Contents: |
|-------------|-----------|--------|---------|----------|--------------|--------------|--|---------|---------------------|
| name        | type_name | pok_id | pok_alt | pok_peso | pok_base_exp |              |  |         |                     |
| bulbasaur   | grass     | 1      | 7       | 69       | 64           |              |  |         |                     |
| bulbasaur   | poison    | 1      | 7       | 69       | 64           |              |  |         |                     |

Result 175 x

Read Only Context Help Snippets

Output

| #   | Time     | Action  | Message           | Duration / Fetch      |
|-----|----------|---|-------------------|-----------------------|
| 849 | 20:29:55 | create procedure TIPO_POKEMON(name_pok varchar(80)) begin select p.pok_name as name,... | 0 row(s) affected | 0.000 sec             |
| 850 | 20:29:55 | call TIPO_POKEMON('bulbasaur');   | 2 row(s) returned | 0.015 sec / 0.000 sec |