# **SURVIVOR**

## **Databases Project**

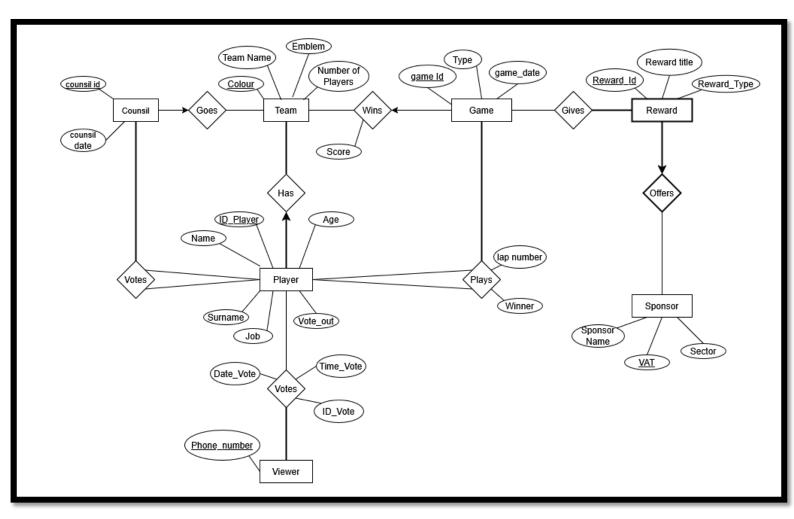
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Initially, the Entity/Association diagram of the SURVIVOR Database is given in its final form, so that the reader has an overall picture of the work and can easily refer to it for any questions that arise during the analysis of this specific piece of work.



## A. Data Entry

## A1. Inserting Records into Database Tables

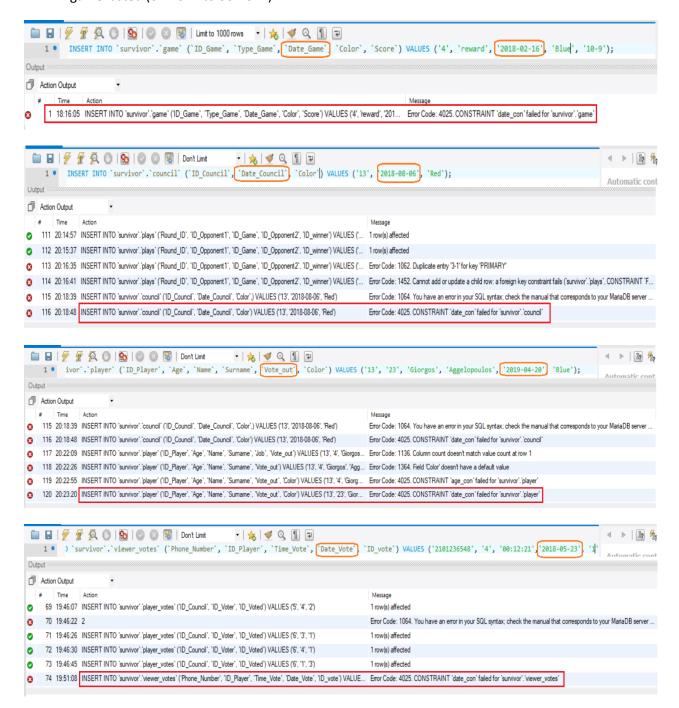
Initially, the data was entered into the SURVIVOR Database, with entries in all the tables implemented in the previous part of the work. It should be mentioned at this point that the names used in combination with their ages and which group they belonged to have been taken, with a relative inaccuracy, from the game show Survivor that aired in 2017 on

Greek television. The remaining entries do not correspond to real events and data (phone numbers, dates, prizes, sponsors).

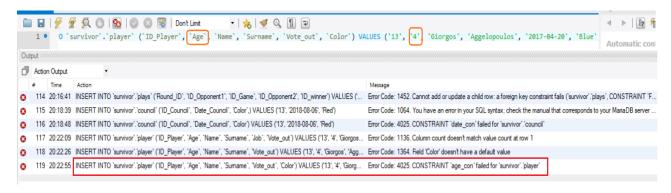
## A2. Import Failures Due to Restrictions

Presentation of the snapshots that result from attempting to insert records that violate the restrictions set in the previous part of the work. What is observed is the inability of the system to complete the requested process and displays an error message.

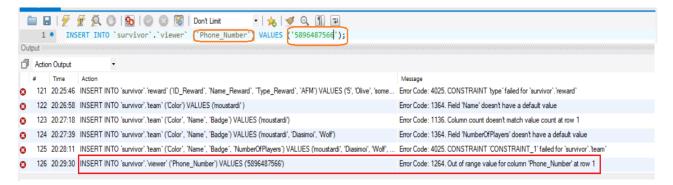
• Restriction: No date will be accepted that does not belong to the period of time the game lasted (01-2017 to 06-2017).



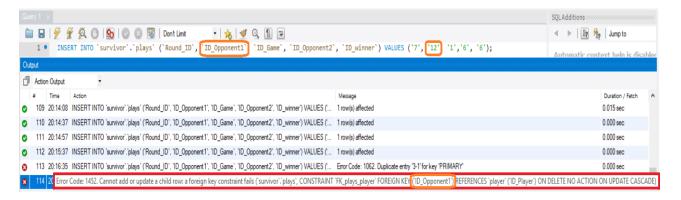
Restriction that a player's age cannot be under 18.



Restriction that no phone number is accepted that does not start with either 69- or
 2- and has 10 digits.



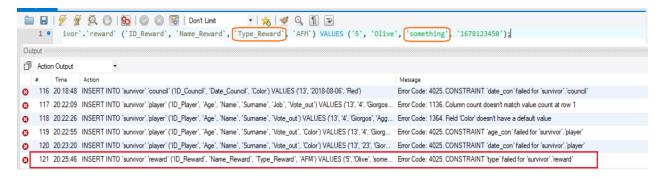
 Restriction that an ID that does not correspond to a player from the opposing team is not accepted as an opponent ID.



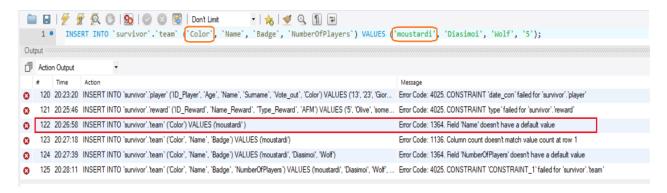
Restriction to not accept any designations beyond the predefined ones
 ('Personal\_Immunity', 'Team\_Immunity', 'Communication', 'Reward') as a game type



Restriction to not accept any characterization beyond the predefined ones ('food',
'Trip', 'Communication', 'Entertainment') as a reward type



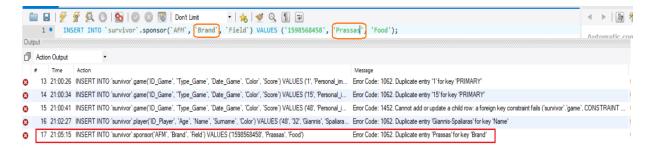
Restriction that no other team color is accepted, except blue and red ('blue', 'red')



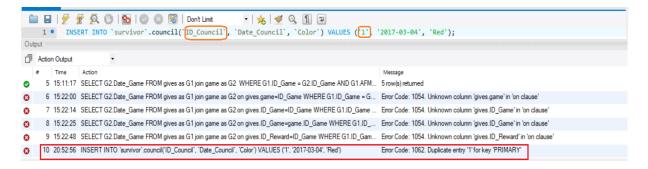
 Restriction that a team emblem that is identical to another team's emblem cannot be accepted.



 Restriction that a sponsor name that is the same as another sponsor's name (i.e. different VAT number and same name) is not accepted.



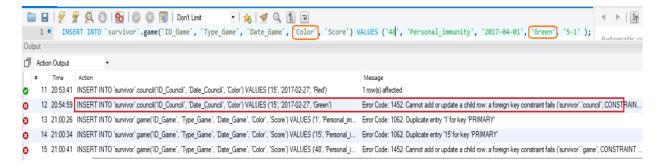
Restriction that the same council ID as another council is not accepted as a council ID.



Restriction that a group name that is the same as another group's is not accepted.



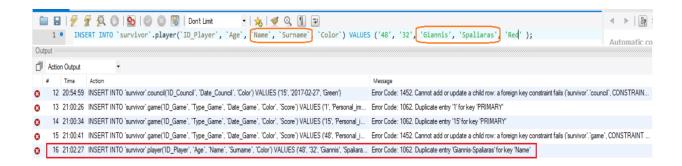
 Restriction that no other color than blue and red is accepted as the winning team's color.



 Restriction that no other color than blue and red will be accepted as the color of a team going to a council.



 Restriction that a player's first and last name cannot be accepted as the same as another player's.



## **B. SQL queries**

## 1st Question

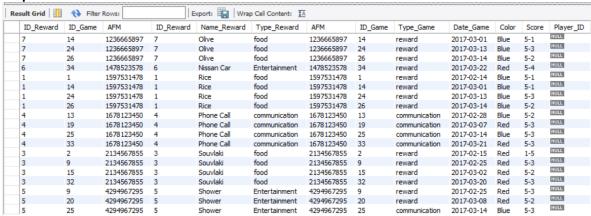
(Gives & Rewards & Games)

Display all the records of the tables that participate in the many-to-many relationship "gives".

#### Code:

```
SELECT *
FROM gives as G1 , Reward as R , Game as G2
WHERE G1.ID_Reward = R.ID_Reward
AND G1.AFM = R.AFM AND G1.ID Game = G2.ID Game
```

#### **Snapshot:**



## 2nd Question

(Player\_votes)

Display the IDs of players who received votes in a poll2council

#### Code:

```
SELECT DISTINCT V.ID_Voted
FROM player_votes as V
WHERE V.ID Council = 2
```

#### **Snapshot:**



## 3rd Question

(Gives & Game)

Display the first 5 dates of competitions in ascending order in which the prize was awarded. 1597531478 VAT number.

#### Code:

```
SELECT G2.Date_Game
FROM gives as G1 join game as G2 on G1.ID_Game = G2.ID_Game
WHERE G1.AFM = 1597531478
LIMIT 5
```

#### **Snapshot:**



#### 4th Question

(Player & Viewer\_votes)

Display how many votes all players on a team received in total from viewers.

#### Code:

```
SELECT COUNT(*)
FROM Player as P join viewer_votes as V on P.Player_ID = V.Player_ID
WHERE P.Color = 'blue'
```

#### **Snapshot:**



## 5th Question

(Player & Viewer\_votes)

Display how many votes all players received from viewers for each team, whose players received more than 5 votes in total.

#### Code:

```
SELECT P.Color,COUNT(*)
FROM Player as P join viewer_votes as V on P.Player_ID = V.Player_ID
GROUP BY P.Color
HAVING COUNT(*) > 5
```

#### **Snapshot:**



## 6th Question

(Player)

Display the names of players who are older than Valavani

#### Code:

#### **Snapshot:**



### 7th Question

(Player\_votes)

Show the boards where Elizabeth (ID = 8) got at least one vote, but not from Chang (ID = 9).

#### Code:

```
WHERE P2.Voter ID = 9)
```

The difference operation is implemented very simply with the EXCEPT operator. However, it is not supported by many systems, such as the ones we used (HEdid, MySQL) and therefore it is implemented in an indirect way with the help of NOT IN. Normally, if we could use the EXCEPT operator, the code would be as follows:

```
SELECT P.ID_Council
FROM player_votesas P
WHERE P.ID_Voted = 8
EXCEPT P.ID_Council
SELECT P.ID_Council
FROM player_votesas P2
WHERE P.ID VoteR = 9
```

#### **Snapshot:**



In this query we do not get any results as the query asked does not apply to any of the database entries.

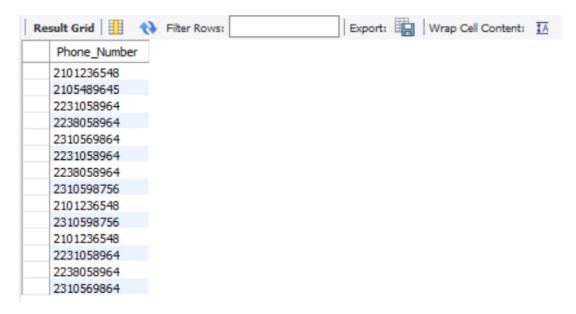
## 8th Question

(Viewer\_votes & Player)

To show viewers who have voted for a player from both the blue and red teams.

#### Code:

#### **Snapshot:**



The intersection operation is implemented very simply with the INTERSECT operator. However, it is not supported by many systems, such as the ones we used (HEdid, MySQL) and therefore it is implemented in an indirect way with the help of IN. Normally, if we could use the INTERSECT operator, the code would be as follows:

```
SELECT V.Phone_Number
FROM Viewer_Votes as V, Player as P
WHERE V.Player_ID = P.Player_ID AND P.Color = 'blue'
INTERSECT
SELECT V2.Phone_Number
FROM Viewer_Votes as V2, Player as P2
WHERE V2.Player_ID = P2.Player_ID AND P2.Color = 'red'
```

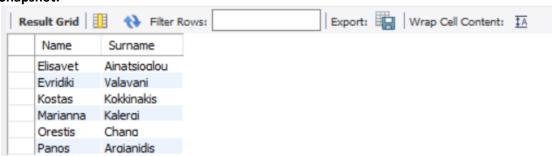
## 9th Question

(Player)

Let the players who haven't left yet appear.

#### Code:

#### **Snapshot:**



## 10th Question

(Team & Council)

The team's name, badge and player number should be displayed on each board.

#### Code:

```
CREATE VIEW View1 as
SELECT T.Name , T.badge, T.NumberOfPlayers, C.Date_Council, C.Color
FROM Team as T join Council as C
WHERE C.Color = T.Color?
SELECT *
FROM View1
```

#### **Snapshot:**

