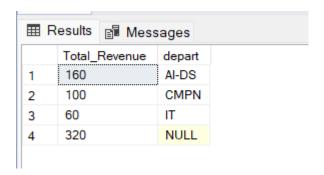
## **Output Document**

## **Implementation**

select sum(entry\_fees) as Total\_Revenue, spectator.depart from spectator group by cube(spectator.depart);



select sum(spec.entry\_fees),spec.depart,g.game\_id from game\_stats gs,game g,spectator spec,location l where gs.game\_id=g.game\_id and gs.spec\_id=spec.spec\_id and gs.location\_id=l.location\_id group by cube(spec.depart,g.game\_id);

	(No column name)	depart	game_id
1	60	IT	300
2	60	NULL	300
3	50	CMPN	400
4	50	NULL	400
5	80	AI-DS	999
6	80	NULL	999
7	40	AI-DS	1045
8	40	NULL	1045
9	230	NULL	NULL
10	120	AI-DS	NULL
11	50	CMPN	NULL
12	60	IT	NULL

select sum(spec.entry\_fees),spec.depart,g.game\_id from game\_stats gs,game g,spectator spec,location I group by cube(spec.depart,g.game\_id);

	(No column name)	depart	game_id
1	3200	AI-DS	300
2	2000	CMPN	300
3	1200	IT	300
4	6400	NULL	300
5	3200	AI-DS	400
6	2000	CMPN	400
7	1200	IT	400
8	6400	NULL	400
9	3200	AI-DS	999
10	2000	CMPN	999
11	1200	IT	999
12	6400	NULL	999
13	3200	AI-DS	1045
14	2000	CMPN	1045
15	1200	IT	1045
16	6400	NULL	1045
17	25600	NULL	NULL
18	12800	AI-DS	NULL
19	8000	CMPN	NULL
20	4800	IT	NULL

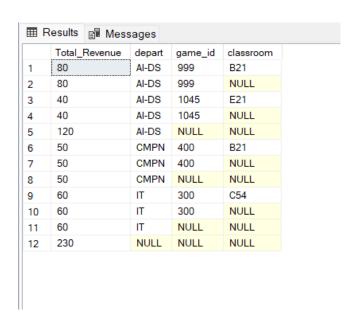
select sum(spec.entry\_fees)

Total\_revenue,spec.depart,g.game\_id,l.classroom
from game\_stats gs, spectator spec,game g,location I
where gs.game\_id=g.game\_id and
gs.spec\_id=spec.spec\_id and
gs.location\_id=l.location\_id
group by cube(spec.depart,g.game\_id,l.classroom);

	Total_revenue	depart	game_id	classroom
1	50	CMPN	400	B21
2	50	NULL	400	B21
3	80	AI-DS	999	B21
4	80	NULL	999	B21
5	130	NULL	NULL	B21
6	60	IT	300	C54
7	60	NULL	300	C54
8	60	NULL	NULL	C54
9	40	AI-DS	1045	E21
10	40	NULL	1045	E21
11	40	NULL	NULL	E21
12	230	NULL	NULL	NULL
13	80	AI-DS	NULL	B21
14	40	AI-DS	NULL	E21
15	120	AI-DS	NULL	NULL
16	50	CMPN	NULL	B21
17	50	CMPN	NULL	NULL
18	60	IT	NULL	C54
19	60	IT	NULL	NULL
20	60	IT	300	NULL
21	60	NULL	300	NULL
22	50	CMPN	400	NULL
23	50	NULL	400	NULL
24	80	AI-DS	999	NULL
25	80	NULL	999	NULL
26	40	AI-DS	1045	NULL
27	40	NULL	1045	NULL

### Rollup:

select sum(spec.entry\_fees) as
Total\_Revenue,spec.depart,g.game\_id,l.classroom
from game\_stats gs, spectator spec,game g,location l
where gs.game\_id=g.game\_id and
gs.spec\_id=spec.spec\_id and
gs.location\_id=l.location\_id
group by rollup(spec.depart,g.game\_id,l.classroom);

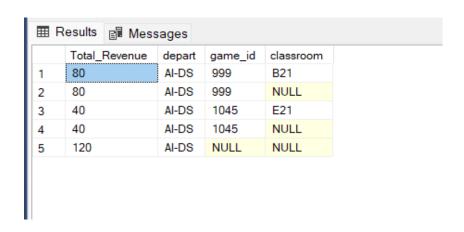


select sum(s.entry\_fees) as Total\_Revenue,s.depart,g.game\_name from game\_stats gs,spectator s,game g where gs.game\_id=g.game\_id and gs.spec\_id=s.spec\_id group by rollup(s.depart,g.game\_name);

Results					
	Total_Revenue	depart	game_name		
1	40	AI-DS	CS:GO		
2	80	AI-DS	Valorant		
3	120	AI-DS	NULL		
4	50	CMPN	Minecraft		
5	50	CMPN	NULL		
6	60	IT	Fall Guys		
7	60	IT	NULL		
8	230	NULL	NULL		

#### Slice:

select sum(spec.entry\_fees) as Total\_Revenue ,spec.depart,g.game\_id,l.classroom from game\_stats gs, spectator spec,game g,location I where gs.game\_id=g.game\_id and gs.spec\_id=spec.spec\_id and gs.location\_id=l.location\_id group by rollup(spec.depart,g.game\_id,l.classroom) having spec.depart='AI-DS';



select sum(spec.entry\_fees) as
Total\_Revenue,spec.depart,g.game\_id,l.classroom
from game\_stats gs, spectator spec,game g,location l
where gs.game\_id=g.game\_id and
gs.spec\_id=spec.spec\_id and
gs.location\_id=l.location\_id
group by rollup(spec.depart,g.game\_id,l.classroom)
having g.game\_id='1045';

	Total_Revenue	depart	game_id	classroom
1	40	AI-DS	1045	E21
2	40	AI-DS	1045	NULL

select sum(spec.entry\_fees)
Total\_Revenue,spec.depart,g.game\_id,l.classroom
from game\_stats gs, spectator spec,game g,location I
where gs.game\_id=g.game\_id and
gs.spec\_id=spec.spec\_id and
gs.location\_id=l.location\_id
group by rollup(spec.depart, g.game\_id,l.classroom)
having l.classroom='E21';



#### Dice:-

select sum(spec.entry\_fees) as
Total\_Revenue,spec.depart,g.game\_id,l.classroom
from game\_stats gs, spectator spec,game g,location I
where gs.game\_id=g.game\_id and
gs.spec\_id=spec.spec\_id and
gs.location\_id=l.location\_id
group by cube(spec.depart,g.game\_id,l.classroom)
having l.classroom in('E21','B21') or
g.game\_id in(999,1045) or
spec.depart in('Al-DS','IT');

# ■ Results ■ Messages

	Total_Revenue	depart	game_id	classroom
1	50	CMPN	400	B21
2	50	NULL	400	B21
3	80	AI-DS	999	B21
4	80	NULL	999	B21
5	130	NULL	NULL	B21
6	60	IT	300	C54
7	40	AI-DS	1045	E21
8	40	NULL	1045	E21
9	40	NULL	NULL	E21
10	80	AI-DS	NULL	B21
11	40	AI-DS	NULL	E21
12	120	AI-DS	NULL	NULL
13	50	CMPN	NULL	B21
14	60	IT	NULL	C54
15	60	IT	NULL	NULL
16	60	IT	300	NULL
17	80	AI-DS	999	NULL
18	80	NULL	999	NULL
19	40	AI-DS	1045	NULL
20	40	NULL	1045	NULL