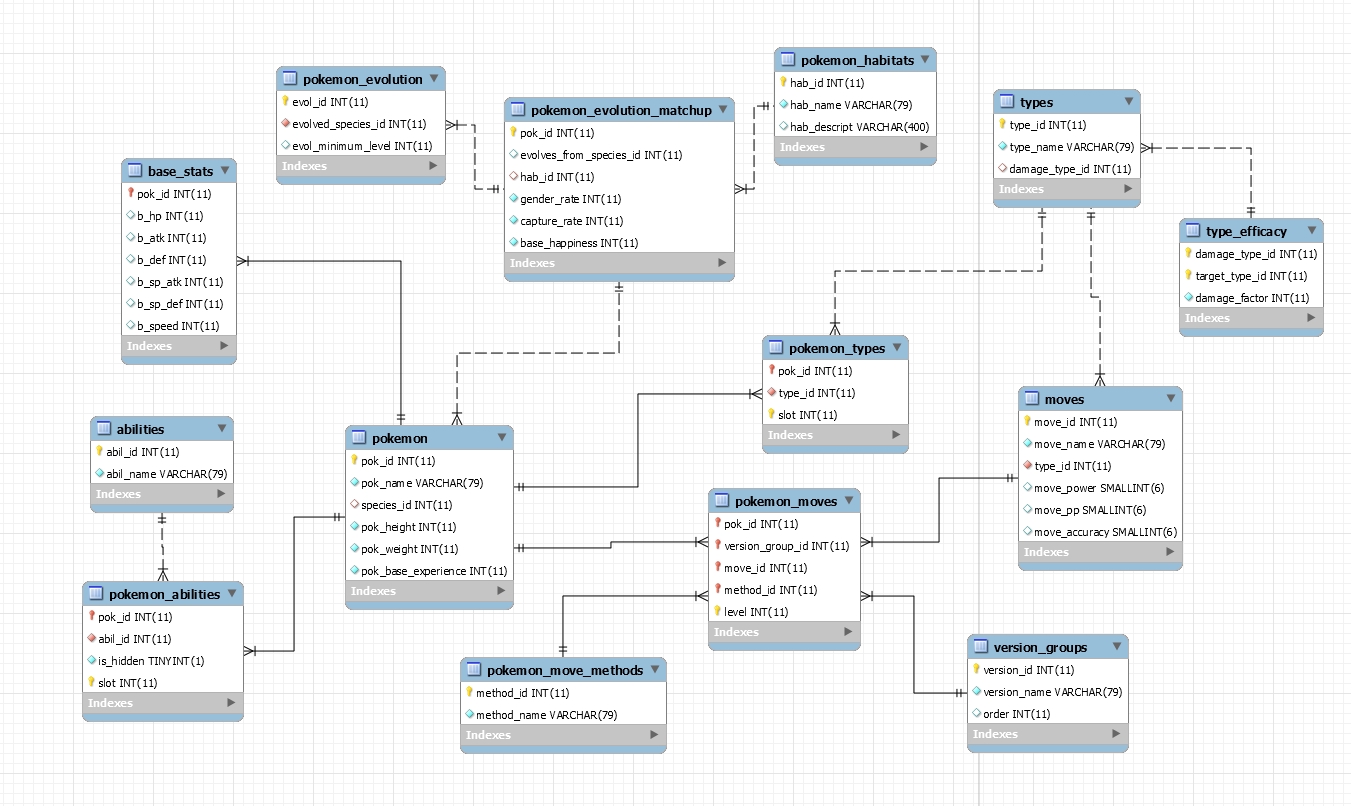
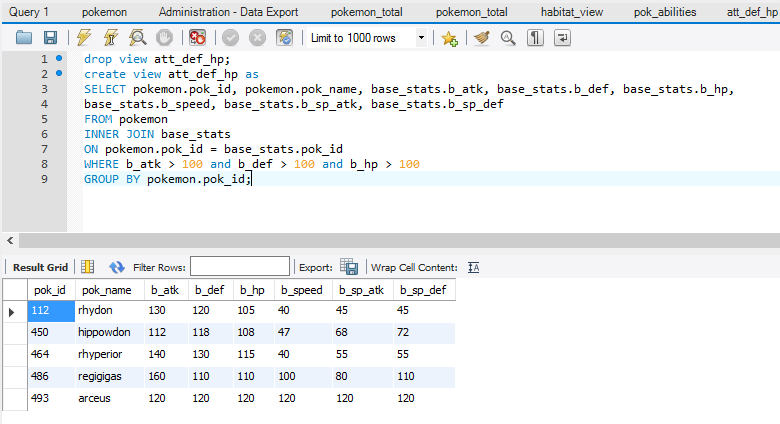
**Database Project: Pokemon**

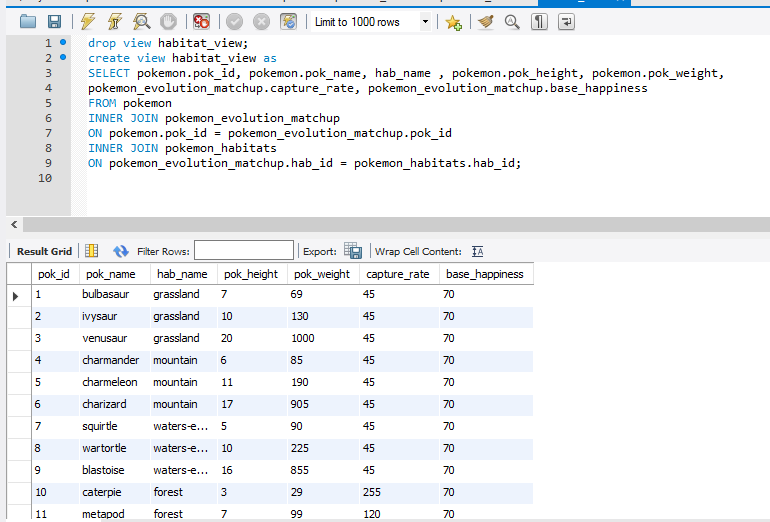


**Views**

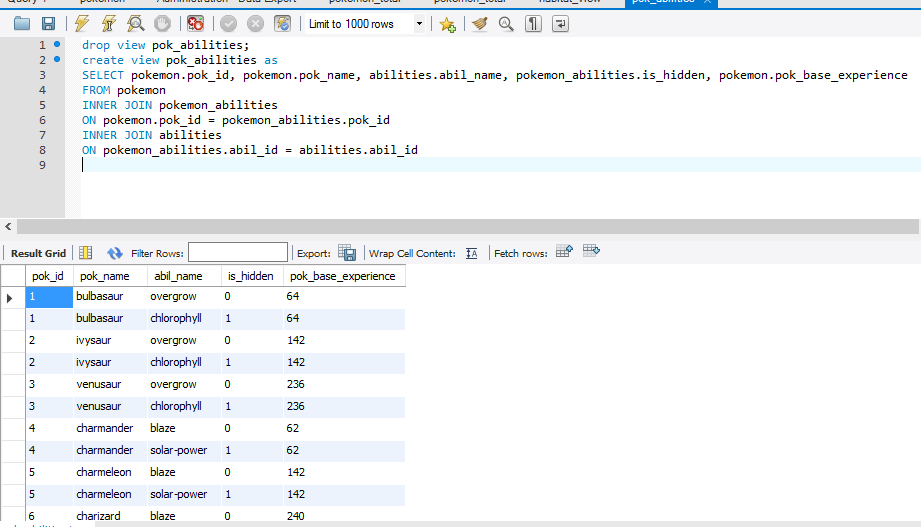
1. **View of Pokémon with attack, defense, and hp greater than 100.**

****

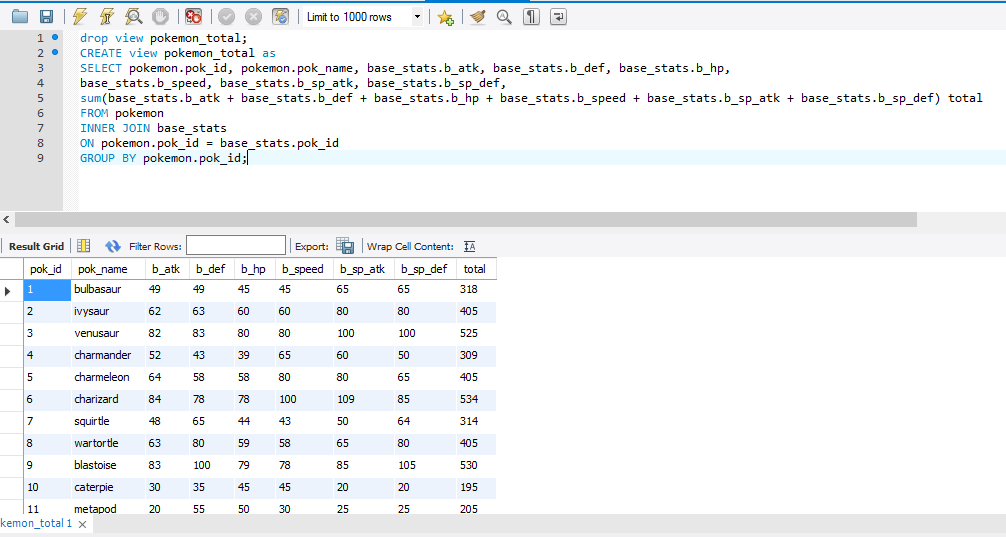
1. **View of Pokémon and their habitat.**

****

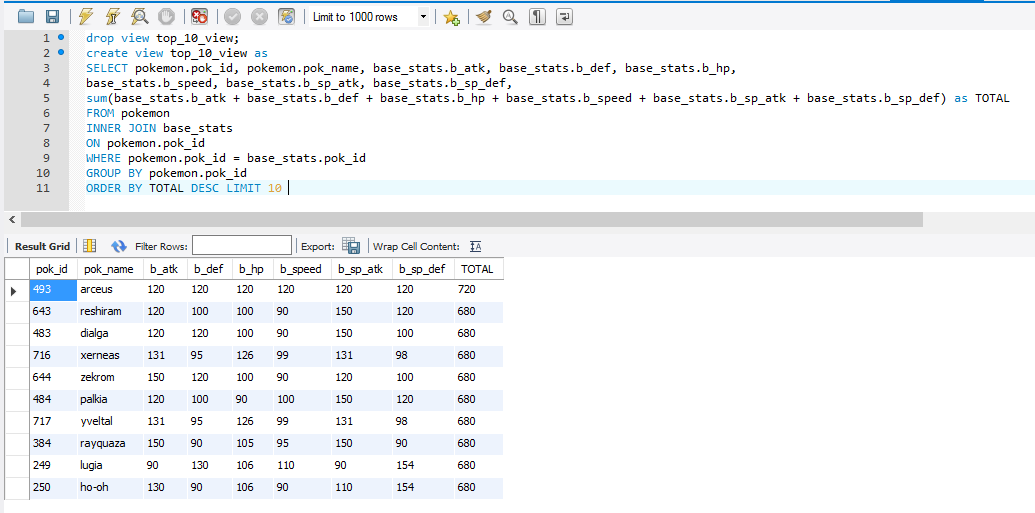
1. **View of Pokémon and all of their abilities.**

****

1. **View of the sum of all Pokémon base stats.**

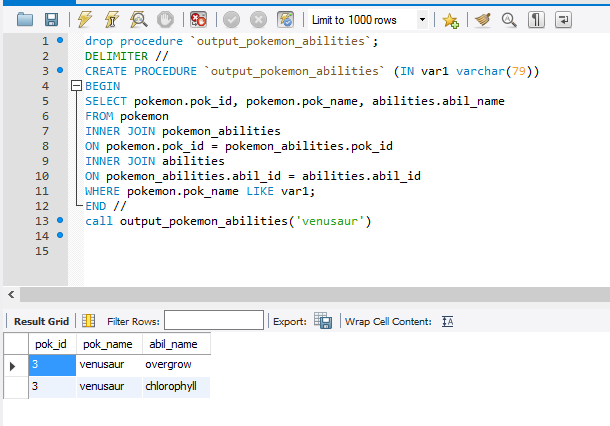
****

1. **View of the top 10 Pokémon total base stats.**

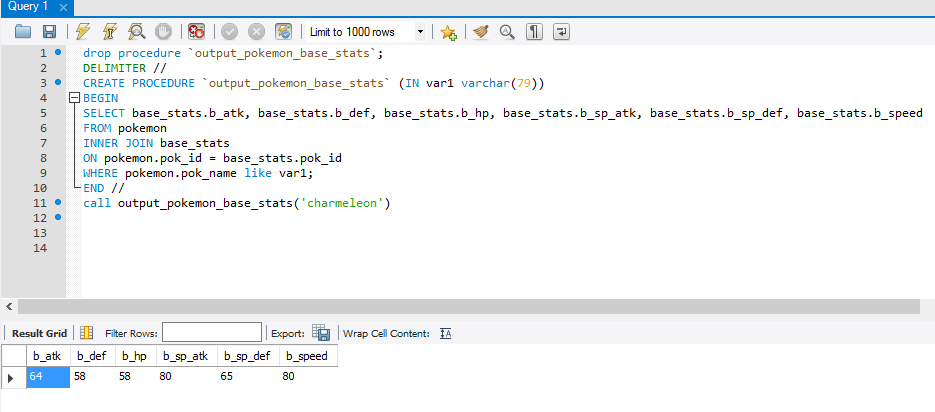
****

**Stored Procedures**

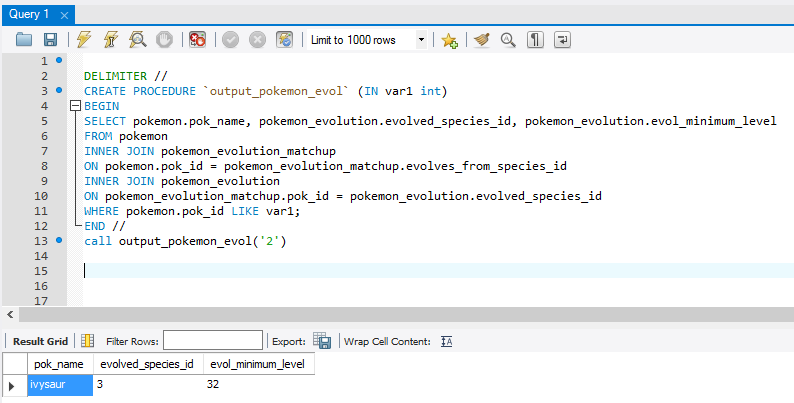
1. **Input a Pokémon’s name and returns their abilities.**

****

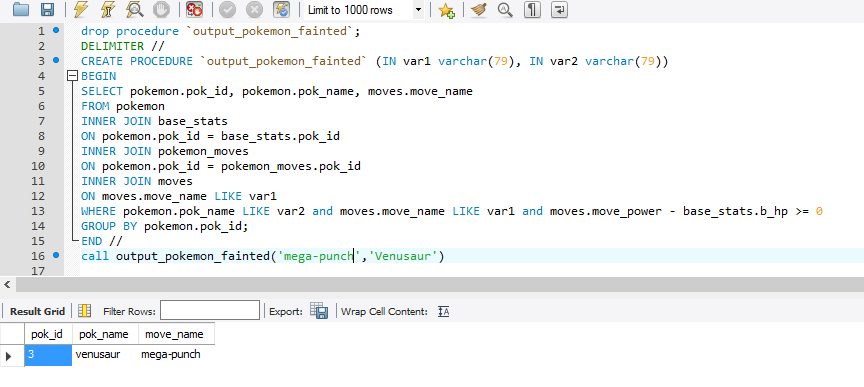
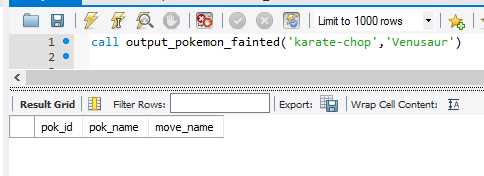
1. **Input a Pokémon’s name and returns all their base stats.**

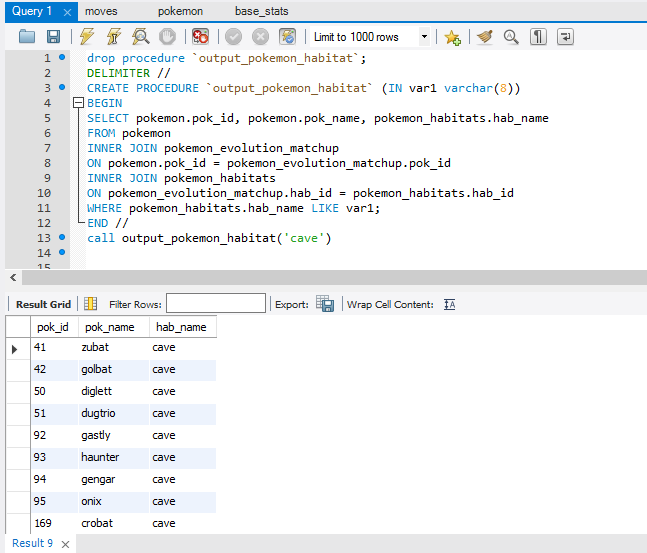
****

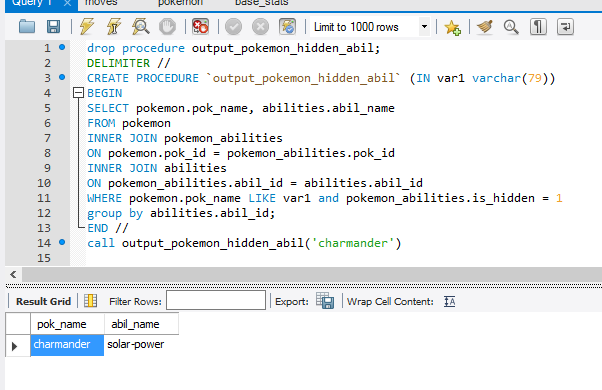
1. **Input a Pokémon’s id and returns their name and evolution.**



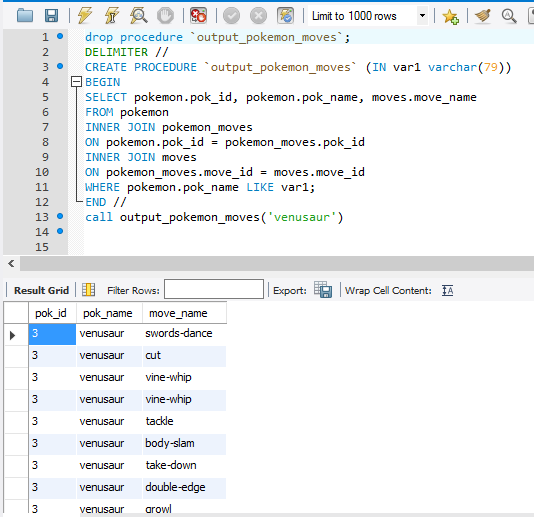
1. **Input a move and Pokémon name. If there is a return then the Pokémon has fainted. If there is no return then the Pokémon did not faint.**

****

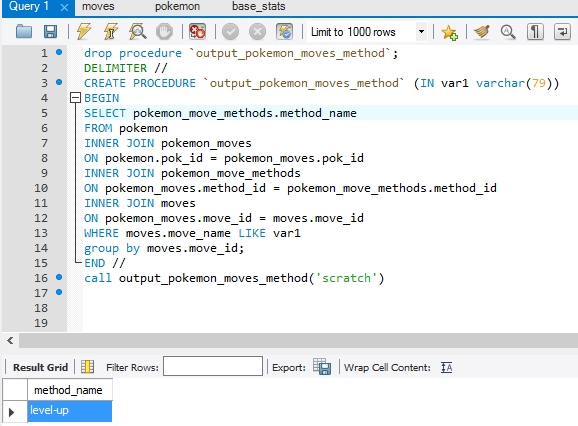
1. **Input a habitat and returns all the Pokémon in that habitat.**
2. **Input a Pokémon name and return their hidden ability.**

****

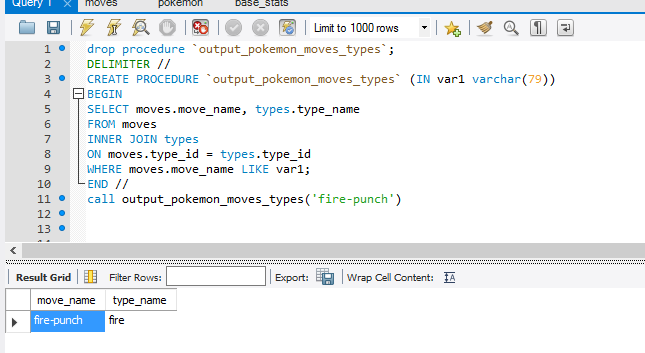
1. **Input a Pokémon’s name and return all their moves.**

****

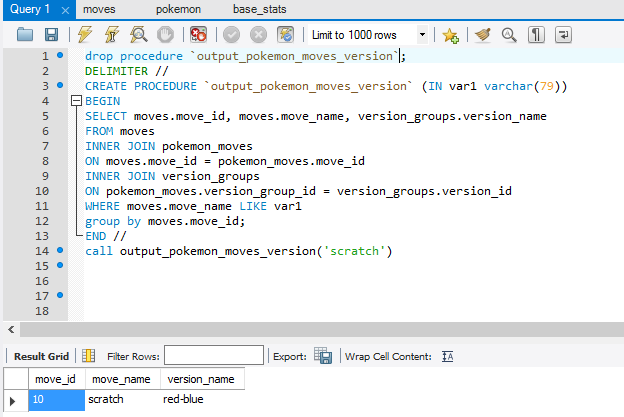
1. **Input a Pokémon move and returns how a Pokémon can learn that move.**

****

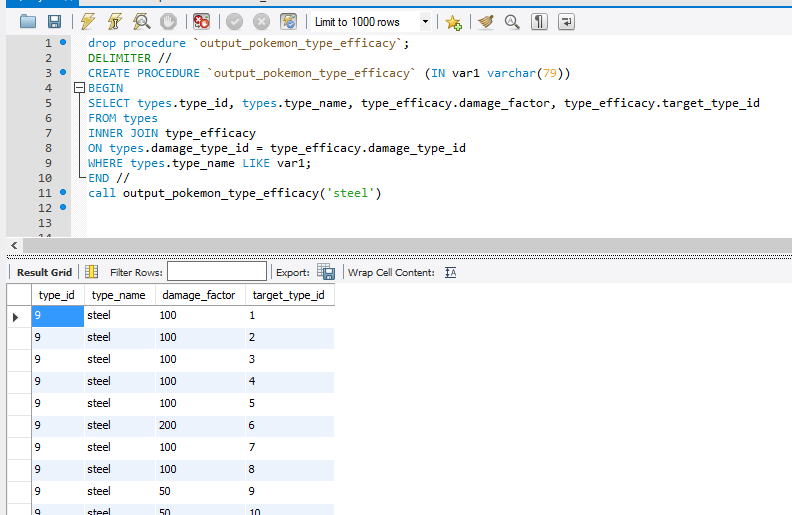
1. **Input a Pokémon move and return the type that move is.**

****

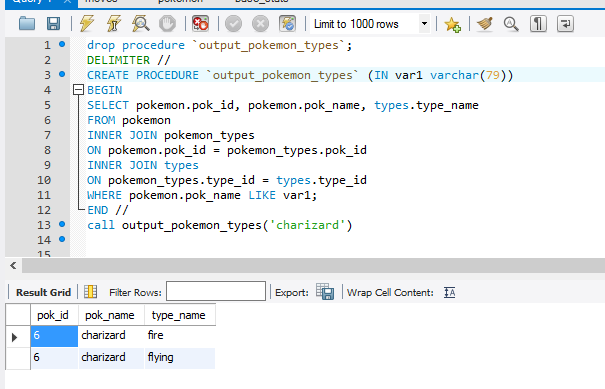
1. **Input a move and return the game version of the move.**

****

1. **Input a type and return the damage factor.**

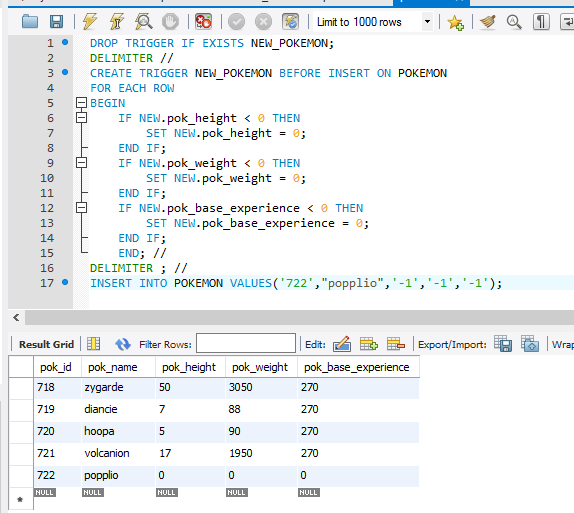
****

1. **Input a Pokémon’s name and return their type.**

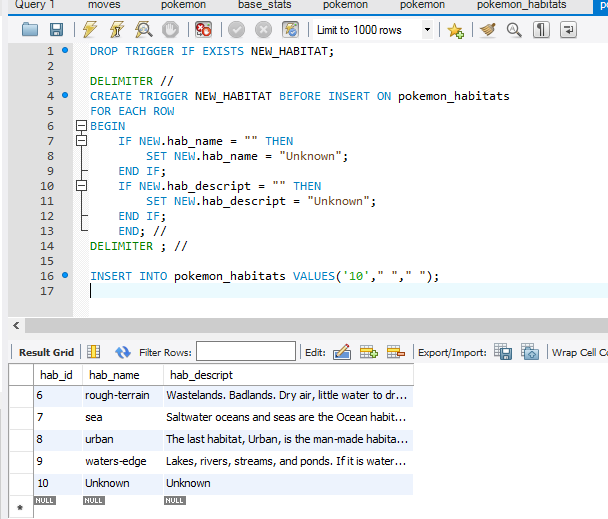
****

**Triggers**

1. **If insert for height, weight, or base experience is negative than it will be set to 0.**

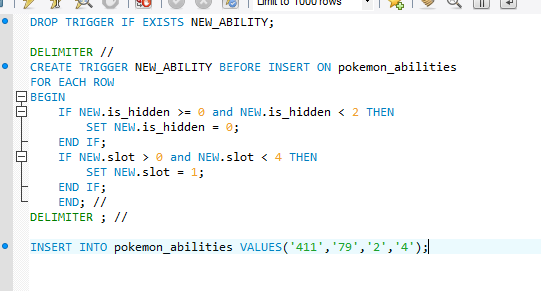
****

1. **If the insert for habitat name and description is empty then it is set to Unknown.**

****

1. **The insert for hidden ability needs to be 0 or 1, or will be set to 0.**

**The insert for slot needs to be 1,2, or 3 or else it will be set to 1.**

****