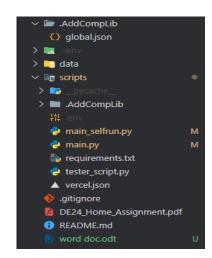
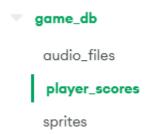
Public GIT: https://github.com/Isaacthebomb306/Isaac_bonello_dgd6.2A_databases

Public API: https://isaac-bonello-dgd6-2-a-databases.vercel.app/docs

Task 1:

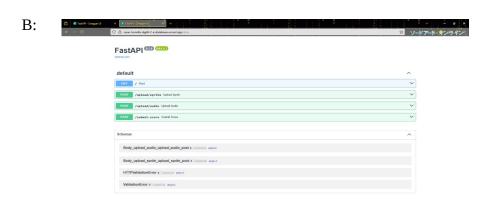


Task 2:



Task 3:





Task 4:

A: Database Access





```
C: # Validate the score data
if "player_name" not in score or "score" not in score:
    return {"error": "Invalid data"}

# Validate player_name and score types
if not isinstance(score["player_name"], str) or not isinstance(score["score"], (int, float)):
    return {"error": "Invalid data types"}

# Check if the player name is empty or score is negative
if score["score"] < 0:
    return {"error": "Score cannot be negative"}
if not score["player_name"]:
    return {"error": "Player name cannot be empty"}</pre>
```