Coursera - fun DATABASE OVERVIEW

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fun TABLE SUMMARY:
1.card_rank   ranks in a deck of cards
2.card_suit   four choices, 2 types of colours
3.games   list of board games and its details, min. age and number of players constraints,
references inventory table
4.inventory   look up table for board game location, qty and price
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ABBREVIATIONS:
PK - primary key
FK - foreign key
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NOTES:
1. Refer to comments for assumptions made
2. Fun
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Table: card_rank
-Columns

	Name	Type	Comment
1	rank	string	PK, word or number format
2	value	tinyint	Contains NULL

-Sample

	rank	value
1	Ace	NULL
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	Jack	10
12	Queen	10
13	King	10
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Table: card_suit
-Columns

	Name	Type	Comment
1	suit	string	PK, four choices
2	color	string	One of two colours, black or red

-Sample

	suit	color
1	Clubs	Black
2	Diamonds	Red
3	Hearts	Red
4	Spades	Black
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Table: games

-Columns

	Name	Type	Comment
1	id	int	PK
2	name	string	Board game name
3	inventor	string	Fname and Lname
4	year	string	YYYY format
5	min_age	tinyint	
6	min_players	tinyint	
7	max_players	tinyint	
8	list_price	decimal(5,2)	FK, references inventory.price

-Sample

	id	name	inventor	year	min_age	min_players	max_players	list_price
1	1	Monopoly	Elizabeth Magie	1903	8	2	6	19.99
2	2	Scrabble	Alfred Mosher Butts	1938	8	2	4	17.99
3	3	Clue	Anthony E. Pratt	1944	8	2	6	9.99

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Table: inventory
-Columns

	Name	Type	Comment
1	shop	string	PK
2	game	string	FK, references to games.name
3	qty	int	units available
4	aisle	tinyint	location in store, contains NULL
5	price	decimal(5,2)	unit price, no currency provided

-Sample

	shop	game	qty	aisle	price
1	Dicey	Monopoly	7	3	17.99
2	Dicey	Clue	3	NULL	9.99
3	Board 'Em	Monopoly	11	2	25.00

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END OF OVERVIEW