**Lab 1**

**SELECT \***

1. **SELECT \* FROM `hero`;**
2. **SELECT \* FROM `person`;**
3. **SELECT COUNT(\*) FROM `npc`; *194***
4. **SELECT \* FROM `quest`;**
5. **SELECT COUNT(\*) FROM `animal`; *105***
6. **SELECT \* FROM `creature`;**
7. **SELECT \* FROM `person` ODER BY `name`;**
8. **SELECT \* FROM `city` ORDER BY `name` DESC;**
9. **SELECT COUNT(\*) FROM `city`; *27***

**SELECT [column], [column]**

1. **SELECT name FROM armor;**
2. **SELECT name, attack FROM weapon;**
3. **SELECT name, health FROM creature;**

**SELECT WHERE**

1. **SELECT \* FROM animal WHERE type=”Sheep”;**
2. **SELECT COUNT(id) FROM animal WHERE type=”Sheep”;**
3. **SELECT COUNT(id) FROM animal WHERE type=”Sea Snake” *6***
4. **SELECT \* FROM person WHERE id=7 *Shrek***
5. **SELECT \* FROM person WHERE id=7/ SELECT \* FROM npc WHERE id=7**

**Lab 2**

**Vragen 1**

**DISTINCT**

1. **SELECT DISTINCT type FROM `animal`;**
2. **SELECT DISTINCT profession FROM `npc`;**

**AND, OR and NOT**

1. **SELECT \* FROM `creature` WHERE name=”Killer Bee” OR name=”orc”;**
2. **SELECT \* FROM `animal` WHERE speed=6 AND defense=5;**
3. **SELECT \* FROM `animal` WHERE NOT type=”Sheep”;**
4. **SELECT \* FROM `amimal` WHERE type=”Wolf” OR type=”Bear” OR type =“Eagle”;**
5. **SELECT \* FROM `person` WHERE attack=10 AND defense=10 AND agility=10;**
6. **SELECT \* FROM `city` WHERE region=1 OR region=2;**
7. **SELECT \* FROM `hero` WHERE NOT intelligence=30 AND NOT intelligence=90;**

**MIN and MAX**

1. **SELECT MIN(speed) FROM `animal`;**
2. **SELECT MAX(speed) FROM `animal`;**
3. **SELECT MIN(attack) FROM `weapon`;**
4. **SELECT MAX(price) FROM `weapon`;**

**IN**

1. **SELECT \* FROM `creature` WHERE name IN(“Killer Bee”, “Orc”);**
2. **SELECT \* FROM `animal` WHERE type IN(“Wolf”, “Bear”, “Eagle”) ORDER BY type ASC**
3. **SELECT \* FROM `creature` WHERE name NOT IN(“Killer bee”, “Orc”);**
4. **SELECT \* FROM `city` WHERE region IN( SELECT id FROM `region` WHERE name IN(“North Groval”, “South Groval”));**
5. **SELECT \* FROM city WHERE region IN(3,4) ORDER BY name;**
6. **SELECT COUNT(id) FROM `city` WHERE region IN(SELECT id FROM `region` WHERE name IN(“North Groval”, “South Groval”));**

**BETWEEN and SQL operators**

1. **SELECT \* FROM `weapon` WHERE price BETWEEN 100 AND 1000;**
2. **SELECT \* FROM `weapon` WHERE attack BETWEEN 300 AND 600**
3. **SELECT \* FROM `animal` WHERE defense BETWEEN 7 AND 9**
4. **SELECT \* FROM `person` WHERE gold > 1800;**
5. **SELECT \* FROM `person` WHERE gold > 1850;**
6. **SELECT \* FROM `person` WHERE gold >= 1850;**
7. **SELECT \* FROM `weapon` WHERE price < 300;**

**LIKE**

1. **SELECT \* FROM `person` WHERE NAME LIKE “B%”;**
2. **SELECT \* FROM `animal` WHERE type LIKE “%a%”;**
3. **SELECT \* FROM `animal` WHERE type LIKE “%ea%”;**
4. **SELECT \* FROM `weapon` WHERE name LIKE “%d”;**

**TOP, LIMIT or ROWNUM**

1. **SELECT \* FROM `person` LIMIT 10;**
2. **SELECT \* FROM `weapon` ORDER BY price DESC LIMIT 5;**
3. **SELECT \* FROM `weapon` WHERE price BETWEEN 700 AND 900 ORDER BY attack DESC LIMIT 3;**

**Vragen 2**

1. **SELECT \* FROM `creature` WHERE health < max\_health;**
2. **SELECT \* FROM `quest` WHERE gold = 0; *The lost search***
3. **SELECT COUNT(region) FROM `city`WHERE region = 5; *5***
4. **SELECT \* FROM `animal` WHERE owner > 0;**
5. **SELECT \* FROM `quest` WHERE experience > 3000;**
6. **SELECT \* FROM `quest` WHERE gold > experience;**
7. **SELECT \* FROM `weapon` WHERE id IN(SELECT weapon FROM ``person WHERE name = “Bowser”);**
8. **SELECT \* FROM `animal` WHERE type = “tiger” ORDER BY speed DESC LIMIT 1;**
9. **SELECT \* FROM `npc` WHERE person = 116;**

**SELECT name FROM city WHERE id = 15**

1. **SELECT \* FROM person WHERE id IN(SELECT owner FROM animal WHERE owner > 0);**
2. **SELECT \* FROM person WHERE id IN(SELECT holder FROM region WHERE holder = 15);**

**Lab 3**

1. **INSERT INTO `animal` (type, speed, defense, loyalty, owner)**

**VALUES(“Dog”, 6, 6, 0, 0);**

1. **SELECT \* FROM `animal` WHERE type = “Dog”;**
2. **UPDATE `animal` SET Defense = 5, Speed = 7 WHERE type = “Dog”;**
3. **SELECT speed, defense FROM `animal` WHERE type = “Dog”;**
4. **UPDATE `animal` SET Defense = 0, Speed = 0 WHERE type = “Dog”;**
5. **SELECT speed, defense FROM `animal` WHERE type = “Dog”;**
6. **DELETE FROM `animal` WHERE type = “Dog”;**
7. **SELECT \* FROM `animal` WHERE type = “Dog”;**
8. **INSERT INTO `animal` (type, speed, defense, loyalty, owner)VALUES("Dog", 0, 0, 0, 0), (“Dog”, 0, 0, 0, 0);**
9. **UPDATE `animal` SET defense = 6, speed = 6 WHERE type=”Dog”**
10. **DELETE FROM `animal` WHERE type = “Dog”**