```
SELECT DISTINCT COUNT(Pokemon_Name) AS 'Unique
Pokemon'
FROM final_pokemon_data_for_sql_may23;
-- 1379

ALTER TABLE Columns
RENAME COLUMN Secondary_Ability_Description TO
Secondary_Ability_Description
FROM final_pokemon_data_for_sql_may23;

-- Edit through the right click of db (alter table;
then edit column name)

UPDATE final_pokemon_data_for_sql_may23
SET
Pokemon_Name = REPLACE(Pokemon_Name, '"', ''),
Legendary_Type = REPLACE(Legendary_Type, '"', ''),
Primary_Type = REPLACE(Primary_Type, '"', ''),
Secondary_Type = REPLACE(Secondary_Type, '"', ''),
Primary_Ability = REPLACE(Primary_Ability, '"',
''),
Primary_Ability_Description =
REPLACE(Primary_Ability_Description, '"', ''),
Secondary_Ability = REPLACE(Secondary_Ability, '"',
''),
Secondary_Ability_Description =
REPLACE(Secondary_Ability_Description, '"', ''),
Hidden_Ability = REPLACE(Hidden_Ability, '"', ''),
Hidden_Ability_Description =
REPLACE(Hidden_Ability_Description, '"', ''),
```

```
Special_Event_Ability =
REPLACE(Special_Event_Ability, '"', ''),
Special_Event_Ability_Description =
REPLACE(Special_Event_Ability_Description, '"',
''),
Primary_Egg_Group = REPLACE(Primary_Egg_Group, '"',
''),
Secondary_Egg_Group = REPLACE(Secondary_Egg_Group,
'"', '');

-- Use Cases for High, Medium, Low (Option 1)


SELECT Attack_Stat
IF (Attack_Stat > 100) then 'High' elseif
(Attack_Stat < 80) then 'Low' AS Attack_Stat_Level
FROM final_pokemon_data_for_sql_may23;


-- Use Cases for High, Medium, Low (Option 3)
SELECT Health_Stat, Attack_Stat, Defense_Stat,
Special_Attack Stat, Special_Defense_Stat,
Speed_Stat,
CASE
WHEN (Health_Stat < 90) THEN 'Low'
WHEN (Health_Stat >= 90) AND (Health_Stat < 110)
THEN 'Medium'
WHEN (Health_Stat >= 110) THEN 'High'
WHEN (Attack_Stat < 90) THEN 'Low'
WHEN (Attack_Stat >= 90) AND (Attack_Stat < 110)
```

```
THEN 'Medium'
WHEN (Attack_Stat >= 110) THEN 'High'
END AS Attack_Stat_Level
WHEN (Defense_Stat < 90) THEN 'Low'
WHEN (Defense_Stat >= 90) AND (Defense_Stat < 110)
THEN 'Medium'
WHEN (Defense_Stat >= 110) THEN 'High'
END AS Defense_Stat_Level
WHEN (Special_Attack_Stat < 90) THEN 'Low'
WHEN (Special_Attack_Stat >= 90) AND
(Special_Attack_Stat < 110) THEN 'Medium'
WHEN (Special_Attack_Stat >= 110) THEN 'High'
END AS Special_Attack_Stat_Level
WHEN (Special_Defense_Stat < 90) THEN 'Low'
WHEN (Special_Defense_Stat >= 90) AND
(Special_Defense_Stat < 110) THEN 'Medium'
WHEN (Special_Defense_Stat >= 110) THEN 'High'
END AS Special_Defense_Stat_Level
WHEN (Speed_Stat < 90) THEN 'Low'
WHEN (Speed_Stat >= 90) AND (Speed_Stat < 110) THEN
'Medium'
WHEN (Speed_Stat >= 110) THEN 'High'
END AS Health_Stat_Level,
END AS Speed_Stat_Level
FROM final_pokemon_data_for_sql_may23;


-- Use Cases for High, Medium, Low (Option 2)
SELECT Health_Stat,
CASE
```

```
WHEN (Health_Stat < 90) THEN 'Low'
WHEN (Health_Stat >= 90) AND (Health_Stat < 110)
THEN 'Medium'
WHEN (Health_Stat >= 110) THEN 'High'
END AS Health_Stat_Level
FROM final_pokemon_data_for_sql_may23;

SELECT Attack_Stat,
CASE
WHEN (Attack_Stat < 90) THEN 'Low'
WHEN (Attack_Stat >= 90) AND (Attack_Stat < 110)
THEN 'Medium'
WHEN (Attack_Stat >= 110) THEN 'High'
END AS Attack_Stat_Level
FROM final_pokemon_data_for_sql_may23;

SELECT Defense_Stat,
CASE
WHEN (Defense_Stat < 90) THEN 'Low'
WHEN (Defense_Stat >= 90) AND (Defense_Stat < 110)
THEN 'Medium'
WHEN (Defense_Stat >= 110) THEN 'High'
END AS Defense_Stat_Level
FROM final_pokemon_data_for_sql_may23;

SELECT Special_Attack_Stat,
CASE
WHEN (Special_Attack_Stat < 90) THEN 'Low'
WHEN (Special_Attack_Stat >= 90) AND
(Special_Attack_Stat < 110) THEN 'Medium'
```

```
WHEN (Special_Attack_Stat >= 110) THEN 'High'
END AS Special_Attack_Stat_Level
FROM final_pokemon_data_for_sql_may23;

SELECT Special_Defense_Stat,
CASE
WHEN (Special_Defense_Stat < 90) THEN 'Low'
WHEN (Special_Defense_Stat >= 90) AND
(Special_Defense_Stat < 110) THEN 'Medium'
WHEN (Special_Defense_Stat >= 110) THEN 'High'
END AS Special_Defense_Stat_Level
FROM final_pokemon_data_for_sql_may23;

SELECT Speed_Stat,
CASE
WHEN (Speed_Stat < 90) THEN 'Low'
WHEN (Speed_Stat >= 90) AND (Speed_Stat < 110) THEN
'Medium'
WHEN (Speed_Stat >= 110) THEN 'High'
END AS Speed_Stat_Level
FROM final_pokemon_data_for_sql_may23;

-- Supply the count for each high, medium, low

//Finding duplicates

Select Pokedex_Number, Pokemon_Name,Primary_Type,
Secondary_Type, Health_Stat, Attack_Stat,
Defense_Stat,
                Special_Attack_Stat,
```

```
Special_Defense_Stat, Speed_Stat, Base_Stat_Total,
Count(*)
From pokemon_database_fp
Group By Pokedex_Number, Pokemon_Name,Primary_Type,
Secondary_Type, Health_Stat, Attack_Stat,
Defense_Stat,
                Special_Attack_Stat,
Special_Defense_Stat, Speed_Stat, Base_Stat_Total
Having count(*) > 1;


//create stored procedure for pokemon typing

Delimiter $$

create procedure  type_reader(in typing text)
BEGIN
        Select *
    From pokemon_database_fp p
    where p.Primary_Type = typing or
p.Secondary_Type = typing;

END$$
Delimiter ;

//Delete duplicates
Delete p1
from pokemon_database_fp p1, pokemon_database_fp p2
where (p1.Pokedex_Number = p2.Pokedex_Number
and p1.Attack_Stat = p2.Attack_Stat
```

```
and p1.Base_Stat_Total = p2.Base_Stat_Total
and p1.Defense_Stat = p2.Defense_Stat
and p1.Health_Stat =  p2.Health_Stat
and p1.Special_Attack_Stat = p2.Special_Attack_Stat
and p1.Special_Defense_Stat =
p2.Special_Defense_Stat
and p1.Speed_Stat = p2.Speed_Stat
and p1.Pokemon_Id > p2.Pokemon_Id);


-- Top 10 for Health, Attack, Defense, Special
Attack, Special Defense, Speed

-- Then Total Top 10

-- Gabby's notes
-- Clean Data = delete where it says NULL (leave it
emply), remove the quotation marks in the cells
-- Tableau = do side by side bar chart with all of
the categories or the actual pokemon (top 5)
-- then compare top 10 results for each against the
median/average to see how much "better" they are
```