

## **Create Statements**

```
Table People
drop table if exists People;
create table People (
pid int not null,
FName char(30) not null,
LName char(30) not null,
DOB date not null,
primary key (pid)
);
Table Flight Control Operators
drop table if exists FlightControlOperators;
create table FlightControlOperators (
pid int not null,
ChairPreference char(50) not null,
PreferredDrink char(30) not null,
primary key (pid)
);
Table Engineers
drop table if exists Engineers;
create table Engineers (
```

```
pid int not null,
Degree char(50) not null,
FavoriteVideoGame char(50) not null,
primary key (pid)
);
Table Astronauts
drop table if exists Astronauts;
create table Astronauts (
pid int not null,
YearsFlying int not null,
GolfHandicap char(30),
primary key (pid)
);
Table Spacecraft
drop table if exists Spacecrafts;
create table Spacecrafts (
CraftId int not null,
SpacecraftName char(30) not null,
TailNumber char(30) not null,
WeightTons int not null,
FuelType char(30) not null,
CrewCapacity int not null,
primary key (CraftId)
```

```
);
Table Systems
drop table if exists Systems;
create table Systems (
sid int not null,
CraftId int not null,
SysName char(30) not null,
Description char(150) not null,
primary key (sid)
);
Table Parts
drop table if exists Parts;
create table Parts (
PartNum int not null,
sid int not null,
PartName char(30) not null,
PartDescription char(150) not null,
primary key (PartNum)
);
Table Supplies
drop table if exists Supplies;
create table Supplies (
```

```
SupplierId int not null,
SupplierName char(50) not null,
Address char(150) not null,
PaymentTerms char(50) not null,
primary key (SupplierId)
);
Table Crew
drop table if exists Crew;
create table Crew (
pid int not null,
CraftId int not null,
primary key (pid, CraftId)
);
Table Catalog
drop table if exists Catalog;
create table Catalog (
SupplierId int not null,
PartNum int not null,
primary key (SupplierId, PartNum)
);
```