```
import sqlite3

# SQLite 데이터베이스 연결 설정
conn = sqlite3.connect('map_data.db')
cursor = conn.cursor()

# <USER> 테이블 생성
cursor.execute('''
    CREATE TABLE IF NOT EXISTS users (
        user_id INTEGER PRIMARY KEY AUTOINCREMENT,
        name TEXT
    )
''')

# <즐겨찾기> 테이블 생성
cursor.execute('''
    CREATE TABLE IF NOT EXISTS bookmarks (
        bookmark_id INTEGER PRIMARY KEY AUTOINCREMENT,
        user_id INTEGER,
        place TEXT,
        FOREIGN KEY(user_id) REFERENCES users(user_id)
    )
''')

# <장애물 for 알고리즘> 테이블 생성
cursor.execute('''
    CREATE TABLE IF NOT EXISTS obstacles (
        obstacle_id INTEGER PRIMARY KEY AUTOINCREMENT,
        name TEXT,
        coordinates TEXT,
        size INTEGER,
        type TEXT,
        weight INTEGER
    )
''')

# <시설 정보 for map> 테이블 생성
cursor.execute('''
    CREATE TABLE IF NOT EXISTS facilities (
        facility_id INTEGER PRIMARY KEY AUTOINCREMENT,
        name TEXT,
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        coordinates TEXT,
        location TEXT,
        type TEXT
    )
''')

# 샘플 데이터 삽입
cursor.execute("INSERT INTO users (name) VALUES ('John')")
cursor.execute("INSERT INTO bookmarks (user_id, place) VALUES (1, 'Favorite Place')")
cursor.execute("INSERT INTO obstacles (name, coordinates, size, type, weight) VALUES ('Obstacle A', '37.567,126.978', 5, 'Wall', 3)")
cursor.execute("INSERT INTO facilities (name, coordinates, location, type) VALUES ('Facility A', '37.568,126.979', 'Indoor', 'Cafe')")

# 변경 내용 저장
conn.commit()
```