**Lab 1: RubyQuest**

**SELECT \***

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html)\*FROM hero

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html)\*FROM person

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) [COUNT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/group-by-functions.html#function_count)(id) FROM npc

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) \* FROM quest

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) [COUNT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/group-by-functions.html#function_count)(id) FROM animal

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) \* FROM creature

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) \* FROM person ORDER BY name ASC

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) \* FROM city ORDER BY name DESC

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) [COUNT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/group-by-functions.html#function_count)(id) FROM city

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

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) name FROM armor

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) name, attack FROM weapon

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) name, health FROM creature

**SELECT WHERE**

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) "sheep" FROM animal

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) [COUNT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/group-by-functions.html#function_count)("sheep") FROM animal

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) [COUNT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/group-by-functions.html#function_count)("sea snake") FROM animal

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) \* FROM person WHERE id=7

[SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) \* FROM npc WHERE person=7 > [SELECT](http://localhost/phpmyadmin/url.php?url=http://dev.mysql.com/doc/refman/5.5/en/select.html) \* FROM npc WHERE person=7

**Lab 2: RubyQuest**

DISTINCT

SELECT DISTINCT type FROM animal

SELECT DISTINCT profession FROM npc

AND, OR and NOT

SELECT \* FROM creature WHERE name='killer bee' OR name='orc'

SELECT \* FROM animal WHERE speed=6 AND defense=5

SELECT \* FROM `animal` WHERE NOT type='sheep'

SELECT COUNT(id) FROM animal WHERE type IN ('wolf', 'bear', 'eagle')

SELECT \* FROM `person` WHERE attack=10 AND defense=10 AND agility=10

SELECT \* FROM `city` WHERE region=1 OR region=2

SELECT \* FROM `hero` WHERE NOT intelligence=30 AND NOT intelligence=90

MIN and MAX

SELECT MIN(speed) FROM animal

SELECT MAX(speed) FROM animal

SELECT MIN(attack) FROM weapon

SELECT MAX(price) FROM weapon

IN

SELECT \* FROM `creature` WHERE name IN('killer bee', 'orc')

SELECT \* FROM animal WHERE type IN ('wolf', 'bear', 'eagle') ORDER BY type ASC

SELECT \* FROM `creature` WHERE name NOT IN('killer bee', 'orc')

SELECT \* FROM `city` WHERE region IN('3', '4')

SELECT \* FROM `city` WHERE region IN('3', '4') ORDER BY name ASC

SELECT COUNT(id) FROM `city` WHERE region IN('3', '4')

BETWEEN and SQL operators

SELECT \* FROM weapon WHERE price BETWEEN 100 AND 1000

SELECT \* FROM weapon WHERE attack BETWEEN 300 AND 600

SELECT \* FROM animal WHERE defense BETWEEN 7 AND 9

SELECT \* FROM `person` WHERE gold>1800

SELECT \* FROM `person` WHERE gold>1850

SELECT \* FROM `person` WHERE gold>=1850

SELECT \* FROM `weapon` WHERE price<300

LIKE

SELECT \* FROM `person` WHERE name LIKE 'b%'

SELECT \* FROM `animal` WHERE type LIKE '%a%'

SELECT \* FROM `animal` WHERE type LIKE 'ea%'

SELECT \* FROM `weapon` WHERE name LIKE '%d'

TOP, LIMIT or ROWNUM

SELECT \* FROM person LIMIT 10

SELECT price FROM weapon ORDER BY price DESC LIMIT 5

SELECT attack FROM weapon WHERE attack BETWEEN 700 AND 900 ORDER BY attack DESC LIMIT 5

DEEL 2

SELECT \* FROM creature WHERE max\_health > health

SELECT \* FROM quest WHERE gold = 0

SELECT COUNT(\*) FROM city WHERE region IN(5)

SELECT \* FROM animal WHERE owner > 0

SELECT \* FROM quest WHERE experience > 3000

SELECT \* FROM quest WHERE gold > experience

SELECT name FROM weapon WHERE id=(SELECT weapon FROM person WHERE name='bowser')

SELECT \* from animal ORDER BY speed DESC LIMIT 1

SELECT name FROM city WHERE id=(SELECT city FROM npc WHERE person=(SELECT id FROM person WHERE name='Mukovo'))

SELECT owner FROM animal WHERE NOT owner = 0 ORDER BY owner DESC

SELECT \* FROM animal WHERE owner = 2

SELECT name FROM person WHERE id=(SELECT holder FROM region WHERE name=’South Groval’)

SELECT name FROM city WHERE person = 15

**Lab 3: RubyQuest**

INSERT INTO animal VALUES (null, "Hond", 6, 6, 0, 0)

SELECT \* FROM animal WHERE type='hond'

UPDATE animal SET speed=7, defense=5 WHERE type='Hond'

SELECT \* FROM animal WHERE type='hond'

UPDATE animal SET speed=0, defense=0, loyalty=0, owner=0 WHERE type='Hond'

SELECT defense, speed FROM animal WHERE type='hond'

DELETE FROM animal WHERE type='Hond'

SELECT \* FROM animal WHERE type='hond'

INSERT INTO animal VALUES (null, "Hond", 0, 0, 0, 0)

UPDATE animal SET speed=6, defense=6 WHERE type='Hond'

DELETE FROM animal WHERE type='Hond'