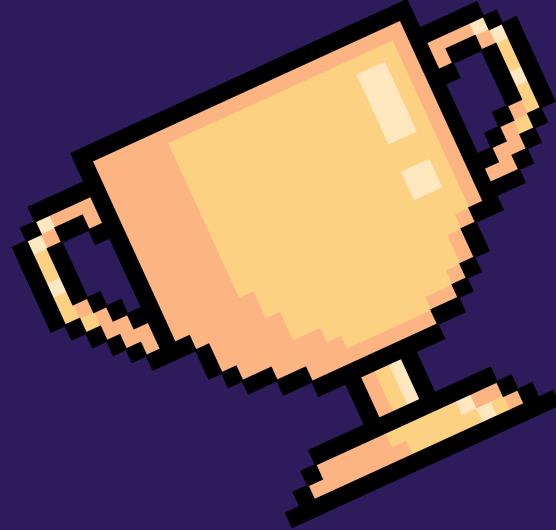
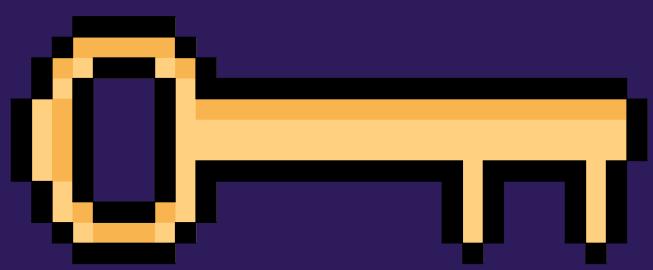


LEAGUE OF LEGENDS

M4-Banco de Dados



A ORIGEM



L.O.L

1991: primeiro jogo on line um jogo de xadrez adaptado pela Apple, acompanhado pelo sistema Java Connect.

01.

L.O.L é um nome ligado a Riot Games que surgiu em 2006 em Los Angeles nos EUA fundada por Brandon "Ryze" Beck e Marc "Tryndamere" Merril.

02.

No início do LOL o mapa era extremamente colorido e cartunesco, beirando traços infantis e com batalhas pouco violentas. A interface era diferente da atual.

03.

A CLG (Counter Logic Gaming) contra EPIK Gamer foi a primeira equipe a vencer um campeonato de nível internacional de League of Legends em 2010.

"O GRANDE PROPOSSITO DOS
DOIS ERA TRAZER JOGOS
INOVADORES E FOCADOS NO
AMBIENTE MULTiPLAYER."

ARCANE

Lançado em 6/11/21, 2^atemporada prevista para 2023

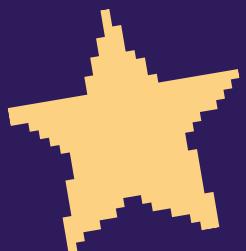


"Em meio ao conflito entre as cidades-gêmeas de Piltovar e Zaun, duas irmãs lutam em lados opostos de uma guerra entre tecnologias mágicas e convicções incompatíveis."

Fonte: "Netflix"



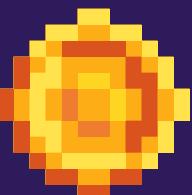
SÉRIE PARA A NETFLIX DO GAME QUE
TEVE GRANDE DIVULGAÇÃO, COM ISSO A POPULARIDADE.



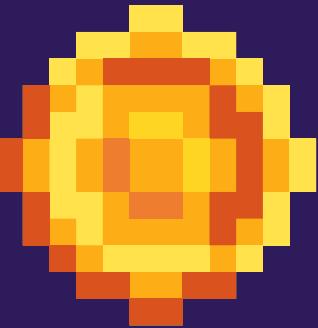
TOP 10 GERAL NA PRIMEIRA EXIBIÇÃO DESBANCANDO ROUND 6 (2º), NARCOS: MÉXICO (3º), YOU (4º) E MAID (5º) ENTRE OUTROS.
FONTE: SITE FLICKPATROL,



Enemy — Imagine Dragons (feat. J.I.D)



League Of Legends tem sua história abordada de diversas maneiras como podcasts, lores (histórias lidas), vídeos curtos em animações e outros.



HOW TO PLAY?

Como jogar?



PARTES DAS ESTRUTURAS DO BANCO DE DADOS

The image shows two side-by-side screenshots of a SQL database interface, likely MySQL Workbench. Both windows have the title bar 'lolcm_squad06-data_TableBans' and 'lolcm_squad06-data_TableColu...'. The left window displays the 'TableBans' table, which contains 33 rows of data. The right window displays the 'TableColumns' table, which contains 33 rows of data. Both tables have columns 'id' (int), 'name' (varchar), and 'description' (text). The data in both tables is identical, representing the structure of the 'lolcm_squad06-data' schema.

```
1 -- Indicando que esse é o banco que será usado.
2 • use lolcm;
3
4 -- Inserindo os dados nas tabelas. Separamos em outro arquivo para não ficar muito grande o passo a passo.
5
6 -- Inserindo dados na tabela bans.
7 • INSERT INTO bans (Address, Team, ban_1, ban_2, ban_3, ban_4, ban_5) VALUES
8 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'blueBans', 'Rumble', 'Kassadin', 'Lissandra', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'blueBans', 'Kassadin', 'Sivir', 'Lissandra', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'blueBans', 'JarvanIV', 'Lissandra', 'Kassadin', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30091?gameHash=0ed1cd0e0e57329c', 'blueBans', 'Annie', 'Lissandra', 'Kassadin', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30105?gameHash=f932becf86175f38', 'blueBans', 'Irelia', 'Pantheon', 'Kassadin', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30131?gameHash=194c672d7969984f', 'blueBans', 'LeeSin', 'Rumble', 'Janna', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30133?gameHash=2a7ecaf7380e9d89', 'blueBans', 'Zed', 'Sivir', 'Annie', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30149?gameHash=c1678fe8c1106f56', 'blueBans', 'Lissandra', 'Janna', 'Kassadin', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30161?gameHash=23bade11cbfc3da3', 'blueBans', 'JarvanIV', 'Gnar', 'Sivir', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30172?gameHash=bb82a23d050613d1', 'blueBans', 'Rumble', 'Janna', 'Kassadin', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000016?gameHash=e8fbe00273df6ede', 'blueBans', 'Irelia', 'Annie', 'Sivir', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000017?gameHash=00a7858e986c8d87', 'blueBans', 'Janna', 'Rumble', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000029?gameHash=0a0ecdfebe1497be1', 'blueBans', 'Azir', 'Lulu', 'Cassiopeia', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000044?gameHash=7a7bb445d18d9d78', 'blueBans', 'Azir', 'Kassadin', 'Lissandra', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000054?gameHash=205d8eb5a6029a26', 'blueBans', 'Kassadin', 'Sivir', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010082?gameHash=526656c79ac5b9d1', 'blueBans', 'Annie', 'Kassadin', 'LeBlanc', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010089?gameHash=a196e7371aa0a23c', 'blueBans', 'Kalista', 'Lissandra', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010098?gameHash=9e3a93e956d7732b', 'blueBans', 'Cassiopeia', 'Annie', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010106?gameHash=4ee943c3b28c3680', 'blueBans', 'Irelia', 'Jax', 'Sivir', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010113?gameHash=27b78c313c1137d7', 'blueBans', 'Zed', 'Azir', 'Kassadin', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001020025?gameHash=ff41aed69d32573b', 'blueBans', 'LeBlanc', 'Xerath', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001020027?gameHash=62e360abbd8ddc56', 'blueBans', 'Nidalee', 'LeBlanc', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001020035?gameHash=b8637cf4aa7edc70', 'blueBans', 'Rumble', 'Kassadin', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001020042?gameHash=2d6a1d82ef0f712f', 'blueBans', 'Irelia', 'Ahri', 'Gnar', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001020050?gameHash=ce0cb0ff15f46940', 'blueBans', 'Kalista', 'Annie', 'Irelia', 'Zed'), ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001020065?gameHash=0fc6e4425e0da906', 'blueBans', 'Ahri', 'Irelia', 'Gnar', 'Irelia', 'Zed')
33
1 -- Indicando que esse é o banco que será usado.
2 • use lolcm;
3
4 -- Inserindo os dados nas tabelas. Separamos em outro arquivo para não ficar muito grande o passo a passo.
5
6 -- Inserindo dados na tabela columns.
7 • INSERT INTO columns (ColumnName, ColumnDescription) VALUES
8 ("Address", "website address the data is scraped from"),
9 ("League", "League or Tournament the match took place in"),
10 ("Year", "Year the match took place in"),
11 ("Season", "Spring or Summer depending on which half of the year the match took place in"),
12 ("Type", "Season, Playoffs, Regional, or International match"),
13 ("blueTeamTag", "Blue Team's tag name (ex. Team SoloMid is TSM)"),
14 ("bResult", "Result of the match for Blue Team - 1 is a win, 0 is a loss"),
15 ("rResult", "Result of the match for Red Team - 1 is a win, 0 is a loss"),
16 ("redTeamTag", "Red Team's Tag Name (ex. Team SoloMid is TSM)"),
17 ("gamelength", "Game length in minutes"),
18 ("golddiff", "Gold difference - computed Blue minus Red - by minute"),
19 ("goldblue", "Blue Team's total gold value by minute"),
20 ("bKills", "List of Blue Team's kills - [Time in minutes, Victim, Killer, Assist1, Assist2, Assist3, Assist4, x_pos, y_pos]"),
21 ("bTowers", "List of minutes that Blue Team destroyed a tower and Tower Location"),
22 ("bInhibs", "List of minutes that Blue Team destroyed an inhibitor and Location"),
23 ("bDragons", "List of minutes that Blue Team killed a dragon Dragon Type"),
24 ("bBarons", "List of minutes that Blue Team killed a baron nashor"),
25 ("bHeralds", "List of minutes that Blue Team killed a rift herald"),
26 ("goldred", "Red Team's total gold value by minute"),
27 ("rKills", "List of Red Team's kills - [Time in minutes, Victim, Killer, Assist1, Assist2, Assist3, Assist4, x_pos, y_pos]"),
28 ("rTowers", "List of minutes that Red Team destroyed a tower and Tower Location"),
29 ("rInhibs", "List of minutes that Red Team destroyed an inhibitor and Location"),
30 ("rDragons", "List of minutes that Red Team killed a dragon Dragon Type"),
31 ("rBarons", "List of minutes that Red Team killed a baron nashor"),
32 ("rHeralds", "List of minutes that Red Team killed a rift herald"),
33 ("blueTop", "Name of Blue Team's player in the top position")
```

PARTES DAS ESTRUTURAS DO BANCO DE DADOS

```
1 -- Indicando que esse é o banco que será usado.
2 • use lolcm;
3
4 -- Inserindo os dados nas tabelas. Separamos em outro arquivo para não ficar muito grande o passo a passo.
5
6 -- Inserindo dados na tabela gold.
7 • INSERT INTO gold (Address, Type, min_1, min_2, min_3, min_4, min_5, min_6, min_7, min_8, min_9, min_10, min_11, min_12, min_13, min_14,
8     min_15, min_16, min_17, min_18, min_19, min_20, min_21, min_22, min_23, min_24, min_25, min_26, min_27, min_28, min_29, min_30, min_31,
9     min_32, min_33, min_34, min_35, min_36, min_37, min_38, min_39, min_40, min_41, min_42, min_43, min_44, min_45, min_46, min_47, min_48,
10    min_49, min_50, min_51, min_52, min_53, min_54, min_55, min_56, min_57, min_58, min_59, min_60, min_61, min_62, min_63, min_64, min_65,
11    min_66, min_67, min_68, min_69, min_70, min_71, min_72, min_73, min_74, min_75, min_76, min_77, min_78, min_79, min_80, min_81, min_82,
12    min_83, min_84, min_85, min_86, min_87, min_88, min_89, min_90, min_91, min_92, min_93, min_94, min_95) VALUES
13 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fbb300951ad8327c', 'golddiff', '0', '0', '-14', '-65', '-268',
14 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'golddiff', '0', '0', '-26', '-18', '147',
15 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'golddiff', '0', '0', '10', '-60', '34',
16 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30091?gameHash=0ed1cd0e0e57329c', 'golddiff', '0', '0', '-15', '25', '228',
17 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30105?gameHash=f932becf86175f38', 'golddiff', '40', '40', '44', '-36', '113',
18 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30131?gameHash=194c672d7969984f', 'golddiff', '0', '0', '20', '-42', '-48',
19 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30133?gameHash=2a7ecaf7380e9d89', 'golddiff', '0', '13', '-7', '6', '-353',
20 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30149?gameHash=c1678fe8c1106f56', 'golddiff', '0', '0', '26', '91', '-109',
21 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30161?gameHash=23bade11cbfc3da3', 'golddiff', '0', '-10', '0', '162', '-269',
22 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30172?gameHash=bb82a23d050613d1', 'golddiff', '0', '0', '68', '498', '122',
23 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000016?gameHash=e8fbe00273df6ede', 'golddiff', '0', '-10', '-15', '-274',
24 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000017?gameHash=00a7858e986c8d87', 'golddiff', '0', '0', '15', '-91', '124',
25 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000029?gameHash=0a0ecdfbe1497be1', 'golddiff', '40', '40', '56', '30',
26 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000044?gameHash=7a7bb445d18d9d78', 'golddiff', '0', '0', '6', '-532', '126',
27 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001000054?gameHash=205d8eb5a6029a26', 'golddiff', '0', '0', '0', '708', '127',
28 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010082?gameHash=526656c79ac5b9d1', 'golddiff', '0', '0', '0', '101', '128',
29 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010089?gameHash=a196e7371aa0a23c', 'golddiff', '0', '10', '-7', '78', '129',
30 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010098?gameHash=9e3a93e956d7732b', 'golddiff', '0', '0', '0', '-230', '130',
31 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010106?gameHash=4ee943c3b28c3680', 'golddiff', '0', '15', '35', '8', '131',
32 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001010113?gameHash=27b78c313c1137d7', 'golddiff', '0', '0', '26', '-26', '132',
33 ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001020025?gameHash=ff41aed69d32573b', 'golddiff', '0', '8', '8', '87', '133')
```

PARTES DAS ESTRUTURAS DO BANCO DE DADOS

The image shows two side-by-side screenshots of a SQL database interface, likely MySQL Workbench. Both windows have a title bar 'lolcm_squad06-data_TableMat...' and 'lolcm_squad06-data_TableLeag...' respectively.

Left Window (TableMatch):

```
1 -- Indicando que esse é o banco que será usado.
2 • use lolcm;
3
4 -- Inserindo os dados nas tabelas. Separamos em outro arquivo para não ficar muito grande o passo a passo.
5
6 -- Inserindo dados na tabela matchinfo.
7 • INSERT INTO matchinfo (League, Year, Season, Type, blueTeamTag, bResult, rResult, redTeamTag, gamelength, blueTop, blueTopChamp,
8 blueJungle, blueJungleChamp, blueMiddle, blueMiddleChamp, blueADC, blueADCChamp, blueSupport, blueSupportChamp, redTop, redTopChamp,
9 redJungle, redJungleChamp, redMiddle, redMiddleChamp, redADC, redADCChamp, redSupport, redSupportChamp, Address) VALUES
10 ('NALCS', '2015', 'Spring', 'TSM', '1', '0', 'C9', '40', 'Dyrus', 'Irelia', 'Santorin', 'RekSai', 'Bjergsen', 'Ahri', 'WildTurtle', 'C
11 ('NALCS', '2015', 'Spring', 'CST', '0', '1', 'DIG', '38', 'Gnar', 'Impaler', 'Rengar', 'Jesiz', 'Ahri', 'Mash', 'Caitlyn', 'Sh
12 ('NALCS', '2015', 'Spring', 'Season', 'WFX', '1', '0', 'GV', '40', 'Flaresz', 'Renekton', 'ShorterACE', 'Rengar', 'Pobelter', 'Fizz', 'Altec', 'S
13 ('NALCS', '2015', 'Spring', 'Season', 'TIP', '0', '1', 'TL', '41', 'Rhux', 'Irelia', 'Rush', 'JarvanIV', 'XiaoWeiXiao', 'Leblanc', 'Apollo', 'Si
14 ('NALCS', '2015', 'Spring', 'Season', 'CLG', '1', '0', 'T8', '35', 'Benny', 'Gnar', 'Xmithie', 'JarvanIV', 'Link', 'Lissandra', 'Doublelift', 'I
15 ('NALCS', '2015', 'Spring', 'Season', 'DIG', '0', '1', 'TIP', '24', 'Gamsu', 'Kassadin', 'Crumbzz', 'Rengar', 'Shiptur', 'Leblanc', 'CoreJJ', 'C
16 ('NALCS', '2015', 'Spring', 'CST', '1', '0', 'WFX', '39', 'Cris', 'Irelia', 'Impaler', 'JarvanIV', 'Jesiz', 'Xerath', 'Mash', 'Corki', '
17 ('NALCS', '2015', 'Spring', 'Season', 'TL', '1', '0', 'CLG', '43', 'Quas', 'Renekton', 'IWDominante', 'JarvanIV', 'FeniX', 'Azir', 'KEITH', 'Cait
18 ('NALCS', '2015', 'Spring', 'Season', 'C9', '0', '1', 'GV', '41', 'Balls', 'Sion', 'Meteos', 'RekSai', 'Hai', 'Orianna', 'Sneaky', 'KogMaw', 'Le
19 ('NALCS', '2015', 'Spring', 'Season', 'T8', '1', '0', 'TSM', '32', 'CaliTrlolz8', 'Irelia', 'Porpoise8', 'Nocturne', 'Slooshi8', 'Orianna', 'Map
20 ('NALCS', '2015', 'Spring', 'Season', 'GV', '1', '0', 'DIG', '52', 'Hauntzer', 'Gnar', 'Saintvicious', 'JarvanIV', 'Keane', 'Azir', 'Cop', 'Cork
21 ('NALCS', '2015', 'Spring', 'Season', 'T8', '1', '0', 'CST', '46', 'CaliTrlolz8', 'Jax', 'Porpoise8', 'JarvanIV', 'Slooshi8', 'Kassadin', 'Maple
22 ('NALCS', '2015', 'Spring', 'Season', 'C9', '1', '0', 'TL', '38', 'Balls', 'Irelia', 'Meteos', 'Vi', 'Hai', 'Lissandra', 'Sneaky', 'Kalista', 'L
23 ('NALCS', '2015', 'Spring', 'Season', 'TIP', '0', '1', 'CLG', '31', 'Impact', 'Lulu', 'Rush', 'LeeSin', 'XiaoWeiXiao', 'Xerath', 'Apollo', 'Cork
24 ('NALCS', '2015', 'Spring', 'Season', 'TSM', '1', '0', 'WFX', '33', 'Dyrus', 'Maokai', 'Santorin', 'JarvanIV', 'Bjergsen', 'Leblanc', 'WildTurt
25 ('NALCS', '2015', 'Spring', 'Season', 'CLG', '1', '0', 'C9', '38', 'ZionSpartan', 'Rumble', 'Xmithie', 'Vi', 'Link', 'Zed', 'Doublelift', 'Cait]
26 ('NALCS', '2015', 'Spring', 'Season', 'DIG', '0', '1', 'WFX', '40', 'Gamsu', 'Gnar', 'Crumbzz', 'JarvanIV', 'Shiptur', 'Azir', 'CoreJJ', 'KogM
27 ('NALCS', '2015', 'Spring', 'Season', 'TSM', '1', '0', 'TL', '39', 'Dyrus', 'Lissandra', 'Santorin', 'JarvanIV', 'Bjergsen', 'Xerath', 'WildTurt
28 ('NALCS', '2015', 'Spring', 'Season', 'TIP', '1', '0', 'T8', '40', 'Impact', 'Gnar', 'Rush', 'LeeSin', 'XiaoWeiXiao', 'Leblanc', 'Apollo', 'KogM
29 ('NALCS', '2015', 'Spring', 'Season', 'CST', '0', '1', 'GV', '39', 'Cris', 'Sion', 'Impaler', 'Rengar', 'Jesiz', 'Ahri', 'Mash', 'Sivir', 'Sheep
30 ('NALCS', '2015', 'Spring', 'Season', 'GV', '0', '1', 'TIP', '49', 'Hauntzer', 'Lulu', 'Saintvicious', 'RekSai', 'Keane', 'Corki', 'Cop', 'Kalis
31 ('NALCS', '2015', 'Spring', 'Season', 'C9', '1', '0', 'T8', '35', 'Balls', 'Maokai', 'Meteos', 'Vi', 'Hai', 'Kassadin', 'Sneaky', 'Graves', 'Le
32 ('NALCS', '2015', 'Spring', 'Season', 'DIG', '0', '1', 'TSM', '36', 'Gamsu', 'RekSai', 'CloudNguyen', 'Vi', 'Shiptur', 'Azir', 'CoreJJ', 'Corki
33 ('NALCS', '2015', 'Spring', 'Season', 'TL', '1', '0', 'CST', '43', 'Quas', 'Lissandra', 'IWDominante', 'RekSai', 'FeniX', 'Xerath', 'Piglet', 'Vain
```

Right Window (TableLeague):

```
1 -- Indicando que esse é o banco que será usado.
2 • use lolcm;
3
4 -- Inserindo os dados nas tabelas. Separamos em outro arquivo para não ficar muito grande o passo a passo.
5
6 -- Inserindo dados na tabela leagueoflegends.
7 • INSERT INTO leagueoflegends (League, Year, Season, Type, blueTeamTag, bResult, rResult, redTeamTag, gamelength, golddiff, goldblue, bKills,
8 bTowers, bInhibs, bDragons, bBarons, bHeralds, golddred, rKills, rTowers, rInhibs, rDragons, rBarons, rHeralds, blueTop, blueTopChamp,
9 goldblueTop, blueJungle, blueJungleChamp, goldblueJungle, blueMiddle, blueMiddleChamp, goldblueMiddle, blueADC, blueADCChamp, goldblueADC,
10 blueSupport, blueSupportChamp, goldblueSupport, blueBans, redTop, redTopChamp, goldredTop, redJungle, goldredJungle, redMiddle,
11 redMiddleChamp, goldredMiddle, redADC, redADCChamp, goldredADC, redSupport, redSupportChamp, goldredSupport, redBans, Address) VALUES
12 ("NALCS", "2015", "Spring", "Season", "TSM", "1", "0", "C9", "40", "[0, 0, -14, -65, -268, -431, -488, -789, -494, -625, -1044, -313, -760, -697, -790, -61
13 ("NALCS", "2015", "Spring", "Season", "CST", "0", "1", "DIG", "38", "[0, 0, -26, -18, 147, 237, -152, 18, 88, -242, 102, 117, 802, 1420, 1394, 1301, 14
14 ("NALCS", "2015", "Spring", "Season", "WFX", "1", "0", "GV", "40", "[0, 0, 10, -60, 34, 37, 589, 1064, 1258, 913, 1233, 1597, 1575, 3046, 2922, 3074, 3626,
15 ("NALCS", "2015", "Spring", "Season", "DIG", "0", "1", "TIP", "24", "[0, 0, 20, -42, -48, -24, -219, -272, -319, -554, -507, -557, 231, 571, 781, -820, -67
16 ("EULCS", "2015", "Spring", "Season", "SK", "1", "0", "ROC", "40", "[0, 10, 9, 121, 22, 298, 59, 302, 405, 1225, 690, 1479, 2261, 1231, 1302, 1779, 1970, 1
17 ("EULCS", "2015", "Spring", "Season", "GMB", "0", "1", "UOL", "27", "[0, 0, 6, -83, 59, -790, -871, -825, -871, -773, -1068, -882, -961, -343, -698,
18 ("LMS", "2015", "Spring", "Season", "LOG", "0", "1", "DLY", "40", "[0, 0, 6, 83, -150, -694, -699, -837, -644, -671, -581, 23, -215, 700, 720, 1098, 1535,
19 ("CBLol", "2017", "Summer", "Playoffs", "ONE", "1", "0", "PNG", "31", "[0, 0, -11, -193, -201, -96, 371, 20, -103, 364, 682, 557, 972, 734, 617, 1366, 1295
20 ("CBLol", "2017", "Summer", "Playoffs", "ONE", "1", "0", "PNG", "36", "[0, -10, 53, 79, 225, 675, 1144, 329, 1143, 1377, 1670, 1673, 2531, 2934, 3061, 3515
21 ("TCL", "2015", "Spring", "HWA", "1", "0", "BPI", "34", "[0, -3, 11, 55, -103, -193, 107, 155, 346, 6, 672, 1443, 326, 659, -79, 2350, 3013, 3161
22
23 -- Testando se os dados foram inseridos corretamente na tabela leagueoflegends.
24 • select * from leagueoflegends;
25
```

PARTES DAS ESTRUTURAS DO BANCO DE DADOS

lolcm_squad06-data_TableStruct.sql

```
1 -- Indicando que esse é o banco que será usado.
2 • use lolcm;
3
4 -- Inserindo os dados nas tabelas. Separamos em outro arquivo para não ficar muito grande o passo a passo.
5
6 -- Inserindo dados na tabela structures.
7 • INSERT INTO structures (Address, Team, Time, Lane, Type) VALUES
8     ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bTowers', '27.542', 'MID_LANE', 'BASE_TL'
9     ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bTowers', '39.269', 'MID_LANE', 'NEXUS_TL'
10    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bTowers', '33.583', 'BOT_LANE', 'INNER_TL'
11    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bTowers', '23.038', 'TOP_LANE', 'INNER_TL'
12    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bTowers', '16.556', 'BOT_LANE', 'OUTER_TL'
13    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bTowers', '15.014', 'MID_LANE', 'OUTER_TL'
14    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bTowers', '39.376', 'MID_LANE', 'NEXUS_TL'
15    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bTowers', '15.217', 'MID_LANE', 'INNER_TL'
16    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bTowers', '17.856', 'TOP_LANE', 'OUTER_TL'
17    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bTowers', '23.239', 'BOT_LANE', 'OUTER_TL'
18    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bTowers', '33.018', 'BOT_LANE', 'INNER_TL'
19    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bTowers', '28.989', 'BOT_LANE', 'FOUNTAIN'
20    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bTowers', '25.564', 'MID_LANE', 'OUTER_TL'
21    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bTowers', '20.058', 'BOT_LANE', 'FOUNTAIN'
22    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bTowers', '15.306', 'TOP_LANE', 'OUTER_TL'
23    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bTowers', '34.766', 'TOP_LANE', 'INNER_TL'
24    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '15.045', 'BOT_LANE', 'OUTER_TL'
25    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '39.566', 'MID_LANE', 'NEXUS_TL'
26    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '33.135', 'MID_LANE', 'BASE_TL'
27    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '32.833', 'MID_LANE', 'INNER_TL'
28    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '25.12', 'BOT_LANE', 'FOUNTAIN'
29    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '38.445', 'BOT_LANE', 'FOUNTAIN'
30    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '36.946', 'TOP_LANE', 'BASE_TL'
31    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '17.34', 'TOP_LANE', 'OUTER_TL'
32    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '18.294', 'BOT_LANE', 'FOUNTAIN'
33    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bTowers', '39.42', 'MID_LANE', 'NEXUS_TL')
```

lolcm_squad06-data_TableMonitor.sql

```
1 -- Indicando que esse é o banco que será usado.
2 • use lolcm;
3
4 -- Inserindo os dados nas tabelas. Separamos em outro arquivo para não ficar muito grande o passo a passo.
5
6 -- Inserindo dados na tabela monsters.
7 • INSERT INTO monsters (Address, Team, Time, Type) VALUES
8     ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30030?gameHash=fb300951ad8327c', 'bDragons', '37.267', 'DRAGON'),
9     ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bDragons', '32.545', 'DRAGON'),
10    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bDragons', '26.177', 'DRAGON'),
11    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30054?gameHash=055b17da8456fdc8', 'bDragons', '19.119', 'DRAGON'),
12    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bDragons', '24.577', 'DRAGON'),
13    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bDragons', '37.867', 'DRAGON'),
14    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bDragons', '30.87', 'DRAGON'),
15    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30067?gameHash=8e8a9b58df366e2d', 'bDragons', '18.255', 'DRAGON'),
16    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30105?gameHash=f932becf86175f38', 'bDragons', '14.589', 'DRAGON'),
17    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30105?gameHash=f932becf86175f38', 'bDragons', '30.307', 'DRAGON'),
18    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30133?gameHash=2a7ecaf7380e9d89', 'bDragons', '36.126', 'DRAGON'),
19    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30133?gameHash=2a7ecaf7380e9d89', 'bDragons', '22.526', 'DRAGON'),
20    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30133?gameHash=2a7ecaf7380e9d89', 'bDragons', '16.372', 'DRAGON'),
21    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30149?gameHash=c1678fe8c1106f56', 'bDragons', '11.316', 'DRAGON'),
22    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30149?gameHash=c1678fe8c1106f56', 'bDragons', '18.091', 'DRAGON'),
23    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30149?gameHash=c1678fe8c1106f56', 'bDragons', '24.829', 'DRAGON'),
24    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/30172?gameHash=bb82a23d050613d1', 'bDragons', '19.537', 'DRAGON'),
25    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001190040?gameHash=910d1678643730c4', 'bDragons', '24.615', 'DRAGON'),
26    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001190046?gameHash=a5ac7b41ef215beb', 'bDragons', '9.781', 'DRAGON'),
27    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001180082?gameHash=3467cc1b2599a75d', 'bDragons', '14.843', 'DRAGON'),
28    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001180082?gameHash=3467cc1b2599a75d', 'bDragons', '34.018', 'DRAGON'),
29    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001180093?gameHash=31b2113c09acb5a7', 'bDragons', '14.768', 'DRAGON'),
30    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001180093?gameHash=31b2113c09acb5a7', 'bDragons', '27.494', 'DRAGON'),
31    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001180093?gameHash=31b2113c09acb5a7', 'bDragons', '21.092', 'DRAGON'),
32    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001180093?gameHash=31b2113c09acb5a7', 'bDragons', '8.287', 'DRAGON'),
33    ('http://matchhistory.na.leagueoflegends.com/en/#match-details/TRLH1/1001180104?gameHash=a48365f487fb1750', 'bDragons', '12.484', 'DRAGON'),
```

PARTE DAS ESTRUTURAS DO BANCO DE DADOS

lolcm_squad06-queries

```
1 -- Indicando que esse é o banco que será usado.
2 • use lolcm;
3
4 -- Respondendo as perguntas criadas.
5
6 -- 1) Qual é a Liga com mais ouros no time azulADC?
7 • select League as Nome_da_liga, goldblueADC as mais_ouros_timeAzulADC from leagueoflegends group by goldblueADC, League order by goldblueADC limit 1;
8 • select League as Nome_da_liga, max(goldblueADC) as mais_ouros_timeAzulADC from leagueoflegends group by goldblueADC, League order by goldblueADC limit 1;
9
10
11 -- 2) Quais são as ligas do jogo?
12 • select League as Nome_da_liga from leagueoflegends group by League order by League;
13
14
15 -- 3) Quais partidas ocorreram na temporada de verão?
16 • select * from leagueoflegends where Season like "Summer";
17
18
19 -- 4) Quais partidas ocorreram na temporada de inverno?
20 • select * from leagueoflegends where Season like "Spring";
21
22
23 -- 5) Quais são os times participantes do jogo?
24 • select Team as Times from bans group by Team;
25
26
27 -- 6) Quais são os times com mais tempo jogados?
28 • select Team as Times, Time as Tempo_de_Jogo from structures order by Time desc;
29
30
31
32
33
```

Output:

Action Output

Query 1 lolcm_squad06-schema

```
1 -- Criando o banco.
2 • create database if not exists lolcm;
3
4 -- Visualizando todos os bancos, para ver se o que foi criado está incluído.
5 • show databases;
6
7 -- Indicando que esse é o banco que será usado.
8 • use lolcm;
9
10 -- Criando as tabelas disponíveis em cada arquivo no Drive da Resilia.
11 • create table columns (
12     Id_column int not null primary Key auto_increment,
13     ColumnName varchar(100) not null,
14     ColumnDescription varchar(200) not null
15 );
16
17 • create table bans (
18     Id_bans int not null primary Key auto_increment,
19     Address varchar(255) not null,
20     Team varchar(8) not null,
21     ban_1 varchar(100),
22     ban_2 varchar(100),
23     ban_3 varchar(100),
24     ban_4 varchar(100),
25     ban_5 varchar(100)
26 );
27
28 • create table gold (
29     Id_gold int not null primary Key auto_increment,
30     Address varchar(255) not null,
31     Type enum('Season', 'Playoffs', 'Regional', 'International match') NOT NULL,
32     min_1 int,
33     min_2 int,
34 );
```

Output:

Action Output

1-QUAL A LIGA COM MAIS OUROS NO TIME AZULADC?

```
lolcm_squad06-queries x
8
9    -- 1) Qual é a Liga com mais ouros no time azulADC?
10   • select League as Nome_da_liga, goldblueADC as mais_ouros_timeAzulADC from leagueoflegends group by goldblueADC, League order by goldblueADC limit 1;
11   • select League as Nome_da_liga, max(goldblueADC) as mais_ouros_timeAzulADC from leagueoflegends group by goldblueADC, League order by goldblueADC limit 1;
12
```

Result Grid | Filter Rows: Export: Wrap Cell Content: Fetch rows:

Nome_da_liga	mais_ouros_timeAzulADC
LMS	[475, 475, 532, 791, 1157, 1524, 1730, 2018, 2556, 2746, 3228, 3606, 3921, 4782, 5081, 5525, 6019, 6690, 7045, 7892, 8144, 8600, 9402, 9759, 10020, 10709, 10998, 11455, 11609, 12268, 12557, 13060,]

Result Grid

2-QUAIS SÃO AS LIGAS DO JOGO?

```
lolcm_squad06-queries x
10
11
12    -- 2) Quais são as ligas do jogo?
13 •   select League as Nome_da_liga from leagueoflegends group by League order by League;
14

Result Grid | Filter Rows: | Export: | Wrap Cell Content: □


| Nome_da_liga |
|--------------|
| CBLoL        |
| EULCS        |
| LMS          |
| NALCS        |
| TCL          |


```

3 - QUAIS PARTIDAS OCORRERAM NA TEMPORADA DE VERÃO?

4-QUAIS PARTIDAS OCORREARAM NA TEMPORADA DE INVERNO?

S-QUAIS SÃO OS TIMES PARTICIPANTES DO JOGO?

The screenshot shows a MySQL Workbench interface with a query editor window titled "lolcm_squad06-queries". The query text is:

```
24
25
26    -- 5) Quais são os times participantes do jogo?
27 • select Team as Times from bans group by Team;
28
```

The result grid displays the following data:

Times
blueBans
redBans

6-QUAIS SÃO OS TIMES COM MAIS TEMPO JOGADOS?

lrcm_squad06-queries

```
28
29
30      -- 6) Quais são os times com mais tempo jogados?
31 •   select Team as Times, Time as Tempo_de_Jogo from structures order by Time desc;
32
```

Result Grid | Filter Rows: [] | Export: [] | Wrap Cell Content: []

	Times	Tempo_de_Jogo
1	rInhibs	59.464
2	rInhibs	59.022
3	bInhibs	58.959
4	rInhibs	58.732
5	bInhibs	58.726
6	rInhibs	57.555
7	bInhibs	57.361
8	rInhibs	57.183
9	bInhibs	57.128
10	rInhibs	56.998
11	rInhibs	56.992
12	rInhibs	56.491
13	rInhibs	56.447
14	bInhibs	56.412
15	rInhibs	56.144
16	bInhibs	55.95
17	rInhibs	55.871
18	rInhibs	54.702
19	rInhibs	54.617
20	rInhibs	54.408
21	rInhibs	54.343
22	rInhibs	54.267
23	rInhibs	54.168
24	rInhibs	54.03
25	rInhibs	53.991
26	rInhibs	53.959
27	rInhibs	53.862

structures 69

Output ::::

SQUAD 6

Obrigado!



ALVARO L.



GABRIEL M.



GABRIEL S.

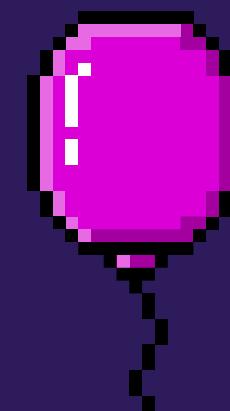


LARISSA A.



LILIANE S.



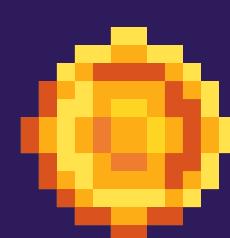


REFERÊNCIAS:

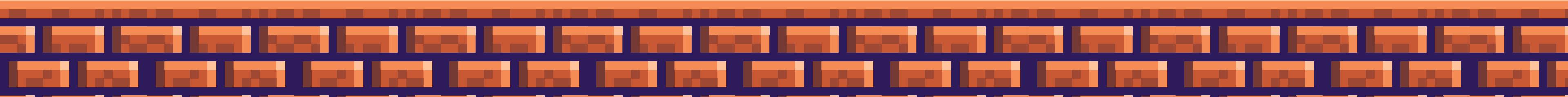
<https://www.tecmundo.com.br/esports/110470-historia-league-of-legends-fase-beta-lancamento-parte-1.htm>

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<https://www.letras.mus.br/blog/trilha-sonora-arcane/#:~:text=O%20tema%20principal%20de%20Arcane,parceria%20com%20o%20rapper%20J.I.D.>



<https://www.showmetech.com.br/serie-animada-arcane/>