# AO-B3-W3-O1 RubyQuest Answers

## LAB 1

### SELECT \*

1. SELECT \* FROM hero
2. SELECT \* FROM person
3. SELECT count(\*) FROM npc 194
4. SELECT \* FROM quest
5. SELECT count(\*) FROM animal 105
6. SELECT \* FROM creature
7. SELECT \* FROM person ORDER BY name
8. SELECT \* FROM city ORDER BY name DESC
9. SELECT count(\*) FROM city 27

### SELECT [column], [column]

1. SELECT name FROM armor
2. SELECT name, attack FROM weapon
3. SELECT name, health FROM creature

### SELECT WHERE

1. SELECT \* FROM animal WHERE `type` = "Sheep"
2. SELECT count(\*) FROM animal WHERE `type` = "Sheep"
3. SELECT count(\*) FROM animal WHERE `type` = "Sea Snake"
4. SELECT name FROM person WHERE `id` = 7 Shrek
5. SELECT \* FROM npc WHERE `person` = 7  
   SELECT \* FROM hero WHERE `person` = 7

## LAB 2

### DISTINCT

1. SELECT COUNT(DISTINCT type) FROM animal;
2. SELECT DISTINCT profession FROM `npc`

### AND OR and NOT

1. SELECT \* FROM creature WHERE name = "Killer Bee" OR name = "Orc"
2. SELECT \* FROM animal WHERE speed = 6 AND defense = 5
3. SELECT \* FROM animal WHERE NOT type = "Sheep"
4. SELECT COUNT(\*) FROM animal WHERE type = "Wolf" OR type = "Eagle" OR type = "Bear"
5. SELECT \* FROM `person` WHERE attack = 10 AND agility = 10 AND defense = 10
6. SELECT \* FROM `city` WHERE region = 1 OR region = 2
7. SELECT \* FROM `hero` WHERE NOT(intelligence = 30 OR intelligence = 90)

### MIN MAX

1. SELECT MIN(speed) FROM animal
2. SELECT MAX(speed) FROM animal
3. SELECT MIN(attack) FROM weapon
4. SELECT MAX(price) FROM weapon

### IN

1. SELECT \* FROM creature WHERE name IN ("Killer Bee", "Orc")
2. SELECT \* FROM animal WHERE type IN ("Wolf", "Eagle", "Bear") ORDER BY type
3. SELECT \* FROM creature WHERE NOT name IN ("Killer Bee", "Orc")
4. SELECT name FROM city WHERE region IN (3, 4)
5. SELECT name FROM city WHERE region IN (3, 4) ORDER BY name
6. SELECT COUNT(name) FROM city WHERE region IN (3, 4)

### BETWEEN and SQL Operators

1. SELECT \* FROM weapon WHERE price BETWEEN 100 AND 1000
2. SELECT \* FROM weapon WHERE attack BETWEEN 300 AND 600
3. SELECT COUNT(\*) FROM animal WHERE defense BETWEEN 7 AND 9
4. SELECT \* FROM person WHERE gold > 1800
5. SELECT \* FROM person WHERE gold > 1850
6. SELECT \* FROM person WHERE gold >= 1850
7. SELECT \* FROM weapon WHERE price < 300

### LIKE

1. SELECT \* FROM person WHERE name LIKE "B%"
2. SELECT \* FROM animal WHERE type LIKE "%a%"
3. SELECT \* FROM animal WHERE type LIKE "%ea%"
4. SELECT \* FROM weapon WHERE name LIKE "%d"

### TOP, LIMIT or ROWNUM

1. SELECT \* FROM person LIMIT 10
2. SELECT \* FROM weapon ORDER BY price DESC LIMIT 5
3. SELECT \* FROM weapon WHERE attack BETWEEN 700 AND 900 ORDER BY attack DESC LIMIT 3

## LAB 2 PART 2

1. SELECT name FROM creature WHERE max\_health != health
2. SELECT \* FROM quest WHERE gold = 0 The Lost Search
3. SELECT \* FROM city WHERE region IN (SELECT id FROM region WHERE name = "Breach")

* Charcol
* Droins
* Mordor
* Unterdages
* Drakegor
* Xantr
* Yester

1. SELECT type FROM animal WHERE owner != 0
2. SELECT COUNT(\*) FROM quest WHERE experience > 3000 16
3. SELECT \* FROM quest WHERE gold > experience How much is not the Question
4. SELECT name FROM weapon WHERE id IN (SELECT weapon FROM person WHERE name = "Bowser") Shell Chain
5. SELECT id FROM animal WHERE type = "Tiger" ORDER BY speed DESC LIMIT 1
6. SELECT name FROM CITY WHERE id IN (SELECT city FROM npc WHERE person IN (SELECT id FROM person WHERE name = "Mukovo")) Unterdages
7. -
8. SELECT name FROM city WHERE id IN (SELECT city FROM npc WHERE id in (SELECT holder FROM region WHERE name = "South Groval")) Troy

## LAB 3

1. INSERT INTO animal (type, speed, defense, loyalty, owner) VALUES ("Hond", 6, 6, 0, 0)
2. SELECT \* FROM animal WHERE type = "Hond"
3. UPDATE animal SET speed = 7, defense = 5 WHERE type = "Hond"
4. SELECT \* FROM animal WHERE type = "Hond"
5. UPDATE animal SET speed = 0, defense = 0, loyalty = 0, owner = 0 WHERE type = "Hond"
6. SELECT \* FROM animal WHERE type = "Hond"
7. DELETE FROM animal WHERE type = "Hond"
8. SELECT \* FROM animal WHERE type = "Hond"
9. INSERT INTO animal (type, speed, defense, loyalty, owner) VALUES ("Hond", 0, 0, 0, 0), ("Hond", 0, 0, 0, 0)

SELECT \* FROM animal WHERE type = "Hond"

1. UPDATE animal SET speed = 6, defense = 6 WHERE type = "Hond"

SELECT \* FROM animal WHERE type = "Hond"

1. DELETE FROM animal WHERE type = "Hond"

SELECT \* FROM animal WHERE type = "Hond"