

# Assignment 2

## Fixes, Updates and Clarifications

Last updated: **Friday 31st March 3:48pm**

Most recent changes are shown in **red** ... older changes are shown in **brown**.

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### Introduction

This document contains descriptions for any fixes to solve minor bugs that people might find in the supplied code/database.

Each fix is tagged with a timestamp, which is when I fixed it in the supplied code.

If you collected the code/database after that time, it will already have the relevant fix included.

**Fix #1:** (30th March 8:00am)

#### Fix Eevee evolutions

The Evolution Requirements for the Eeveelutions were incorrect.

**Re-Download the Pokémon database Dump file to get updated data.**

**Fix #2:** (30th March 12:00pm Midday)

Rename the "Type\_Effectivenesses" table to "Type\_Effectiveness"

Rename the "Learnable\_Moves.Lerns" attribute to "Learnable\_Moves.Learn"

I have been informed that "Effectivenesses" and "Lerns" are not real words.

Instead of bribing a dictionary publisher to add them to the dictionary, Instead we have renamed the table and attribute.

**Re-Download the Pokémon database Dump file to get updated schema.**

**Fix #3:** (31st March 10:00am)

Corrected generation of foreign keys in the "Encounter\_Requirements" table

Corrected generation of late game Encounters

A bug in the script that generated the "Encounters" table meant that late game encounters were not added to the table.

There should now be a far greater number of encounters in the table.

Incorrectly migrating a previous update to the "Requirements" table meant that the foreign keys were not correctly referenced in the "Encounter\_Requirements" table.

Foreign keys in the "Encounter\_Requirements" table should now correctly reference the "Requirements" table.

**Re-Download the Pokémon database Dump file to get updated data.**

**Fix #4:**

Added clarification for the order of output from the Possible Evolutions Script

(31st March 3:30pm)

The Possible Evolutions Script previously had ambiguous output for ORed requirements.

This has now been clarified, but specifying that ORed requirements should be ordered by the Evolutions.ID attribute.