Create Database QLGame

go

use QLGame

go

Create Table Games(

MaGame char(5) PRIMARY KEY,

TenGame nvarchar(50) NOT NULL,

GiaBAn int NULL,

TheLoai int NULL,

NhaSanXuat nvarchar(50) NULL)

create Table TheLoai(

ID INT Identity(1,1) PRIMARY KEY,

TenTheLoai nvarchar(100) NOT NULL

)

INSERT INTO Games(MaGame,TenGame,GiaBAn,TheLoai,NhaSanXuat) Values(N'G001',N'Standew Valley',170000,1,N'The Secret Police Limited')

INSERT INTO Games (MaGame,TenGame, GiaBan, TheLoai, NhaSanXuat) VALUES (N'G010',N'Hollow Knight', 250000, 2, N'Team Cherry');

INSERT INTO Games (MaGame,TenGame, GiaBan, TheLoai, NhaSanXuat) VALUES (N'G002',N'Celeste', 200000, 3, N'Maddy Makes Games');

INSERT INTO Games (MaGame,TenGame, GiaBan, TheLoai, NhaSanXuat) VALUES (N'G003',N'Dead Cells', 300000, 4, N'Motion Twin');

INSERT INTO Games (MaGame,TenGame, GiaBan, TheLoai, NhaSanXuat) VALUES (N'G004',N'Enter the Gungeon', 280000, 5, N'Dodge Roll');

INSERT INTO Games (MaGame,TenGame, GiaBan, TheLoai, NhaSanXuat) VALUES (N'G005',N'Terraria', 180000, 6, N'Re-Logic');

INSERT INTO Games (MaGame,TenGame, GiaBan, TheLoai, NhaSanXuat) VALUES (N'G006',N'The Binding of Isaac', 260000, 7, N'Edmund McMillen');

INSERT INTO Games (MaGame,TenGame, GiaBan, TheLoai, NhaSanXuat) VALUES (N'G007',N'Hyper Light Drifter', 270000, 8, N'Heart Machine');

INSERT INTO Games (MaGame,TenGame, GiaBan, TheLoai, NhaSanXuat) VALUES (N'G008',N'Undertale', 150000, 9, N'Toby Fox');

INSERT INTO Games (MaGame,TenGame, GiaBan, TheLoai, NhaSanXuat) VALUES (N'G009',N'Cuphead', 290000, 10, N'Studio MDHR');

INSERT INTO TheLoai (TenTheLoai) VALUES (N'RPG')

INSERT INTO TheLoai (TenTheLoai) VALUES (N'Metroidvania')

INSERT INTO TheLoai (TenTheLoai) VALUES(N'Platformer')

INSERT INTO TheLoai (TenTheLoai) VALUES(N'Roguelike')

INSERT INTO TheLoai (TenTheLoai) VALUES(N'Shooter')

INSERT INTO TheLoai (TenTheLoai) VALUES(N'Sandbox')

INSERT INTO TheLoai (TenTheLoai) VALUES(N'Action')

INSERT INTO TheLoai (TenTheLoai) VALUES(N'Adventure')

INSERT INTO TheLoai (TenTheLoai) VALUES(N'Indie')

INSERT INTO TheLoai (TenTheLoai) VALUES(N'Run and Gun')

Select TenTheLoai from TheLoai