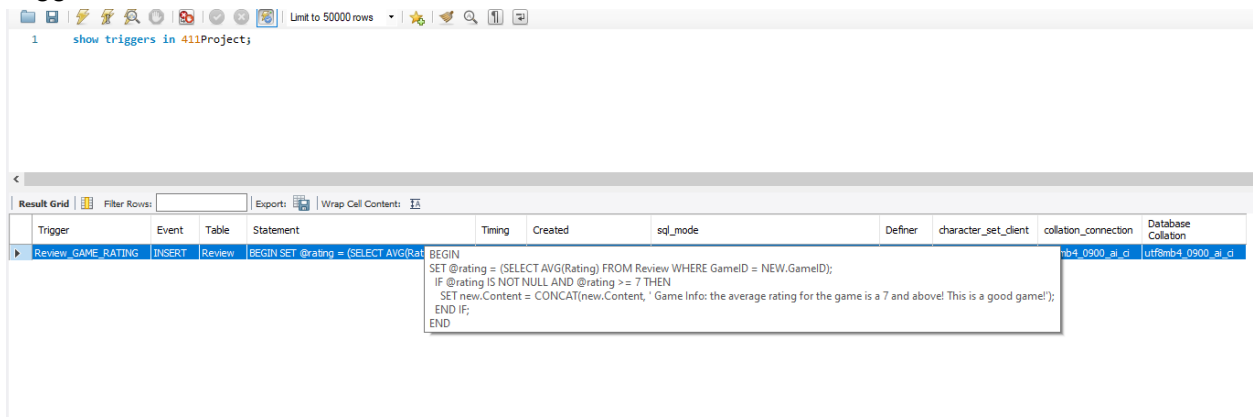


Trigger:



The screenshot shows a database management interface with a toolbar at the top containing icons for file operations, search, and execution. Below the toolbar, a command line contains the text "1 show triggers in 411Project;". The main area displays a table of triggers. The table has columns: Trigger, Event, Table, Statement, Timing, Created, sql\_mode, Definer, character\_set\_client, collation\_connection, and Database Collation. One row is visible, representing a trigger named "Review\_GAME\_RATING" that fires on "INSERT" events on the "Review" table. A tooltip is displayed over the "Statement" column, showing the trigger's logic: it calculates the average rating for a new game and appends a message to the content if the rating is 7 or higher.

Trigger	Event	Table	Statement	Timing	Created	sql_mode	Definer	character_set_client	collation_connection	Database Collation
Review_GAME_RATING	INSERT	Review	BEGIN SET @rating = (SELECT AVG(Rat	BEGIN					mb4_0900_ai_ci	utf8mb4_0900_ai_ci

```
BEGIN
SET @rating = (SELECT AVG(Rating) FROM Review WHERE GameID = NEW.GameID);
IF @rating IS NOT NULL AND @rating >= 7 THEN
SET new.Content = CONCAT(new.Content, ' Game Info: the average rating for the game is a 7 and above! This is a good game!');
END IF;
END
```

Stored procedure:

Specifically see file FindGoodGame.sql