

Team – 28.

We prepared README.md, which has nice formatting, we request you to go through that instead of this.

But this is also exhaustive.

LINK TO THE VIDEO: [Dna videos](#)

SQL Operations with Descriptions

Insert Operations

`add_players(user_name, email, trophies, level, clan_id, highest_trophies)`: Inserts a new player into the database.

`add_cards(card_id, hp, damage, elixir, level, rarity)`: Adds a new card entry with its attributes.

`add_clan(ClanID, Clan_Name, Clan_Trophies, Description, Clan_Leader)`: Inserts a new clan with relevant details.

`add_deck(player_id, card1, card2, card3, card4, deck_name)`: Adds a new deck associated with a player.

Delete Operations

`delete_card(card_id)`: Removes a specific card from the database.

`del_clan(ClanID)`: Deletes a clan based on the ClanID.

`del_player(PlayerID)`: Removes a player from the database.

`del_battle(BattleID)`: Deletes a battle record based on BattleID.

Update Operations

`update_card(CardID, new_level)`: Updates a card's level to a new value.

`update_email(PlayerID, new_email)`: Modifies a player's email address with a new one.

`update_clan_leader(ClanID, PlayerID)`: Updates the leader of a clan to a new player.

`change_clan(PlayerID, ClanID)`: Changes a player's associated clan.

`inc_player_trophies(WinnerID)`: Increases trophies for a winning player.

`dec_player_trophies(LoserID)`: Decreases trophies for a losing player.

Selection Operations

`select_player(player_name)`: Retrieves player details by their name.

`select_card(card_id)`: Retrieves card details using the card's ID.

`select_clan(clan_name)`: Fetches clan information based on the clan's name.

`select_deck(deck_id)`: Retrieves a player's deck by its ID.

Projection Operations

`select_player_above_trophies(trophies, clan_name)`: Retrieves players above a certain trophy count within a specific clan.

`select_cards_deck(hp, deck_id)`: Fetches cards' hitpoints within a particular deck.

Aggregate Operations

`count_players(clan_name)`: Counts the number of players in a specific clan.

`avg_trophies_clan(clan_name)`: Calculates the average trophies for a particular clan.

Search Operations

`search_player(player_name)`: Searches for a player by their name.

`search_clan(clan_name)`: Searches for a clan by its name.

Analysis Operations

`success_rate(player_id)`: Calculates the success rate of a player based on their battles.