CREATE TABLE TREASURE\_CHEST(

PRIMARY\_KEY INTEGER NOT NULL,

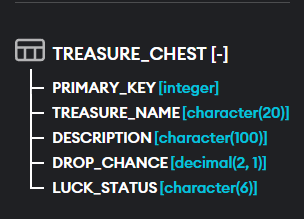
TREASURE\_NAME CHARACTER(20),

DESCRIPTION CHARACTER(100),

DROP\_CHANCE DECIMAL(2, 1),

LUCK\_STATUS CHARACTER(6)

);



INSERT INTO TREASURE\_CHEST (PRIMARY\_KEY, TREASURE\_NAME, DESCRIPTION, DROP\_CHANCE, LUCK\_STATUS)

VALUES

(1, 'PURE GOLD', 'IM', 20.5, 'LUCK'),

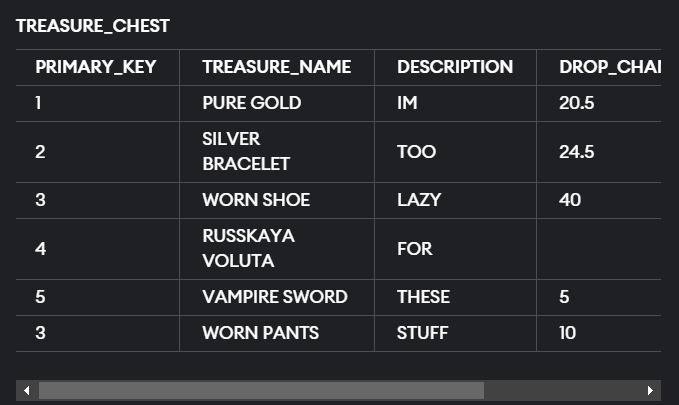
(2, 'SILVER BRACELET', 'TOO', 24.5, 'LUCK'),

(3, 'WORN SHOE', 'LAZY', 40, 'UNLUCK'),

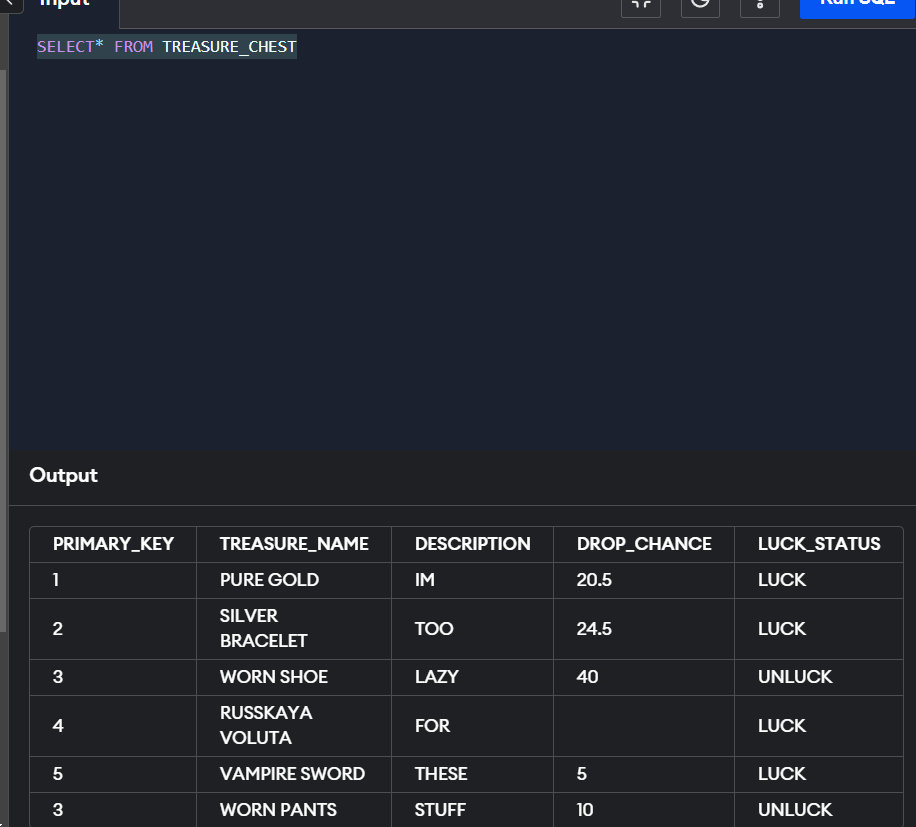
(4, 'RUSSKAYA VOLUTA', 'FOR', NULL, 'LUCK'),

(5, 'VAMPIRE SWORD', 'THESE', 5, 'LUCK'),

(3, 'WORN PANTS', 'STUFF', 10, 'UNLUCK');

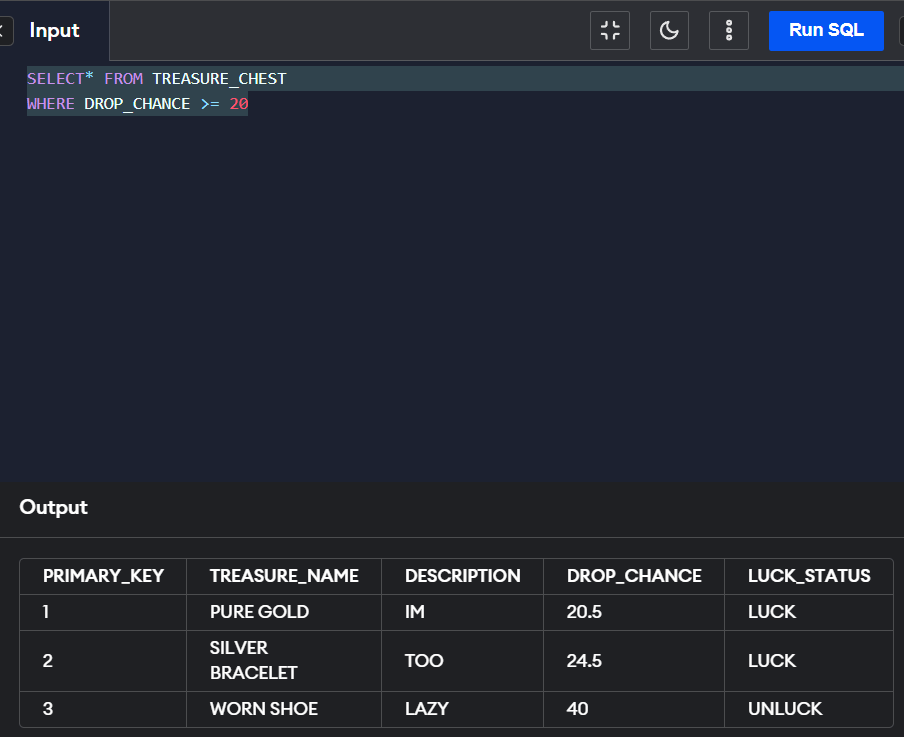


SELECT\* FROM TREASURE\_CHEST



SELECT\* FROM TREASURE\_CHEST

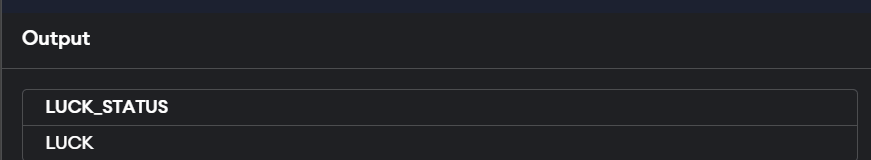
WHERE DROP\_CHANCE >= 20



SELECT LUCK\_STATUS FROM TREASURE\_CHEST

WHERE DROP\_CHANCE >= 20

AND TREASURE\_NAME = 'PURE GOLD'



* СЛУЧАЙНО ЗАМЕТИЛ, ЧТО PRIMARY KEY ПОВТОРЯЕТСЯ

UPDATE TREASURE\_CHEST

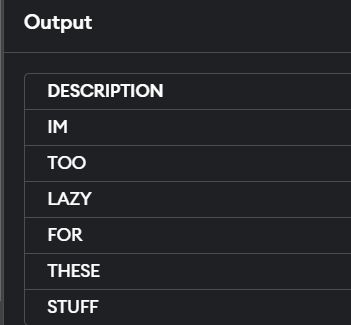
SET PRIMARY\_KEY = 6

WHERE TREASURE\_NAME = 'WORN PANTS'



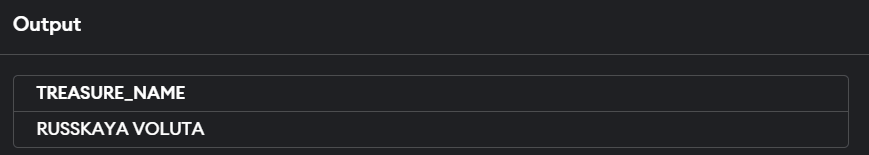
SELECT DESCRIPTION FROM TREASURE\_CHEST

WHERE TREASURE\_NAME IS NOT NULL



SELECT TREASURE\_NAME FROM TREASURE\_CHEST

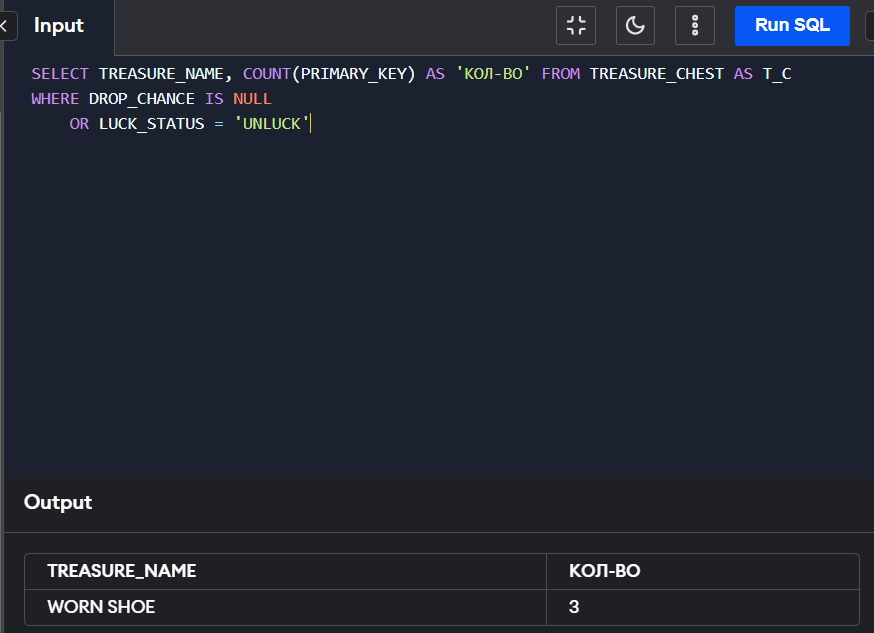
WHERE DROP\_CHANCE IS NULL



SELECT TREASURE\_NAME, COUNT(PRIMARY\_KEY) AS 'КОЛ-ВО' FROM TREASURE\_CHEST AS T\_C

WHERE DROP\_CHANCE IS NULL

OR LUCK\_STATUS = 'UNLUCK'



SELECT TREASURE\_NAME, COALESCE(DROP\_CHANCE, 'ETO BAZA') FROM TREASURE\_CHEST

