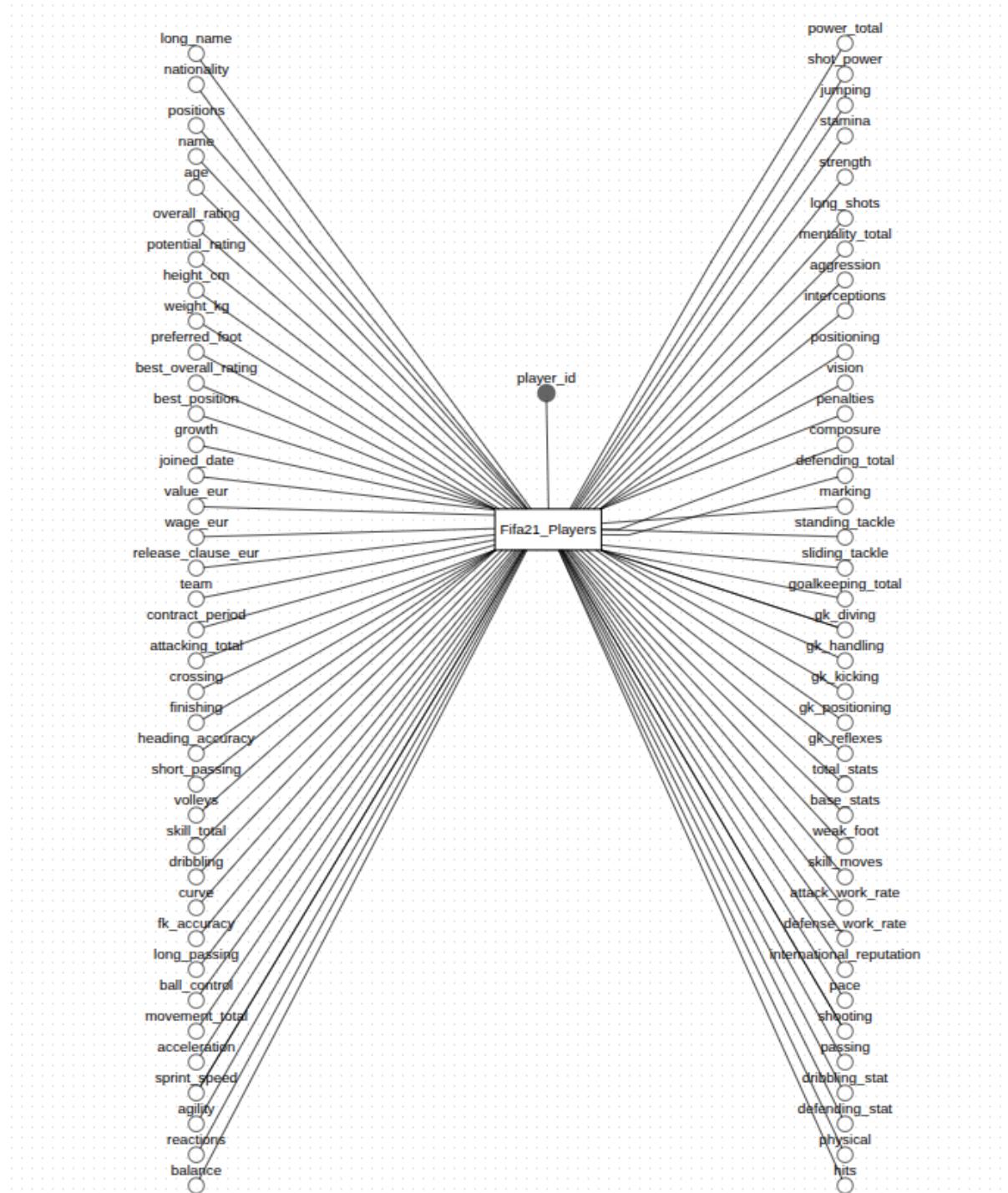


# ME-R

fifa21\_players(player\_id, long\_name, name, nationality, positions, age, overall\_rating, potential\_rating, team, contract\_period, height\_cm, weight\_kg, preferred\_foot, best\_overall\_rating, best\_position, growth, joined\_date, value\_eur, wage\_eur, release\_clause\_eur, attacking\_total, crossing, finishing, heading\_accuracy, short\_passing, volleys, skill\_total, dribbling, curve, fk\_accuracy, long\_passing, ball\_control, movement\_total, acceleration, sprint\_speed, agility, reactions, balance, power\_total, shot\_power, jumping, stamina, strength, long\_shots, mentality\_total, aggression, interceptions, positioning, vision, penalties, composure, defending\_total, marking, standing\_tackle, sliding\_tackle, goalkeeping\_total, gk\_diving, gk\_handling, gk\_kicking, gk\_positioning, gk\_reflexes, total\_stats, base\_stats, weak\_foot, skill\_moves, attack\_work\_rate, defense\_work\_rate, international\_reputation, pace, shooting, passing, dribbling\_stat, defending\_stat, physical, hits)

# DE-R



# DLD

fifa21_players	
● player_id	? INTEGER
● long_name	? VARCHAR(255)
● name	? VARCHAR(255)
● nationality	? VARCHAR(100)
● position	? VARCHAR(100)
● age	? INTEGER
● overall_rating	? INTEGER
● potential_rating	? INTEGER
● team	? VARCHAR(255)
● country	? VARCHAR(100)
● height	? DECIMAL(5, 2)
● weight	? DECIMAL(5, 2)
● preferred_foot	? VARCHAR(10)
● best_overall_rating	? INTEGER
● best_position	? CHAR(3)
● growth	? INTEGER
● joined_date	? DATE
● value	? DECIMAL(15, 2)
● wage	? DECIMAL(15, 2)
● release_clause	? DECIMAL(15, 2)
● attacking_technique	? INTEGER
● crossing	? INTEGER
● finishing	? INTEGER
● heading_accuracy	? INTEGER
● short_passing	? INTEGER
● volleys	? INTEGER
● skill_total	? INTEGER
● dribbling	? INTEGER
● curve	? INTEGER
● fk_accuracy	? INTEGER
● long_passing	? INTEGER
● ball_control	? INTEGER
● movement_skills	? INTEGER
● acceleration	? INTEGER
● sprint_speed	? INTEGER
● agility	? INTEGER
● reactions	? INTEGER
● balance	? INTEGER
● power_total	? INTEGER
● shot_power	? INTEGER
● jumping	? INTEGER

● stamina	? INTEGER
● strength	? INTEGER
● long_shots	? INTEGER
● mentality	? INTEGER
● aggression	? INTEGER
● interceptions	? INTEGER
● positioning	? INTEGER
● vision	? INTEGER
● penalties	? INTEGER
● composure	? INTEGER
● defending	? INTEGER
● marking	? INTEGER
● standing_tackle	? INTEGER
● sliding_tackle	? INTEGER
● goalkeeping	? INTEGER
● gk_diving	? INTEGER
● gk_handling	? INTEGER
● gk_kicking	? INTEGER
● gk_positioning	? INTEGER
● gk_reflexes	? INTEGER
● total_stats	? INTEGER
● base_stats	? INTEGER
● weak_foot	? INTEGER
● skill_moves	? INTEGER
● attack_styles	? VARCHAR(20)
● defending_styles	? VARCHAR(20)
● international_reputation	? INTEGER
● pace	? INTEGER
● shooting	? INTEGER
● passing	? INTEGER
● dribbling_stat	? INTEGER
● defending_styles	? INTEGER
● physicality	? INTEGER
● hits	? INTEGER
● created_at	? TIMESTAMP