

--Final Project Pokémon Database

--By Jose Abreu

--April 24, 2014

```
--DROP TABLE IF EXISTS Pokemon CASCADE;  
--DROP TABLE IF EXISTS ElementType CASCADE;  
--DROP TABLE IF EXISTS PokemonType CASCADE;  
--DROP TABLE IF EXISTS Weakness CASCADE;  
--DROP TABLE IF EXISTS Resistance CASCADE;  
--DROP TABLE IF EXISTS Immunity CASCADE;  
--DROP TABLE IF EXISTS PokemonStats CASCADE;  
--DROP TABLE IF EXISTS Stats CASCADE;  
--DROP TABLE IF EXISTS Nature CASCADE;  
--DROP TABLE IF EXISTS NatureTraits CASCADE;
```

--Pokemon--

```
CREATE TABLE Pokemon (  
    PokeNumber integer not null,  
    Name      text,  
    Description text,  
    primary key(PokeNumber)  
);
```

--Element Type--

```
CREATE TABLE ElementType (
    tid      integer not null, --tid is typeID--
    Name    text,
    primary key(tid)
);
```

--Pokemon Type--

```
CREATE TABLE PokemonType (
    PokeNumber integer not null references Pokemon(PokeNumber),
    tid      integer references ElementType(tid),
    primary key(PokeNumber, tid)
);
```

--Weakness--

```
CREATE TABLE Weakness (
    tid      integer not null references ElementType(tid),
    wid      integer not null, --wid is Weakness ID--
    primary key(tid,wid)
);
```

--Resistance--

```
CREATE TABLE Resistance (
    tid    integer not null references ElementType(tid),
    rid    integer not null, --rid is Resistance ID--
    primary key(tid,rid)
);
```

--Immunity--

```
CREATE TABLE Immunity (
    tid    integer not null references ElementType(tid),
    iid    integer not null, --iid is Immunity ID--
    primary key(tid,iid)
);
```

--PokemonStats--

```
CREATE TABLE PokemonStats (
    PokeNumber    integer not null references Pokemon(PokeNumber),
    HP            integer not null,
```

```
Attack      integer not null,  
Defense      integer not null,  
SpecialAttack  integer not null,  
SpecialDefense integer not null,  
Speed       integer not null,  
primary key(PokeNumber)  
);
```

--Stats--

```
CREATE TABLE Stats (  
Sid      integer not null, --Sid stands for Stat ID--  
Stat      text,  
Description  text,  
primary key(sid)  
);
```

--Nature--

```
CREATE TABLE Nature (  
nid      integer not null, --Nid stands for Nature ID--  
Name      text,  
primary key(nid)  
);
```

--NatureTraits--

```
CREATE TABLE NatureTraits (
    Nid      integer not null references Nature(nid),
    Bid      integer references Stats(sid), --Stands for Benefit ID. This will link with the Stat of the same
    number--
    Lid      integer references Stats(sid),
    primary key(Nid)
);
```

--Pokemon--

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('083', 'Farfetchd', 'The plant stalk it holds is its weapon. The stalk is used like a sword to cut all
sorts of things.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
```

```
VALUES('091', 'Cloyster', 'Its shell is extremely hard. It cannot be shattered, even with a bomb. The shell
opens only when it is attacking.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
```

```
VALUES('214', 'Heracross', 'This powerful Pok  mon thrusts its prized horn under its enemies bellies,
then lifts and throws them.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('260', 'Swampert', 'It can swim while towing a large ship. It bashes down foes with a swing of its thick arms.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('302', 'Sableye', 'It hides in the darkness of caves. Its diet of gems has transformed its eyes into gemstones.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('303', 'Mawile', 'Attached to its head is a huge set of jaws formed by horns. It can chew through iron beams.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('350', 'Milotic', 'Milotic is breathtakingly beautiful. Those that see it are said to forget their combative spirits.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('354', 'Banette', 'A doll that became a Pok  mon over its grudge from being jacked. It seeks the child that disowned it.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('542', 'Leavanny', 'Upon finding a small Pok  mon, it weaves clothing for it from leaves by using the sticky silk secreted from its mouth.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('556', 'Maractus', 'Arid regions are their habitat. They move rhythmically, making a sound similar to maracas.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('635', 'Hydreigon', 'It responds to movement by attacking. This scary, three-headed Pok  mon devours everything in its path!');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('666', 'Vivillon', 'Vivillon with many different patterns are found all over the world. These patterns are affected by the climate of their habitat.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('693', 'Clawitzer', 'By expelling water from the nozzle in the back of its claw, it can move at a speed of 60 knots.');
```

```
INSERT INTO Pokemon( PokeNumber, Name, Description )
VALUES('703', 'Carbink', 'Born from the temperatures and pressures deep underground, it fires beams from the stone in its head.');
```

--Element Types--

```
INSERT INTO ElementType( Tid, Name)
```

```
VALUES('1', 'Normal');
```

```
INSERT INTO ElementType( Tid, Name)
```

```
VALUES('2', 'Fire');
```

```
INSERT INTO ElementType( Tid, Name)
```

```
VALUES('3', 'Water');
```

```
INSERT INTO ElementType( Tid, Name)
```

```
VALUES('4', 'Electric');
```

```
INSERT INTO ElementType( Tid, Name)
```

```
VALUES('5', 'Grass');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('6', 'Ice');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('7', 'Fighting');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('8', 'Poison');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('9', 'Ground');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('10', 'Flying');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('11', 'Psychic');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('12', 'Bug');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('13', 'Rock');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('14', 'Ghost');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('15', 'Dragon');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('16', 'Dark');
```

```
INSERT INTO ElementType( Tid, Name)
VALUES('17', 'Steel');
```

```
INSERT INTO ElementType( Tid, Name)
```

```
VALUES('18', 'Fairy');
```

--Pokemon Type--

```
INSERT INTO PokemonType( PokeNumber, Tid)
```

```
VALUES('083', '1');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
```

```
VALUES('083', '10');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
```

```
VALUES('091', '3');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
```

```
VALUES('091', '6');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
```

```
VALUES('214', '12');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('214', '7');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('260', '3');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('260', '9');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('302', '16');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('302', '14');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('303', '17');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
```

```
VALUES('303', '18');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)  
VALUES('350', '3');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)  
VALUES('354', '14');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)  
VALUES('542', '12');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)  
VALUES('542', '5');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)  
VALUES('635', '16');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)  
VALUES('635', '15');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('666', '12');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('666', '10');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('693', '3');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('703', '13');
```

```
INSERT INTO PokemonType( PokeNumber, Tid)
VALUES('703', '18');
```

--Weakness--

```
INSERT INTO Weakness( Tid, Wid)
VALUES('1', '7');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('2', '3');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('2', '9');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('2', '13');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('3', '4');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('3', '5');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('4', '9');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('5', '2');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('5', '6');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('5', '8');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('5', '10');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('5', '12');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('6', '2');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('6', '7');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('6', '13');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('6', '17');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('7', '10');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('7', '11');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('8', '9');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('8', '11');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('9', '3');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('9', '5');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('9', '6');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('10', '4');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('10', '6');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('10', '13');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('11', '12');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('11', '14');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('11', '16');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('12', '2');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('12', '10');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('12', '13');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('13', '3');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('13', '5');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('13', '7');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('13', '9');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('13', '17');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('14', '6');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('14', '14');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('14', '16');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('15', '6');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('15', '15');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('15', '18');
```

```
INSERT INTO Weakness( Tid, Wid)
VALUES('16', '7');
```

```
INSERT INTO Weakness( Tid, Wid)
```

```
VALUES('16', '12');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('16', '18');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('17', '2');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('17', '7');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('17', '9');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('18', '8');
```

```
INSERT INTO Weakness( Tid, Wid)  
VALUES('18', '17');
```

--Resistance--

```
INSERT INTO Resistance( Tid, Rid)
```

```
VALUES('2', '2');
```

```
INSERT INTO Resistance( Tid, Rid)
```

```
VALUES('2', '5');
```

```
INSERT INTO Resistance( Tid, Rid)
```

```
VALUES('2', '6');
```

```
INSERT INTO Resistance( Tid, Rid)
```

```
VALUES('2', '17');
```

```
INSERT INTO Resistance( Tid, Rid)
```

```
VALUES('2', '18');
```

```
INSERT INTO Resistance( Tid, Rid)
```

```
VALUES('3', '2');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('3', '3');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('3', '6');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('3', '17');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('4', '4');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('4', '10');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('4', '17');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('5', '3');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('5', '5');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('5', '9');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('6', '6');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('7', '12');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('7', '13');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('7', '16');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('8', '5');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('8', '7');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('8', '8');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('8', '12');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('9', '8');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('9', '13');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('10', '5');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('10', '7');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('10', '12');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('11', '7');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('11', '11');
```

```
INSERT INTO Resistance( Tid, Rid)
```

```
VALUES('12', '5');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('12', '7');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('12', '9');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('13', '1');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('13', '2');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('13', '8');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('13', '10');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('14', '8');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('14', '12');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('15', '2');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('15', '3');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('15', '4');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('15', '5');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('16', '14');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('16', '16');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '1');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '5');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '6');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '10');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '11');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '12');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '13');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '15');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '17');
```

```
INSERT INTO Resistance( Tid, Rid)
VALUES('17', '18');
```

```
INSERT INTO Resistance( Tid, Rid)
```

```
VALUES('18', '7');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('18', '12');
```

```
INSERT INTO Resistance( Tid, Rid)  
VALUES('18', '16');
```

--Immunity---

```
INSERT INTO Immunity(Tid, lid)  
VALUES('1','14');
```

```
INSERT INTO Immunity( Tid, lid)  
VALUES('9', '4');
```

```
INSERT INTO Immunity( Tid, lid)  
VALUES('10', '9');
```

```
INSERT INTO Immunity( Tid, lid)
VALUES('14', '1');
```

```
INSERT INTO Immunity( Tid, lid)
VALUES('14', '7');
```

```
INSERT INTO Immunity( Tid, lid)
VALUES('16', '11');
```

```
INSERT INTO Immunity( Tid, lid)
VALUES('17', '8');
```

```
INSERT INTO Immunity( Tid, lid)
VALUES('18', '15');
```

--Pokemon Stats--

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('083', '52', '65', '55', '58', '62', '60');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('091', '50', '95', '180', '85', '45', '70');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('214', '80', '125', '75', '40', '95', '85');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('260', '100', '110', '90', '85', '90', '60');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('302', '50', '75', '75', '65', '65', '50');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('303', '50', '85', '85', '55', '55', '50');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('350', '95', '60', '79', '100', '125', '81');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('354', '64', '115', '65', '83', '63', '65');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('542', '75', '103', '80', '70', '80', '92');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('635', '92', '105', '90', '125', '90', '98');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('666', '80', '52', '50', '90', '50', '89');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('693', '71', '73', '88', '120', '89', '59');
```

```
INSERT INTO PokemonStats( PokeNumber, HP, Attack, Defense, SpecialAttack, SpecialDefense, Speed)
VALUES('703', '50', '50', '150', '50', '150', '50');
```

--Stats--

```
INSERT INTO Stats(Sid, Stat, Description)  
VALUES('1','HP','Hit Points. Determines how much damage a Pokémon can receive before fainting.');
```

```
INSERT INTO Stats(Sid, Stat, Description)  
VALUES('2','Attack','The Attack stat determines how much damage a Pokémon can deal using a physical move.');
```

```
INSERT INTO Stats(Sid, Stat, Description)  
VALUES('3','Defense','The Defense stat determines how much damage a Pokémon receives when it is hit with a physical move.');
```

```
INSERT INTO Stats(Sid, Stat, Description)  
VALUES('4','Special Attack','The Special Attack stat determines how much damage a Pokémon can deal using a special move.');
```

```
INSERT INTO Stats(Sid, Stat, Description)  
VALUES('5','Special Defense','The Special Defense stat determines how much damage a Pokémon receives when it is hit with a special move.');
```

```
INSERT INTO Stats(Sid, Stat, Description)  
VALUES('6','Speed','The Speed stat determines how quickly a Pokémon can act in battle.');
```

--Nature--

```
INSERT INTO Nature(Nid, Name)
```

```
Values('1','Hardy');
```

```
INSERT INTO Nature(Nid, Name)
```

```
Values('2','Lonely');
```

```
INSERT INTO Nature(Nid, Name)
```

```
Values('3','Brave');
```

```
INSERT INTO Nature(Nid, Name)
```

```
Values('4','Adamant');
```

```
INSERT INTO Nature(Nid, Name)
```

```
Values('5','Naughty');
```

```
INSERT INTO Nature(Nid, Name)
```

Values('6','Bold');

INSERT INTO Nature(Nid, Name)

Values('7','Docile');

INSERT INTO Nature(Nid, Name)

Values('8','Relaxed');

INSERT INTO Nature(Nid, Name)

Values('9','Impish');

INSERT INTO Nature(Nid, Name)

Values('10','Lax');

INSERT INTO Nature(Nid, Name)

Values('11','Timid');

INSERT INTO Nature(Nid, Name)

Values('12','Hasty');

```
INSERT INTO Nature(Nid, Name)  
Values('13','Serious');
```

```
INSERT INTO Nature(Nid, Name)  
Values('14','Jolly');
```

```
INSERT INTO Nature(Nid, Name)  
Values('15','Naive');
```

```
INSERT INTO Nature(Nid, Name)  
Values('16','Modest');
```

```
INSERT INTO Nature(Nid, Name)  
Values('17','Mild');
```

```
INSERT INTO Nature(Nid, Name)  
Values('18','Quiet');
```

```
INSERT INTO Nature(Nid, Name)  
Values('19','Bashful');
```

```
INSERT INTO Nature(Nid, Name)  
Values('20','Rash');
```

```
INSERT INTO Nature(Nid, Name)  
Values('21','Calm');
```

```
INSERT INTO Nature(Nid, Name)  
Values('22','Gentle');
```

```
INSERT INTO Nature(Nid, Name)  
Values('23','Sassy');
```

```
INSERT INTO Nature(Nid, Name)  
Values('24','Careful');
```

```
INSERT INTO Nature(Nid, Name)
```

```
Values('25','Quirky');
```

--Nature Traits--

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
```

```
Values('1', NULL, NULL);
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
```

```
Values('2','2', '3');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
```

```
Values('3','2', '6');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
```

```
Values('4','2', '4');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
```

```
Values('5','2', '5');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('6','3', '2');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('7',NULL, NULL);
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('8','3', '6');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('9','3', '4');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('10','3', '5');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('11','6', '2');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
```

```
Values('12','6', '3');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)  
Values('13', NULL, NULL);
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)  
Values('14','6', '4');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)  
Values('15','6', '5');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)  
Values('16', '4', '2');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)  
Values('17', '4', '3');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)  
Values('18', '4', '6');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('19', NULL, NULL);
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('20', '4', '5');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('21', '5', '2');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('22', '5', '3');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values('23', '5', '6');
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values(24, 5, 4);
```

```
INSERT INTO NatureTraits(Nid, Bid, Lid)
Values(25, NULL, NULL);
```

```
/*----Stored Procedures--
```

```
CREATE OR REPLACE FUNCTION
```

```
-----*/
```

```
--Views--
```

```
--PokeDex--
```

```
CREATE VIEW PokeDex
AS
SELECT Pokemon.PokeNumber, Pokemon.Name, Pokemon.Description,
PokemonStats.Hp, PokemonStats.Attack, PokemonStats.Defense,
PokemonStats.SpecialAttack, PokemonStats.SpecialDefense, PokemonStats.Speed
from Pokemon
join PokemonStats
on Pokemon.PokeNumber = PokemonStats.PokeNumber
```

```
ORDER BY Pokemon.PokeNumber ASC;
```

--Nature Table--

```
CREATE VIEW Natures
```

```
AS
```

```
SELECT Nature.nid, Nature.name, S1.Stat as RaisedStat, S1.Description as RaisedDescription, S2.Stat as  
LoweredStat, S2.Description as LoweredDescription
```

```
from Nature
```

```
left join NatureTraits as N1
```

```
on N1.Nid = Nature.Nid
```

```
left join Stats as S1
```

```
on S1.Sid = N1.Bid
```

```
left join Stats as s2
```

```
on s2.Sid = N1.Lid
```

--Element Type Weaknesses--

```
CREATE VIEW TypeWeaknesses
```

```
AS
```

```
SELECT ElementType.Name, ElementType2.name as WeakAgainst
```

```
from ElementType
```

```
left join Weakness as Weakness1
```

```
on ElementType.tid = Weakness1.tid
```

```
left join ElementType as ElementType2
```

```
on ElementType2.tid = Weakness1.wid
```

--Element Type Resistant--

```
CREATE VIEW TypeResists
AS
SELECT ElementType.Name, ElementType2.name as Resists
from ElementType
left join Resistance as Resistance1
on ElementType.tid = Resistance1.tid
left join ElementType as ElementType2
on ElementType2.tid = Resistance1.rid
```

--Element Immune To--

```
CREATE VIEW Immunity
AS
SELECT ElementType.Name, COALESCE(ElementType2.name,'None') as Immune
from ElementType
left join Immunity as Immunity1
on ElementType.tid = Immunity1.tid
left join ElementType as ElementType2
on ElementType2.tid = Immunity1.iid
```

--Security--

```
CREATE ROLE admin;
GRANT SELECT, INSERT, UPDATE
```

ON ALL TABLES IN SCHEMA PUBLIC

TO admin

CREATE ROLE Users;

GRANT SELECT

ON ALL TABLES IN SCHEMA PUBLIC

TO Users