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-- Drop tables if they already exist to avoid conflicts
DROP TABLE IF EXISTS deals;
DROP TABLE IF EXISTS plays;
DROP TABLE IF EXISTS session;
DROP TABLE IF EXISTS player;
DROP TABLE IF EXISTS dealer;
DROP TABLE IF EXISTS schedule;
DROP TABLE IF EXISTS time_slot;
DROP TABLE IF EXISTS game;
DROP TABLE IF EXISTS manager;

-- Create schedule table
CREATE TABLE schedule (
    shift_id INT PRIMARY KEY,
    shift_name VARCHAR(50),
    start_time TIME,
    end_time TIME
);

-- Create manager table
CREATE TABLE manager (
    manager_id INT PRIMARY KEY,
    name VARCHAR(100),
    salary DECIMAL(10, 2),
    schedule_id INT,
    FOREIGN KEY (schedule_id) REFERENCES schedule(shift_id)
);

-- Create game table
CREATE TABLE game (
    game_id INT PRIMARY KEY
);

-- Create time_slot table
CREATE TABLE time_slot (
    time_slot_id INT PRIMARY KEY,
    day VARCHAR(20),
    start_time TIME,
    end_time TIME
);

-- Create session table
CREATE TABLE session (
    session_id INT PRIMARY KEY,
    time_slot_id INT,
    game_id INT,
    FOREIGN KEY (time_slot_id) REFERENCES time_slot(time_slot_id),
    FOREIGN KEY (game_id) REFERENCES game(game_id)
);

-- Create player table
CREATE TABLE player (
    player_id INT PRIMARY KEY,
    name VARCHAR(100),
    balance DECIMAL(10, 2),
    net_won DECIMAL(10, 2)
);

-- Create plays table
CREATE TABLE plays (
    player_id INT,
    session_id INT,
    PRIMARY KEY (player_id, session_id),
    FOREIGN KEY (player_id) REFERENCES player(player_id),
    FOREIGN KEY (session_id) REFERENCES session(session_id)
);

-- Create dealer table
CREATE TABLE dealer (
    dealer_id INT PRIMARY KEY,
    name VARCHAR(100),
    salary DECIMAL(10, 2),
    schedule_id INT,
    FOREIGN KEY (schedule_id) REFERENCES schedule(shift_id)
);

-- Create deals table
CREATE TABLE deals (
    session_id INT,
    dealer_id INT,
    PRIMARY KEY (session_id, dealer_id),
    FOREIGN KEY (session_id) REFERENCES session(session_id),
    FOREIGN KEY (dealer_id) REFERENCES dealer(dealer_id)
);

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