This database is built after a store that sells video games. It keeps its inventory, keeps track of the shipments sent to it to keep its inventory in stock, and keeps track of the customers that have bought games from the store so that way it can keep track of the games coming in for each customer. It also keeps track of returns and any game that would be refunded for any reason. The user groups that are served by this database are rather simple, the employees at the game store and the customers who purchase their games there. It helps the employees by automating their inventory system so that way they would not have to keep it in writing. It helps the customers by making their purchase of a game at the store casual and easy since they will not have to give much information to the store other then the essentials. There are some limitations with the system just like every system. It requires the user keeps track of all the identification numbers they get with each step they go through (customerid, distributorcaseid, employeeid, shipmentid). It takes a lot of very specific information such as the games title, specific platform, quantity, the shipment date that the game was sent to the customer, etc. It can get a bit tricky to keep up with all the specific information the database needs to function each table. Also you have to enter all of the information at once for each table as there is no option to enter null values in any of the tables.

REM Script: ZacharyCarrollAshley\_MidtermBetterVersion17

REM Have:

Check Constraint, Column Alias, Range Criteria (Between), Using IN operator, Using LIKE operator with Wildcards

create table Inventory (

GameTitle varchar2(50) not null,

Platform varchar2(20) not null,

Price number not null,

Publisher varchar2(50) not null,

Quantity number not null

)

;

create table Employee (

Name varchar2(4000) not null,

EmployeeID varchar2(4000) not null constraint employee\_pk primary key,

Address varchar2(4000) not null,

PositionName varchar2(4000) not null

)

;

create table Distributor (

Address varchar2(50) not null,

PhoneNumber varchar2(4000) not null,

DistributorCaseID varchar2(50) not null constraint distributor\_pk primary key

)

;

create table Customer (

CustomerID number not null constraint customer\_pk primary key,

PhoneNumber varchar2(4000) not null,

Name varchar2(50) not null,

Address varchar2(50) not null

)

;

create table Shipment (

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

EmployeeID number not null,

ShipmentID number not null,

CarrierCompany varchar2(4000) not null,

CustomerID number not null,

Quantity number not null,

ShipmentDate date not null

)

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Persona 5', 'PS4', '60.00', 'Atlus', '10')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Pokemon Sword', 'Nintendo Switch', '60.00', 'Game Freak', '5')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Overwatch', 'Xbox One', '30.00', 'Blizzard', '1')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Super Smash Bros Ultimate', 'Nintendo Switch', '60.00', 'Sora Limited', '19')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Tony Hawk Underground', 'Gamecube', '250.00', 'Activision', '1')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Pokemon Shield', 'Nintendo Switch', '60.00', 'Game Freak', '9')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Jet Set Radio', 'Xbox 360', '100.00', 'Microsoft', '1')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Half Life Alyx', 'PC', '60.00', 'Valve', '5')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Smash Bros For The Wii U', 'Wii U', '60.00', 'Sora Limited', '100')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY)

Values ('Pokemon Platnium', 'Nintendo DS', '60.00', 'Game Freak', '7')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('123456', '(937)-123-4567', 'Zachary Carroll-Ashley', '54321 House Avenue')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('654321', '(937)-678-9101', 'Martha Taylor', '72117 Fake Place Street')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('546000', '(202)-555-0192', 'Joseph Carey Jr', '90909 Sergeant Place')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('724085', '(423)-916-7627', 'Tom Baker', '51324 Dalek Street')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('216057', '(829)-869-3508', 'River Song', '62134 Smith Place')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('281602', '(808)-555-0108', 'Theresa Uzhca Perez', '67811 Alexa Avenue')

;

select \* from CUSTOMER

;

delete from CUSTOMER

where NAME = 'Theresa Uzhca Perez'

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('743974', '(307)-929-0156', 'Theresa Uzhca Perez', '67811 Alexa Avenue')

;

ALTER TABLE DISTRIBUTOR

ADD (PUBLISHER VARCHAR2(4000))

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('785207', '(314)-716-9554', 'Amy Pond', '67811 Tardis Street')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('602552', '(360)-731-1163', 'Rory Pond', '120683 Doctor Place')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('587051', '(524)-710-8577', 'Peter Capaldi', '11112 Tennant Street')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('391327', '(771)-426-2320', 'Missy Master', '10103 Gallifrey Avenue')

;

SELECT \* FROM CUSTOMER

;

ALTER TABLE EMPLOYEE

MODIFY POSITIONNAME DEFAULT 'Stocker'

;

ALTER TABLE INVENTORY

MODIFY QUANTITY DEFAULT '1'

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('616129', '(313)-222-1817', 'Annabelle Carroll', '1234 Yellav Street')

;

insert into CUSTOMER (CUSTOMERID, PHONENUMBER, NAME, ADDRESS)

Values ('212139', '(313)-181-7222', 'Jay Carroll', '1234 Yellav Street')

;

SELECT \* FROM CUSTOMER

;

DELETE

FROM

CUSTOMER

WHERE

NAME = 'Jay Carroll'

;

DELETE

FROM

CUSTOMER

WHERE

NAME = 'Annabelle Carroll'

;

select \* from user\_recyclebin

;

alter table SHIPMENT add constraint pk\_shipment primary key (GAMETITLE)

;

alter table INVENTORY add constraint pk\_inventory primary key (GAMETITLE)

;

SELECT \* FROM inventory

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('Dashie Wilders', '100000', '12345 Alexa Avenue', 'Stocker')

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('Lavender Socair', '654321', '54321 Tempus Avenue', 'Manager')

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('Erica Pixxington', '712567', '23321 Snowflake Place', 'Retail Staff')

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('Kayleigh Three', '619295', '33123 Spooky Street', 'Senior Game Advisor')

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('Ari Mars', '431109', '20132 River Avenue', 'Manager')

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('River Doctor', '241845', '52956 Kael Avenue', 'Retail Staff')

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('Alice Capaldi', '657899', '20204 Raggedy Place', 'Manager')

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('Jillian Sable', '909021', '54790 Fionna Avenue', 'Senior Game Advisor')

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('Jordan Pandy', '616178', '56900 Xenia Avenue', 'Senior Advisor')

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('Amy Goats', '453125', '95777 Secret Street', 'Game Advisor')

;

SELECT \* FROM EMPLOYEE

;

ALTER TABLE INVENTORY

ADD CHECK (QUANTITY>=1)

;

ALTER TABLE SHIPMENT

ADD CHECK (QUANTITY>=1)

;

select

"NAME",

"EMPLOYEEID",

"ADDRESS",

"POSITIONNAME"

from "EMPLOYEE"

;

ALTER TABLE EMPLOYEE

ADD AGE NUMBER(3)

;

ALTER TABLE EMPLOYEE

ADD CHECK (Age>=18)

;

insert into EMPLOYEE (AGE)

Values ('18')

;

ALTER TABLE EMPLOYEE

DROP COLUMN AGE

;

ALTER TABLE INVENTORY

ADD CHECK (PRICE>=1.00)

;

CREATE TABLE CUSTOMERSHIPMENTS AS

SELECT [ GAMETITLE, PLATFORM, SHIPMENTID, CUSTOMERID]

FROM SHIPMENT

;

CREATE TABLE CUSTOMERSHIPMENTS AS

SELECT [GAMETITLE, PLATFORM, SHIPMENTID, CUSTOMERID]

FROM SHIPMENT

[CUSTOMERSHIPMENTS]

;

create table CUSTOMERSHIPMENTS AS

['GAMETITLE', 'PLATFORM', 'SHIPMENTID', 'CUSTOMERID']

FROM SHIPMENT

;

SELECT \* INTO CUSTOMERSHIPMENTS FROM SHIPMENT WHERE 1 = 0

;

SELECT \* INTO CUSTOMERSHIPMENTS FROM SHIPMENT

;

select

"GAMETITLE",

"PLATFORM",

"EMPLOYEEID",

"SHIPMENTID",

"CARRIERCOMPANY",

"CUSTOMERID",

"QUANTITY",

"SHIPMENTDATE"

from "SHIPMENT"

;

CREATE TABLE CUSTOMERACCOUNT AS

SELECT [NAME, ADDRESS, PHONENUMBER, CUSTOMERID]

FROM CUSTOMER

;

[ WHERE 0 = 1]

CREATE TABLE CUSTOMERACCOUNT AS

SELECT [NAME, ADDRESS, PHONENUMBER, CUSTOMERID]

FROM CUSTOMER

[ WHERE 0 = 1]

;

CREATE TABLE CUSTOMERACCOUNT AS

SELECT [NAME, ADDRESS]

FROM CUSTOMER

;

CREATE TABLE CUSTOMERACCOUNT AS SELECT [NAME, ADDRESS]

FROM CUSTOMER

;

CREATE TABLE CUSTOMERACCOUNT AS

SELECT NAME, ADDRESS

FROM CUSTOMER

;

DROP TABLE CUSTOMERACCOUNT

;

UPDATE CUSTOMER

SET NAME = Zachary Ashley, ADDRESS = 444 West Third Street,

WHERE CUSTOMERID = 123456

SELECT \* FROM CUSTOMER

;

UPDATE CUSTOMER

SET NAME = Zachary Ashley, ADDRESS = 444 West Third Street,

WHERE CUSTOMERID = 123456

;

UPDATE CUSTOMER

SET NAME = 'Zachary Ashley', ADDRESS = '444 West Third Street',

WHERE CUSTOMERID = 123456

;

UPDATE EMPLOYEE

SET NAME = 'Theresa Abbington', POSITIONNAME= 'Retail Staff'

WHERE EMPLOYEEID = 100000

;

UPDATE EMPLOYEE

SET NAME = 'Erica Pixx', ADDRESS = '23321 Snowfields Place'

WHERE EMPLOYEEID = 712567

SELECT \* FROM EMPLOYEE

;

UPDATE EMPLOYEE

SET NAME = 'Erica Pixx', ADDRESS= '23321 Snowflake Place'

WHERE EMPLOYEEID = 100000

SELECT \* FROM EMPLOYEE

;

UPDATE EMPLOYEE

SET NAME = 'Erica Pixx', ADDRESS= '23321 Snowflake Place'

WHERE EMPLOYEEID = 712567

SELECT \* FROM EMPLOYEE

;

UPDATE EMPLOYEE

SET NAME = 'Erica Pixx', ADDRESS= '23321 Snowflake Place'

WHERE EMPLOYEEID = 712567

;

UPDATE EMPLOYEE

SET EMPLOYEEID = '431189', POSITIONNAME= 'Senior Manager'

WHERE NAME = Ari Mars

;

UPDATE EMPLOYEE

SET EMPLOYEEID = '431189', POSITIONNAME= 'Senior Manager'

WHERE NAME = 'Ari Mars'

;

DELETE FROM CUSTOMER

WHERE PHONENUMBER = (937)-123-4567

ROLLBACK

SELECT \* FROM CUSTOMER

;

DELETE FROM CUSTOMER

WHERE PHONENUMBER = (937)-123-4567

ROLLBACK

;

delete CUSTOMER where PHONENUMER = (937)-123-4567

;

delete CUSTOMER where PHONENUMBER = (937)-123-4567

;

delete CUSTOMER where PHONENUMBER =(937)-123-4567

;

delete CUSTOMER where CUSTOMERID =>123456

;

delete CUSTOMER where CUSTOMERID > 123456

;

rollback

SELECT \* FROM CUSTOMER

;

insert into EMPLOYEE (NAME, EMPLOYEEID, ADDRESS, POSITIONNAME)

Values ('777111', '(934)-823-1212', 'Jake Robertts', '67812 Alexa Avenue')

;

DELETE FROM EMPLOYEE WHERE NAME = 777111

;

DELETE FROM EMPLOYEE WHERE NAME = '777111'

;

SELECT CustomerID AS ID, Name AS Customer

FROM Customers

;

SELECT CustomerID AS ID, Name AS Customer

FROM Customer

;

SELECT CUSTOMERID

FROM EMPLOYEE

WHERE CUSTOMERID BETWEEN 1 AND 10

;

SELECT PRICE

FROM INVENTORY

WHERE PRICE BETWEEN 1 AND 1000

;

SELECT \* FROM INVENTORY

WHERE GAMETITLE IN ('Persona 5')

;

SELECT \* FROM EMPLOYEE

WHERE EMPLOYEEID LIKE '123%'

;

SELECT \* FROM EMPLOYEE

;

SELECT \* FROM EMPLOYEE

SELECT \* FROM EMPLOYEE

WHERE EMPLOYEEID LIKE '%0'

;

SELECT \* FROM EMPLOYEE

WHERE EMPLOYEEID LIKE '%0'

;

SELECT \* FROM DISTRIBUTOR

;

ALTER TABLE INVENTORY

ADD DISTRIBUTORCASEID VARCHAR2(50)

;

insert into INVENTORY (DISTRIBUTORCASEID)

Values ('7777')

;

ALTER TABLE INVENTORY

ALTER COLUMN GAMETITLE varchar(4000) NULL

;

ALTER TABLE INVENTORY

ALTER COLUMN GAMETITLE varchar(4000) NOT NULL

;

ALTER TABLE INVENTORY

MODIFY GAMETITLE varchar(4000) NULL

;

ALTER TABLE INVENTORY

MODIFY PLATFORM varchar(4000) NULL

;

ALTER TABLE INVENTORY

MODIFY PRICE varchar(4000) NULL

;

ALTER TABLE INVENTORY

MODIFY PRICE varchar2(4000) NULL

;

ALTER TABLE INVENTORY

MODIFY PRICE varchar2(22) NULL

;

ALTER TABLE INVENTORY

MODIFY PUBLISHER varchar2(50) NULL

;

ALTER TABLE INVENTORY

MODIFY QUANTITY NUMBER(22) NULL

;

select \* from INVENTORY

;

CREATE TABLE STOREINVENTORY AS

SELECT [ GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID]

FROM INVENTORY

;

create table STOREINVENTORY (

GAMETITLE varchar2(50) constraint storeinventory\_pk primary key,

PLATFORM varchar2(20),

PRICE number,

PUBLISHER varchar2(50),

QUANTITY number,

DISTRIBUTORCASEID number

)

;

alter table STOREINVENTORY add constraint storeinventory\_distributorc\_uq unique (DISTRIBUTORCASEID)

;

ALTER TABLE DISTRIBUTOR

DROP COLUMN DISTRIBUTORCASEID

;

ALTER TABLE DISTRIBUTOR

ADD DISTRIBUTORCASEID varchar2(50)

;

alter table DISTRIBUTOR add constraint pk\_caseid primary key (DISTRIBUTORCASEID)

;

ALTER TABLE DISTRIBUTOR

DROP COLUMN DISTRIBUTORCASEID

;

ALTER TABLE DISTRIBUTOR

ADD DISTRIBUTORCASEID NUMBER(22)

;

alter table DISTRIBUTOR add constraint pk\_caseid primary key (DISTRIBUTORCASEID)

;

ALTER TABLE STOREINVENTORY

ADD CONSTRAINT fk\_storeinventory

FOREIGN KEY (DISTRIBUTORCASEID)

REFERENCES DISTRIBUTOR (DISTRIBUTORCASEID)

;

select

"GAMETITLE",

"PLATFORM",

"PRICE",

"PUBLISHER",

"QUANTITY",

"DISTRIBUTORCASEID"

from "STOREINVENTORY"

;

insert into STOREINVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Tony Hawk Underground', 'Gamecube', '250.00', 'Activision', '1', '777')

;

SELECT \* FROM STOREINVENTORY

;

drop table "STOREINVENTORY" cascade constraints

;

insert into INVENTORY (DISTRIBUTORCASEID)

Values ('777')

;

SELECT \* FROM INVENTORY

;

drop table "INVENTORY" cascade constraints

;

create table INVENTORY (

GAMETITLE varchar2(50) not null constraint inventory\_pk primary key,

PLATFORM varchar2(20) not null,

PRICE number not null,

PUBLISHER varchar2(50) not null,

QUANTITY number not null,

DISTRIBUTORCASEID number not null

)

;

ALTER TABLE INVENTORY

DROP FOREIGN KEY FK\_inventory

;

ALTER TABLE INVENTORY

DROP CONSTRAINT FK\_inventory

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Tony Hawk Underground', 'Gamecube', '250.00', 'Activision', '1', '777')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Persona 5', 'PS4', '60.00', 'Atlus', '10', '711')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Pokemon Sword', 'Nintendo Switch', '60.00', 'Game Freak', '5', '921')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Overwatch', 'Xbox One', '30.00', 'Activision', '1', '231')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Super Smash Bros Ultimate', 'Nintendo Switch', '60.00', 'Sora Limited', '19', '676')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Pokemon Shield', 'Nintendo Switch', '60.00', 'Game Freak', '7', '456')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Jet Set Radio', 'Sega Dreamcast', '100.00', 'Sega', '1', '717')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Half Life Alyx', 'Oculus Rift', '60.00', 'Valve', '5', '222')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Smash Bros For The Wii U', 'Wii U', '60.00', 'Sora Limited', '100', '619')

;

insert into INVENTORY (GAMETITLE, PLATFORM, PRICE, PUBLISHER, QUANTITY, DISTRIBUTORCASEID)

Values ('Gears Of War', 'Xbox One', '60.00', 'Microsoft', '7', '169')

;

SELECT \* FROM INVENTORY

;

ALTER TABLE INVENTORY

ADD CONSTRAINT fk\_inventory

FOREIGN KEY (DISTRIBUTORCASEID)

REFERENCES DISTRIBUTOR (DISTRIBUTORCASEID)

;

create table RETURNS (

ReturnNum number not null constraint returns\_pk primary key,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

Primary Key(ReturnNum),

FOREIGN KEY(CustomerID) REFERENCES Customer(CustomerID),

FOREIGN KEY(GameTitle) REFERENCES INVENTORY(GameTitle))

;

create table RETURNS (

ReturnNum number not null,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

Primary Key(ReturnNum),

FOREIGN KEY(CustomerID) REFERENCES Customer(CustomerID),

FOREIGN KEY(GameTitle) REFERENCES INVENTORY(GameTitle))

;

create table RETURNS (

ReturnNum number not null,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

Primary Key(ReturnNum),

FOREIGN KEY(CustomerID) REFERENCES Customer(CustomerID),

FOREIGN KEY(GameTitle) REFERENCES INVENTORY(GameTitle)

;

create table RETURNS (

ReturnNum number not null constraint returns\_pk primary key,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

Primary Key(ReturnNum),

FOREIGN KEY(CustomerID) REFERENCES Customer(CustomerID),

FOREIGN KEY(GameTitle) REFERENCES INVENTORY(GameTitle),

)

;

create table RETURNS (

ReturnNum number not null constraint returns\_pk primary key,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

FOREIGN KEY(CustomerID) REFERENCES Customer(CustomerID),

FOREIGN KEY(GameTitle) REFERENCES INVENTORY(GameTitle),

)

;

create table RETURNS (

ReturnNum number not null constraint returns\_pk primary key,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

FOREIGN KEY(CustomerID) REFERENCES Customer(CustomerID),

FOREIGN KEY(GameTitle) REFERENCES INVENTORY(GameTitle),

))

;

create table RETURNS (

ReturnNum number not null constraint returns\_pk primary key,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

FOREIGN KEY(CustomerID) REFERENCES Customer(CustomerID),

FOREIGN KEY(GameTitle) REFERENCES INVENTORY(GameTitle),

)))

;

create table RETURNS (

ReturnNum number not null,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

Primary Key(ReturnNum),

FOREIGN KEY(CustomerID) REFERENCES Customer(CustomerID),

FOREIGN KEY(GameTitle) REFERENCES INVENTORY(GameTitle)),

)

;

create table RETURNS (

ReturnNum number not null,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

Primary Key(ReturnNum),

)

;

create table RETURNS (

ReturnNum number not null,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

Primary Key(ReturnNum),

))

;

create table RETURNS (

ReturnNum number not null,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

Primary Key(ReturnNum)))

;

create table RETURNS (

ReturnNum number not null constraint returns\_pk primary key,

Quantity number not null,

GameTitle varchar2(4000) not null,

Platform varchar2(4000) not null,

CustomerID number not null,

ReturnDate date not null

)

;

ALTER TABLE RETURNS

ADD FOREIGN KEY (EmployeeID) REFERENCES Employee(EmployeeID),

;

ALTER TABLE RETURNS

ADD CONSTRAINT FK\_Returns

ADD FOREIGN KEY (EmployeeID) REFERENCES Employee(EmployeeID),

;

ALTER TABLE RETURNS

ADD CONSTRAINT FK\_Returns

ADD FOREIGN KEY (EmployeeID) REFERENCES Employee(EmployeeID)

;

ALTER TABLE RETURNS

ADD CONSTRAINT FK\_Returns

FOREIGN KEY (EmployeeID) REFERENCES Employee(EmployeeID)

;

ALTER TABLE RETURNS

ADD CONSTRAINT FK\_Returns

FOREIGN KEY (CustomerID) REFERENCES Customer(CustomerID)

;

create table RETURNS (

RETURNID number not null constraint returns\_pk primary key,

QUANTITY number not null,

GAMETITLE varchar2(4000) not null,

PLATFORM varchar2(4000) not null,

CUSTOMERID number not null,

RETURNDATE date not null

)

;

create table SELLBACKS (

GAME\_ID number not null constraint sellbacks\_pk primary key,

NAME varchar2(4000) not null,

PRICE number not null,

QUANTITY number not null,

MATCHEDPRICE varchar2(4000) not null

)

;

ALTER TABLE DISTRIBUTOR ADD CONSTRAINT DISCASEID CHECK (DISTRIBUTORCASEID > 1)

;

SELECT NAME AS "Customer Name"

FROM

CUSTOMER

;

SELECT \* FROM INVENTORY

WHERE PRICE > 30

;

SELECT \* FROM INVENTORY

WHERE PLATOFMR IN ('Nintendo Switch')

;

SELECT \* FROM INVENTORY

WHERE PLATFORM IN ('Nintendo Switch')

;

SELECT \* FROM CUSTOMER

WHERE NAME LIKE "Z%"

;

SELECT \* FROM CUSTOMER

WHERE NAME LIKE 'Z%'

;

SELECT INVENTORY.GAMETITLE, INVENTORY.PLATFORM

FROM INVENTORY

FULL OUTER JOIN INVENTORY ON RETURNS.GAMETITLE=INVENTORY.GAMETITLE

ORDER BY RETURNS.GAMETITLE

;

SELECT INVENTORY, INVENTORY

FROM INVENTORY

FULL OUTER JOIN INVENTORY ON RETURNS.GAMETITLE=INVENTORY.GAMETITLE

ORDER BY RETURNS.GAMETITLE

;

SELECT INVENTORY, INVENTORY

FROM INVENTORY

FULL OUTER JOIN INVENTORY ON RETURNS.GAMETITLE=INVENTORY.GAMETITLE

ORDER BY RETURNS.GAMETITLE

;