

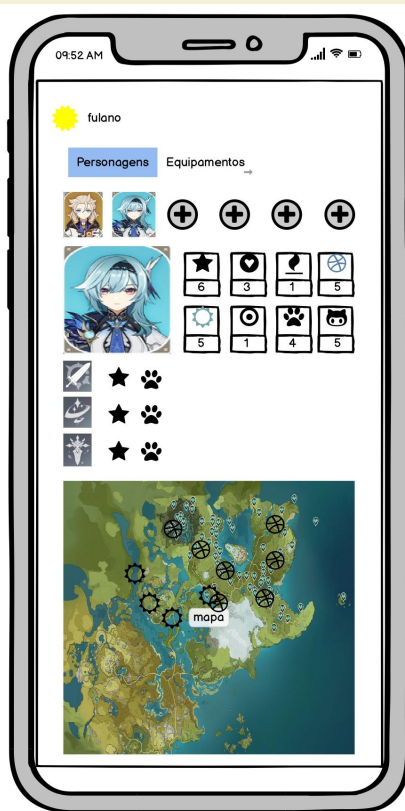
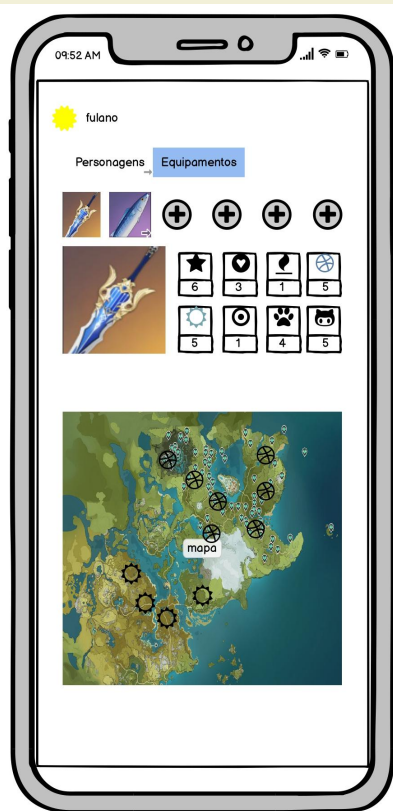
COLETA DE MATERIAIS DE GENSIN IMPACT

Ana Gabriella e Pedro Aguiar



- . Organizar os materiais e artefatos que precisa coletar
- . Quais materiais que cada personagem precisa
- . Quais materiais que as habilidades dos personagens precisam
- . Disponibilidade dos materiais e artefatos

PROTÓTIPO E TABELA DE DADOS

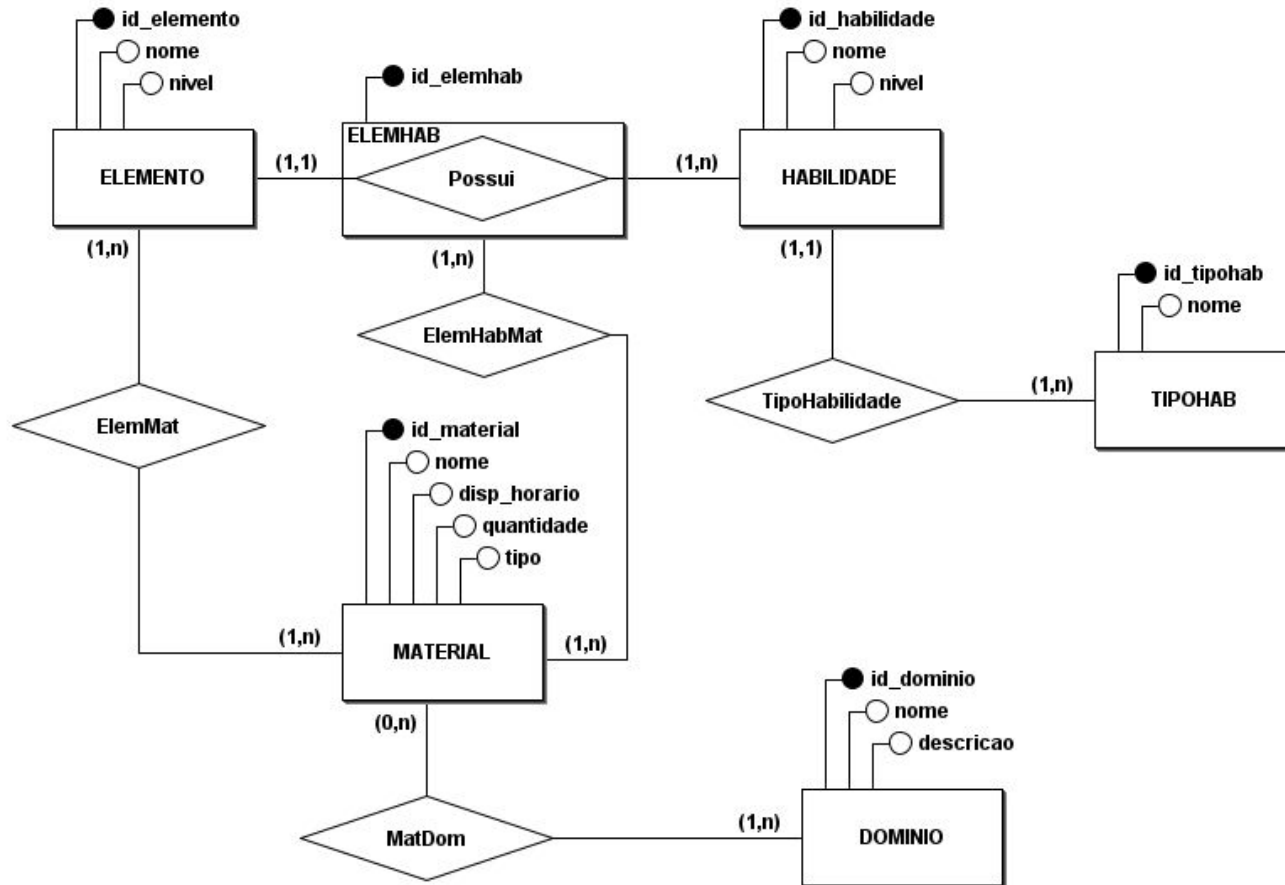


nome_dominio	nome_material
Enter the Golden House	Shadow of the Warrior
Confront Stormterror	Dvalins Plume
Beneath the Dragon-Queller	Bloodjade Branch
Narukami Island: Tenshukaku	Hellfire Butterfly
Confront Stormterror	Dvalins Claw

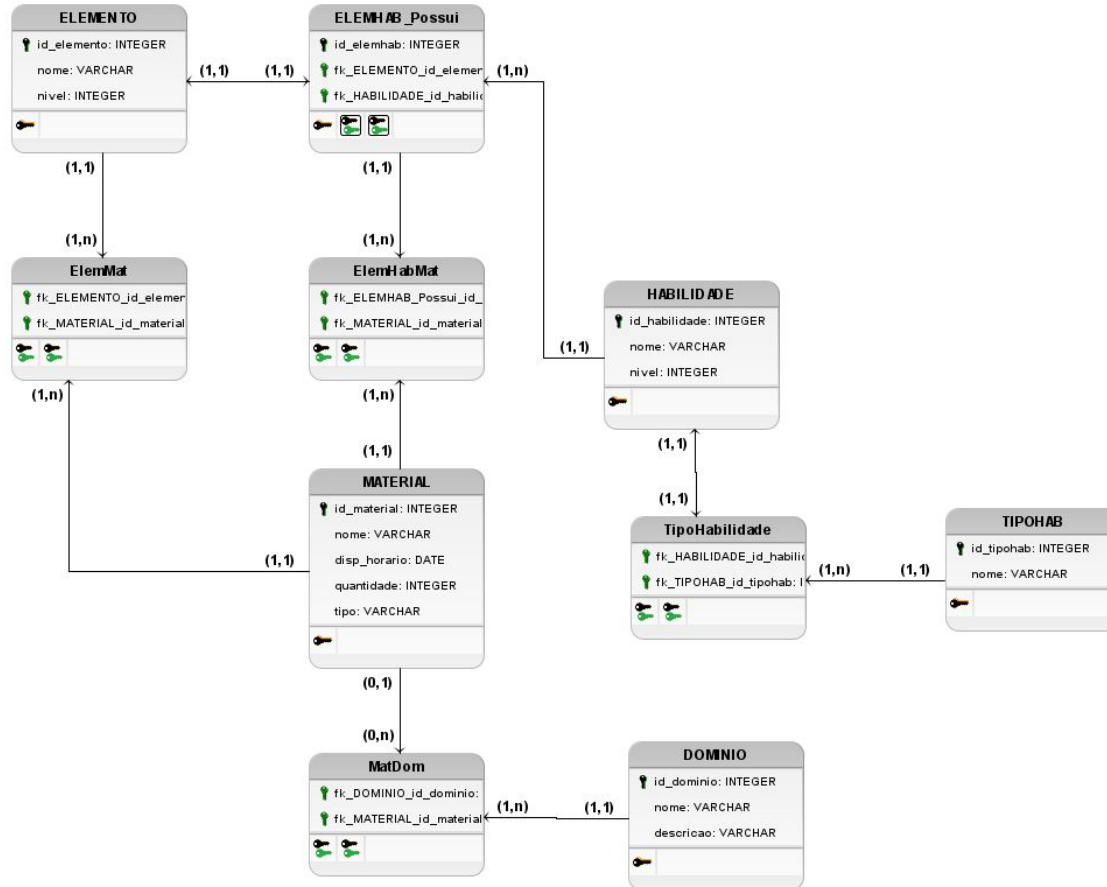
elemento	nivel_elemento	material
Solar Pearl	60	Relic from Guyun
Aqua Simulacra	80	Relic from Guyun
Calamity Queller	70	Mist Veiled Gold Elixir
Skyward Pride	40	Boreal Wolfs Cracked Tooth
Everlasting Moonglow	50	Jeweled Branch of a Distant Sea
Jean	40	Vayuda Turquoise Fragment
Noelle	80	Primitiva Topaz Gemstone
Xiao	85	Vayuda Turquoise Gemstone

nome_elemento	nome_habilidade	nome_material
Jean	Favonius Bladework	Dvalins Plume
Jean	Gale Blade	Dvalins Plume
Jean	Dandelion Breeze	Dvalins Plume
Noelle	Favonius Bladework - Maid	Dvalins Claw
Noelle	Breastplate	Dvalins Claw
Noelle	Sweeping Time	Dvalins Claw
Xiao	Whirlwind Thrust	Shadow of the Warrior
Xiao	Lemniscatic Wind Cycling	Shadow of the Warrior
Xiao	Bane of All Evil	Shadow of the Warrior
Ayaka	Kabuki	Bloodjade Branch

MODELO CONCEITUAL



MODELO LÓGICO



MODELO FÍSICO

```
CREATE TABLE ELEMENTO (  
    id_elemento INTEGER PRIMARY KEY,  
    nome VARCHAR,  
    nivel INTEGER  
);  
  
CREATE TABLE HABILIDADE (  
    id_habilidade INTEGER PRIMARY KEY,  
    nome VARCHAR,  
    nivel INTEGER  
);  
  
CREATE TABLE MATERIAL (  
    id_material INTEGER PRIMARY KEY,  
    nome VARCHAR,  
    disp_horario DATE,  
    quantidade INTEGER,  
    tipo VARCHAR  
);  
  
CREATE TABLE DOMINIO (  
    id_dominio INTEGER PRIMARY KEY,  
    nome VARCHAR,  
    descricao VARCHAR  
);
```

```
CREATE TABLE ELEMHAB_Possui (  
    id_elemhab INTEGER PRIMARY KEY,  
    fk_ELEMENTO_id_elemento INTEGER,  
    fk_HABILIDADE_id_habilidade INTEGER  
);  
  
CREATE TABLE TIPOHAB (  
    id_tipohab INTEGER PRIMARY KEY,  
    nome VARCHAR  
);  
  
CREATE TABLE ElemMat (  
    fk_ELEMENTO_id_elemento INTEGER,  
    fk_MATERIAL_id_material INTEGER  
);  
  
CREATE TABLE ElemHabMat (  
    fk_ELEMHAB_Possui_id_elemhab INTEGER,  
    fk_MATERIAL_id_material INTEGER  
);  
  
CREATE TABLE MatDom (  
    fk_DOMINIO_id_dominio INTEGER,  
    fk_MATERIAL_id_material INTEGER  
);  
  
CREATE TABLE TipoHabilidade (  
    fk_HABILIDADE_id_habilidade INTEGER,  
    fk_TIPOHAB_id_tipohab INTEGER  
);
```

INSERT

INSERT INTO DOMINIO VALUES

```
(1,'Enter the Golden House', 'Boss Domain'),
(2,'Confront Stormterror', 'Boss Domain'),
(3,'Beneath the Dragon-Queller','Boss Domain'),
(4,'Forsaken Rift', 'Talent Material'),
(5,'Taishan Mansion', 'Talent Material'),
(6,'Violet Court','Talent Material'),
(7,'Cecilia Garden','Weapon Material');
```

INSERT INTO ELEMENTO VALUES

```
(1,'Solar Pearl',60),
(2,'Aqua Simulacra',60),
(3,'Calamity Queller',70),
(4,'Skyward Pride',40),
(5,'Everlasting Moonglow',50),
(6,'Jean',40),
(7,'Noelle',80),
(8,'Xiao',85),
(9,'Ayaka',60),
(10,'Sangonomiya Kokomi',70);
```

INSERT INTO TIPOHAB VALUES

```
(1,'NORMAL'),
(2,'ELEMENTAL'),
(3,'SUPREMA');
```

INSERT INTO MATDOM VALUES

```
(1,17),
(2,15),
(2,16),
(3,18);
```

INSERT INTO HABILIDADE VALUES

```
(1,'Favonius Bladework',6),
(2,'Gale Blade',8),
(3,'Dandelion Breeze',7),
(4,'Favonius Bladework - Maid',4),
(5,'Breastplate',5),
(6,'Sweeping Time',4),
(7,'Whirlwind Thrust',8),
(8,'Lemniscatic Wind Cycling',8),
(9,'Bane of All Evil',6),
(10,'Kabuki',7);
```

INSERT INTO TIPOHABILIDADE VALUES

```
(1,1),
(2,2),
(3,3),
(4,1),
(5,2),
(6,3),
(7,1),
(8,2),
(9,3),
(10,1);
```

INSERT INTO MATERIAL VALUES

```
(1,'Relic from Guyun','2022-06-20',1,'Weapon Ascension Material'),
(2,'Mist Veiled Gold Elixir','2022-06-21',2,'Weapon Ascension Material'),
(3,'Boreal Wolfs Cracked Tooth','2022-06-20',1,'Weapon Ascension Material'),
(4,'Jeweled Branch of a Distant Sea','2022-06-22',2,'Weapon Ascension Material'),
(5,'Vayuda Turquoise Fragment','2022-06-20',3,'Character Ascension Material'),
(6,'Hurricane Seed','2022-06-20',2,'Elemental Stone'),
(7,'Prithiva Topaz Gemstone','2022-06-20',3,'Character Ascension Material'),
(8,'Basalt Pillar','2022-06-20',3,'Elemental Stone'),
(9,'Vayuda Turquoise Gemstone','2022-06-20',3,'Character Ascension Material'),
(10,'Juvenile Jade','2022-06-20',3,'Elemental Stone');
```

INSERT INTO ELEMHABMAT VALUES

```
(1,15),
(2,15),
(3,15),
(4,16),
(5,16),
(6,16),
(7,17),
(8,17),
(9,17),
(10,18);
```

INSERT INTO ELEMMAT VALUES

```
(1,1),
(2,1),
(3,2),
(4,3),
(5,4),
(6,5),
(6,6),
(7,7),
(7,8),
(8,9),
(8,10),
(9,11),
(9,12),
(10,13),
(10,14);
```

INSERT INTO ELEMHAB_POSSUI

```
VALUES
(1,6,1),
(2,6,2),
(3,6,3),
(4,7,1),
(5,7,2),
(6,7,3),
(7,8,1),
(8,8,2),
(9,8,3),
(10,9,1);
```

CONSULTA COM INNER JOIN E ORDER BY

```
SELECT E.NOME AS NOME_ELEMENTO, H.NOME AS NOME_HABILIDADE,  
MAT.NOME AS NOME_MATERIAL, D.NOME AS NOME_DOMINIO FROM  
ELEMENTO E
```

```
INNER JOIN ELEMHAB_POSSUI EHP ON (E.ID_ELEMENTO =  
EHP.FK_ELEMENTO_ID_ELEMENTO)
```

```
INNER JOIN HABILIDADE H ON (EHP.FK_HABILIDADE_ID_HABILIDADE =  
H.ID_HABILIDADE)
```

```
INNER JOIN ELEMHABMAT EHM ON (EHP.ID_ELEMHAB =  
EHM.FK_ELEMHAB_POSSUI_ID_ELEMHAB)
```

```
INNER JOIN MATERIAL MAT ON (EHM.FK_MATERIAL_ID_MATERIAL =  
MAT.ID_MATERIAL)
```

```
INNER JOIN MATDOM MD ON (MAT.ID_MATERIAL =  
MD.FK_MATERIAL_ID_MATERIAL)
```

```
INNER JOIN DOMINIO D ON (MD.FK_DOMINIO_ID_DOMINIO =  
D.ID_DOMINIO)
```

```
GROUP BY E.NOME, H.NOME, MAT.NOME, D.NOME
```

```
ORDER BY E.NOME ASC
```

	 nome_elemento character varying 	nome_habilidade character varying 	nome_material character varying 	nome_dominio character varying 
1	Ayaka	Hyoka	Bloodjade Branch	Beneath the Dragon-Queller
2	Ayaka	Kabuki	Bloodjade Branch	Beneath the Dragon-Queller
3	Ayaka	Soumetsu	Bloodjade Branch	Beneath the Dragon-Queller
4	Jean	Dandelion Breeze	Dvalins Plume	Confront Stormterror
5	Jean	Favonius Bladework	Dvalins Plume	Confront Stormterror
6	Jean	Gale Blade	Dvalins Plume	Confront Stormterror
7	Noelle	Breastplate	Dvalins Claw	Confront Stormterror
8	Noelle	Favonius Bladework - Maid	Dvalins Claw	Confront Stormterror
9	Noelle	Sweeping Time	Dvalins Claw	Confront Stormterror
10	Sangonomiya Kokomi	Kurages Oath	Hellfire Butterfly	Narukami Island: Tenshukaku
11	Sangonomiya Kokomi	Nereids Ascension	Hellfire Butterfly	Narukami Island: Tenshukaku
12	Sangonomiya Kokomi	Yne Shape of Water	Hellfire Butterfly	Narukami Island: Tenshukaku
13	Xiao	Bane of All Evil	Shadow of the Warrior	Enter the Golden House
14	Xiao	Lemniscatic Wind Cycling	Shadow of the Warrior	Enter the Golden House
15	Xiao	Whirlwind Thrust	Shadow of the Warrior	Enter the Golden House

CONSULTA COM INNER JOIN E ORDER BY

```
SELECT E.NOME AS NOME_ELEMENTO, MAT.NOME AS  
NOME_MATERIAL FROM ELEMENTO E  
  
INNER JOIN ELEM_MAT EM  
  
ON (EM.FK_ELEMENTO_ID_ELEMENTO=E.ID_ELEMENTO)  
  
INNER JOIN MATERIAL MAT  
  
ON (MAT.ID_MATERIAL=EM.FK_MATERIAL_ID_MATERIAL)  
  
ORDER BY E.NOME, MAT.NOME
```

	 nome_elemento character varying	 nome_material character varying
1	Aqua Simulacra	Relic from Guyun
2	Ayaka	Perpetual Heart
3	Ayaka	Shivada Jade Chunk
4	Calamity Queller	Mist Veiled Gold Elixir
5	Everlasting Moonglow	Jeweled Branch of a Distant Sea
6	Jean	Hurricane Seed
7	Jean	Vayuda Turquoise Fragment
8	Noelle	Basalt Pillar
9	Noelle	Prithiva Topaz Gemstone
10	Sangonomiya Kokomi	Dew of Repudiation
11	Sangonomiya Kokomi	Varunada Lazurite Chunk
12	Skyward Pride	Boreal Wolfs Cracked Tooth
13	Solar Pearl	Relic from Guyun
14	Xiao	Juvenile Jade
15	Xiao	Vayuda Turquoise Gemstone

CONSULTA COM INNER JOIN E ORDER BY

```
SELECT COUNT(MAT.TIPO) AS QNT_ELEMENTO, MAT.TIPO AS  
TIPO_ELEMENTO FROM ELEMENTO E
```

```
INNER JOIN ELEMMAT EM ON (EM.FK_ELEMENTO_ID_ELEMENTO =  
E.ID_ELEMENTO)
```

```
INNER JOIN MATERIAL MAT ON (EM.FK_MATERIAL_ID_MATERIAL  
= MAT.ID_MATERIAL)
```

```
WHERE MAT.TIPO = 'Weapon Ascension Material' OR  
MAT.TIPO = 'Character Primary Ascension Material'
```

```
GROUP BY MAT.TIPO
```

	qnt_elemento bigint	tipo_elemento character varying
1	14	Character Primary Ascension Material
2	8	Weapon Ascension Material

CONSULTA COM GROUP BY E FUNÇÕES DE AGRUPAMENTO

```
SELECT COUNT(TIPO) AS QNT, TIPO FROM MATERIAL GROUP BY TIPO
```

	qnt bigint	tipo character varying
1	5	Talent Ascension Material
2	5	Elemental Stone
3	4	Weapon Ascension Material
4	5	Character Ascension Material

CONSULTA COM GROUP BY E FUNÇÕES DE AGRUPAMENTO

```
SELECT COUNT(DESCRICAO), DESCRICAO FROM DOMINIO GROUP BY DESCRICAO
```

	count bigint	descricao character varying
1	3	Weapon Material
2	4	Boss Domain
3	3	Talent Material

CONSULTA COM GROUP BY E FUNÇÕES DE AGRUPAMENTO

```
SELECT COUNT(TIPO), TIPO, DISP_HORARIO FROM MATERIAL WHERE DISP_HORARIO  
= '2022-06-20' GROUP BY TIPO, DISP_HORARIO
```

	count bigint	tipo character varying	disp_horario date
1	5	Character Ascension Material	2022-06-20
2	5	Elemental Stone	2022-06-20
3	5	Talent Ascension Material	2022-06-20
4	2	Weapon Ascension Material	2022-06-20



CONSULTA COM RIGHT JOIN

```
SELECT MAT.NOME, E.NOME FROM MATERIAL MAT
```

```
RIGHT JOIN ELEMMAT EMAT ON (EMAT.FK_MATERIAL_ID_MATERIAL =  
MAT.ID_MATERIAL)
```

```
RIGHT JOIN ELEMENTO E ON (EMAT.FK_ELEMENTO_ID_ELEMENTO =  
E.ID_ELEMENTO)
```

```
GROUP BY MAT.NOME, E.NOME
```

	 nome character varying	 nome character varying
1	Juvenile Jade	Xiao
2	Varunada Lazurite Chunk	Sangonomiya Kokomi
3	Relic from Guyun	Aqua Simulacra
4	Vayuda Turquoise Fragment	Jean
5	Relic from Guyun	Solar Pearl
6	Shivada Jade Chunk	Ayaka
7	Jeweled Branch of a Distant Sea	Everlasting Moonglow
8	Hurricane Seed	Jean
9	Boreal Wolfs Cracked Tooth	Skyward Pride
10	Dew of Repudiation	Sangonomiya Kokomi
11	Prithiva Topaz Gemstone	Noelle
12	Mist Veiled Gold Elixir	Calamity Queller
13	Perpetual Heart	Ayaka
14	Basalt Pillar	Noelle
15	Vayuda Turquoise Gemstone	Xiao

CONSULTA COM VIEW

```
CREATE VIEW VIEW1 AS

SELECT E.NOME AS NOME_ELEMENTO, MAT.NOME AS NOME_MATERIAL
FROM ELEMENTO E

INNER JOIN ELEM_MAT EM

ON (EM.FK_ELEMENTO_ID_ELEMENTO=E.ID_ELEMENTO)

INNER JOIN MATERIAL MAT

ON (MAT.ID_MATERIAL=EM.FK_MATERIAL_ID_MATERIAL)

SELECT * FROM VIEW1
```

	 nome_elemento character varying	 nome_material character varying
1	Solar Pearl	Relic from Guyun
2	Aqua Simulacra	Relic from Guyun
3	Calamity Queller	Mist Veiled Gold Elixir
4	Skyward Pride	Boreal Wolfs Cracked Tooth
5	Everlasting Moonglow	Jeweled Branch of a Distant Sea
6	Jean	Vayuda Turquoise Fragment
7	Jean	Hurricane Seed
8	Noelle	Prithiva Topaz Gemstone
9	Noelle	Basalt Pillar
10	Xiao	Vayuda Turquoise Gemstone
11	Xiao	Juvenile Jade
12	Ayaka	Shivada Jade Chunk
13	Ayaka	Perpetual Heart
14	Sangonomiya Kokomi	Varunada Lazurite Chunk
15	Sangonomiya Kokomi	Dew of Repudiation

PERGUNTAS A SEREM RESPONDIDAS

Quanto materiais estão registrados de cada tipo de material;

Quanto materiais há em cada domínio registrado;

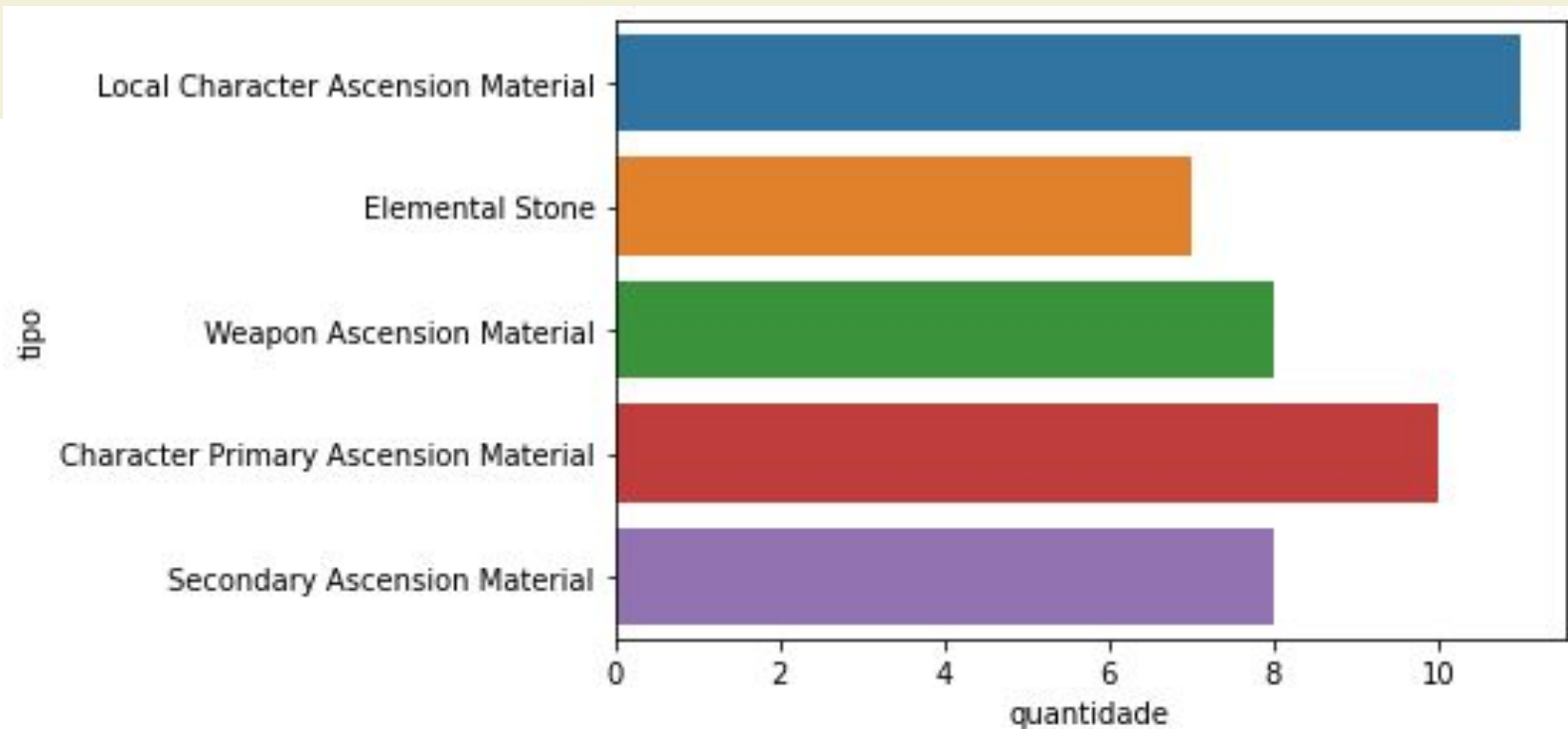
Quanto materiais são periféricos aos personagens e equipamentos;

Quanto elementos são do tipo personagem e quanto são do tipo equipamento;

Quanto materiais há disponíveis de cada tipo.

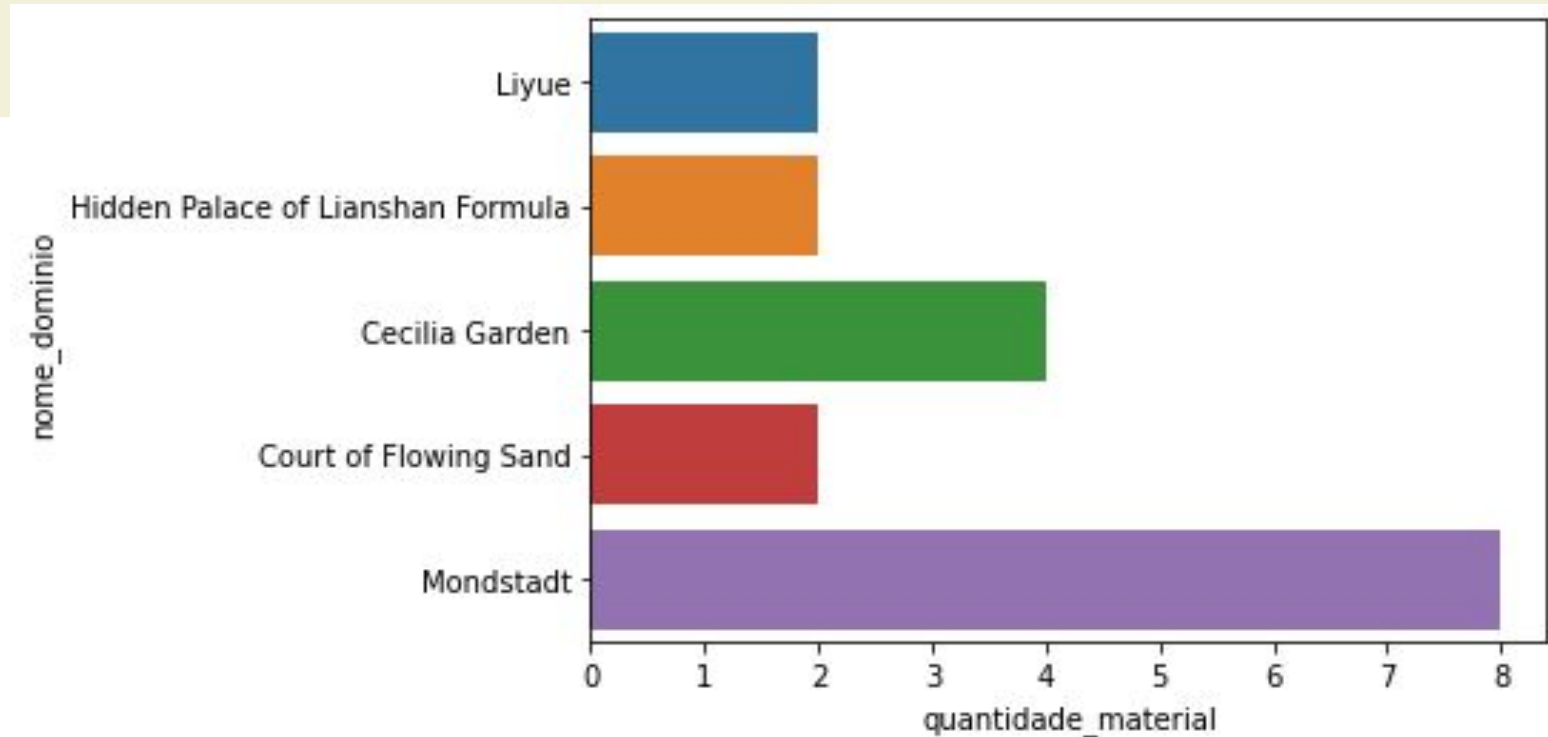
RELATÓRIO 1

Relatório de quantos materiais estão registrados de cada tipo de material.



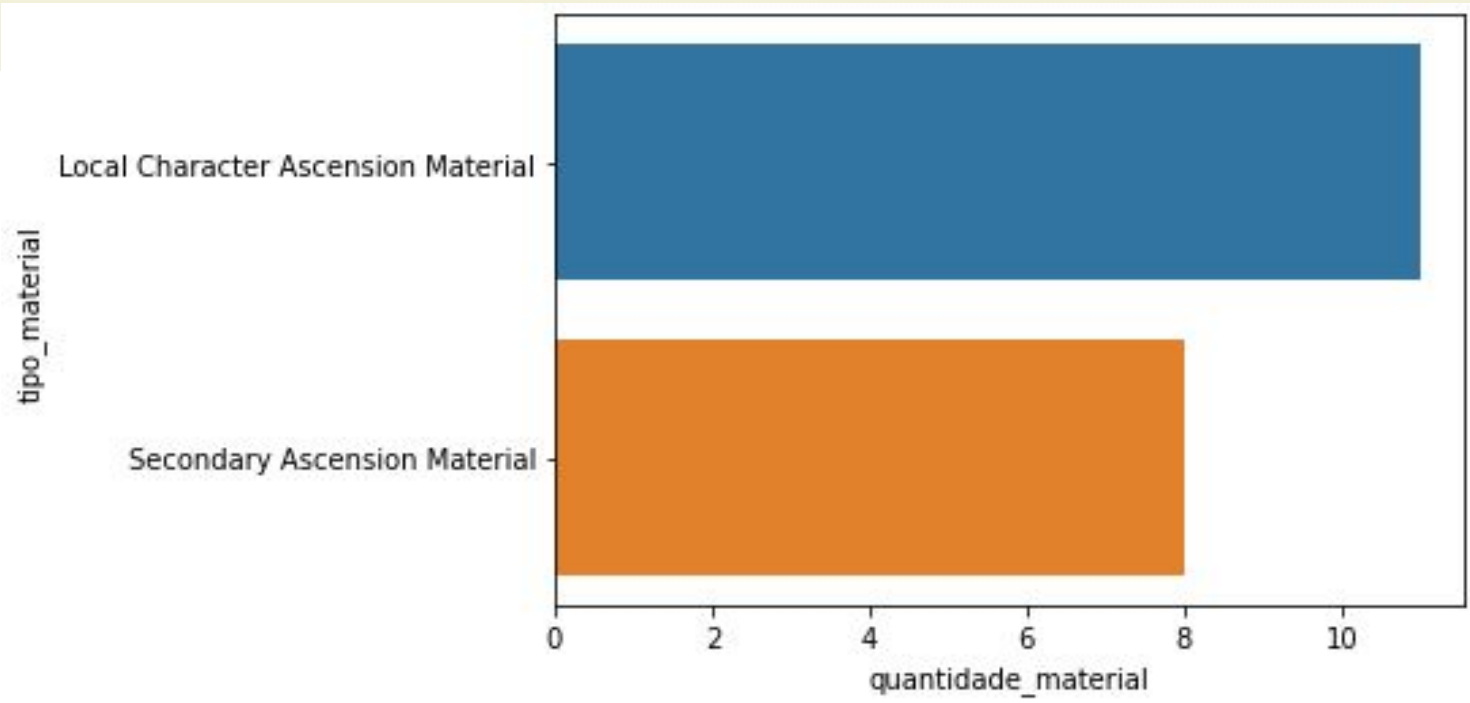
RELATÓRIO 2

Relatório de quantos materiais há em cada domínio registrado.



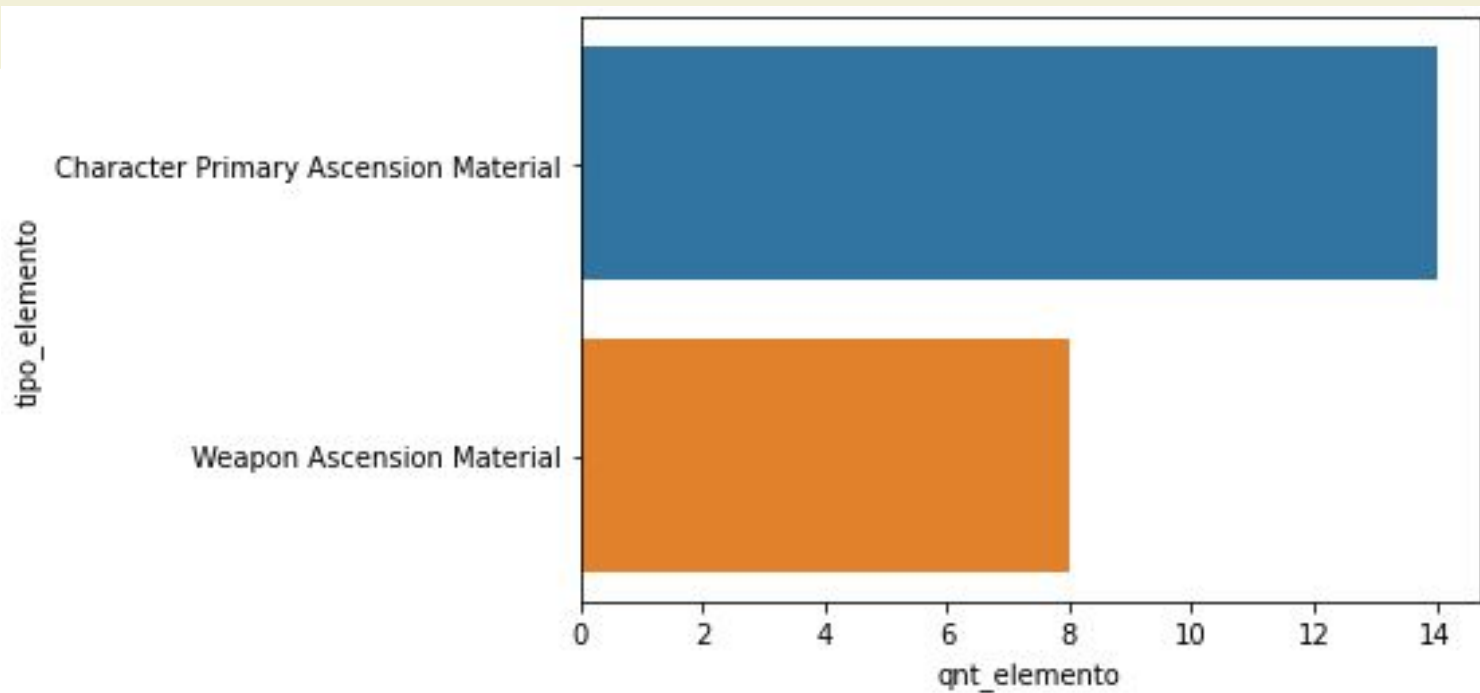
RELATÓRIO 3

Relatório de quantos materiais são periféricos
aos personagens e equipamentos



RELATÓRIO 4

Relatório de quantos elementos são do tipo personagem e quantos são do tipo equipamento.



RELATÓRIO 5

Relatório de quantos materiais há disponíveis de cada tipo.

