

Team AG_LOL

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This report consists of the list of all commands that the given code is able to execute. Here we go !

S.No	Command Name	Description
1.	Show all teams in a league	<p>The command takes as input the league id and the corresponding query is :</p> <p>Select * from (Team join Plays_in on Team.Team_ID=Plays_in.Team_ID) Where LeagueID="+n.</p> <p>It joins the tables Team and Plays_in based on the foreign key Team_id.</p> <p>This command can be used by the organiser and fans if they need to know about all the teams in the league.</p>
2.	Show Player with victory greater than 'n'	<p>It takes the number of victories by a player as the input and the corresponding sql query is :</p> <p>"Select * from (Players join Player_Stats on Players.Player_ID=Player_Stats.Player_ID) Where No_of_Matches_won_singles + No_of_Matches_won_doubles >"+n</p> <p>This query initially joins the tables Players and Players_stat tables on the foreign key Player_id and then displays those players who have their victory count greater than n, the total count is calculated by adding the matches won in singles and doubles format.</p> <p>It can be used by the organisers and fans in order to filter out the players based on the number of victories.</p>

3.	Delete Team	<p>It takes the team ID as the input and the sql query is : "delete from Team where id="+id</p> <p>This is a simple query and simply deletes the team whose id matches with the input id given.</p> <p>This command is in particular useful for the organiser in case a team is banned or disqualified from the league.</p>
4.	Delete Player	<p>The input is the player ID and query is : "delete from Player where id="+id.</p> <p>Similar to the previous query, it deletes the player whose id matches with the input id given.</p> <p>It can be used by the organiser if a player decides to leave the league.</p>
5.	Show all stadiums and their City	<p>This command does not require any input from the user. The corresponding SQL query is : "Select Name,City from Stadium"</p> <p>This query simply selects all the Stadium names and their cities from the table and displays them.</p> <p>It can be used by the organisers and fans in order to have the details of the venues in the league.</p>
6.	Insert Team	<p>It takes multiple inputs : Team_id, Team_name, Format and Head coach. The sql query is : "INSERT INTO Team (Team_ID, Team_Name, Format, No_of_Matches_Played, No_of_Players, Head_Coach, No_of_Wins) VALUES ({Team_id}, {Team_name}, {format}, {no_of_Matches_Played}, {no_of_Players}, {head_coach}, {no_of_Wins});"</p> <p>It uses the 'insert into' command and using the input values, stores them into their corresponding volume in the table.</p> <p>This is useful for the league organiser.</p>
7.	Insert Player	<p>The inputs here are player_id, first name, middle name, last name, DOB, gender, country, handed. The sql query is : "INSERT INTO Team (Team_ID, Team_Name, Format, No_of_Matches_Played, No_of_Players,</p>

		<p>Head_Coach, No_of_Wins) VALUES ({Team_id}, {Team_name}, {format}, {no_of_Matches_Played}, {no_of_Players}, {head_coach}, {no_of_Wins});"</p> <p>Exactly like the 'insert team' command, but with different input parameters.</p> <p>Used by the organisers to add a new player.</p>
8.	Show	
9.	Logout	