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--
-- This SQL script builds a monopoly database, deleting any pre-
existing version.
--
-- @author Bolu Olayemi
-- @version Summer, 2015
--

-- Drop previous versions of the tables if they they exist, in
reverse order of foreign keys.
DROP TABLE IF EXISTS Game CASCADE;
DROP TABLE IF EXISTS PlayerGame CASCADE;
DROP TABLE IF EXISTS Player CASCADE;
DROP TABLE IF EXISTS CurrentState CASCADE;
DROP TABLE IF EXISTS HousingSituation CASCADE;

-- Create the schema.
CREATE TABLE Game (
    ID integer PRIMARY KEY,
    time timestamp
);

CREATE TABLE Player (
    ID integer PRIMARY KEY,
    emailAddress varchar(50) NOT NULL,
    name varchar(50)
);

CREATE TABLE PlayerGame (
    gameID integer REFERENCES Game(ID),
    playerID integer REFERENCES Player(ID),
    score integer
);

-- For ongoing games. Tells what game round they are on, who is
playing, how much they available, player location and how much
time left.
CREATE TABLE CurrentState (
    gameID integer REFERENCES Game(ID),
    playerID integer REFERENCES Player(ID),
    CurrentCash integer,
    CurrentSpot integer,
    Countdown timestamp
    -- CONSTRAINT CurrentSpot CHECK (CurrentSpot BETWEEN 1 AND
40)
);

-- Tells which game, who is playing, which space it is, number of
houses and hotels on it.
CREATE TABLE HousingSituation (
    gameID integer REFERENCES Game(ID),

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        playerID integer REFERENCES Player(ID),
        SpaceID integer,
        HouseCount integer,
        HotelCount integer
-- CONSTRAINT SpaceID CHECK (SpaceID BETWEEN 1 AND 40),
-- CONSTRAINT HouseCount CHECK (HouseCount BETWEEN 0 AND 4 )
    );

-- Allow users to select data from the tables.
GRANT SELECT ON Game TO PUBLIC;
GRANT SELECT ON Player TO PUBLIC;
GRANT SELECT ON PlayerGame TO PUBLIC;
GRANT SELECT ON CurrentState TO PUBLIC;
GRANT SELECT ON HousingSituation TO PUBLIC;

-- Add sample records.
INSERT INTO Game VALUES (1, '2006-06-27 08:00:00');
INSERT INTO Game VALUES (2, '2006-06-28 13:20:00');
INSERT INTO Game VALUES (3, '2006-06-29 18:41:00');

INSERT INTO Player(ID, emailAddress) VALUES (1, 'me@calvin.edu');
INSERT INTO Player VALUES (2, 'king@gmail.edu', 'The King');
INSERT INTO Player VALUES (3, 'dog@gmail.edu', 'Dogbreath');

INSERT INTO PlayerGame VALUES (1, 1, 0.00);
INSERT INTO PlayerGame VALUES (1, 2, 0.00);
INSERT INTO PlayerGame VALUES (1, 3, 2350.00);
INSERT INTO PlayerGame VALUES (2, 1, 1000.00);
INSERT INTO PlayerGame VALUES (2, 2, 0.00);
INSERT INTO PlayerGame VALUES (2, 3, 500.00);
INSERT INTO PlayerGame VALUES (3, 2, 0.00);
INSERT INTO PlayerGame VALUES (3, 3, 5500.00);

INSERT INTO CurrentState Values (3, 1, 100, 33, '2007-10-19
07:59:00');
INSERT INTO CurrentState Values (1, 3, 1239, 9, '2008-06-27
22:03:00');
INSERT INTO CurrentState Values (2, 2, -30, 27, '2009-04-04
13:33:00');

INSERT INTO HousingSituation Values (1, 1, 33, 0, 1);
INSERT INTO HousingSituation Values (1, 2, 27, 4, 0);
INSERT INTO HousingSituation Values (1, 3, 9, 1, 0);

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