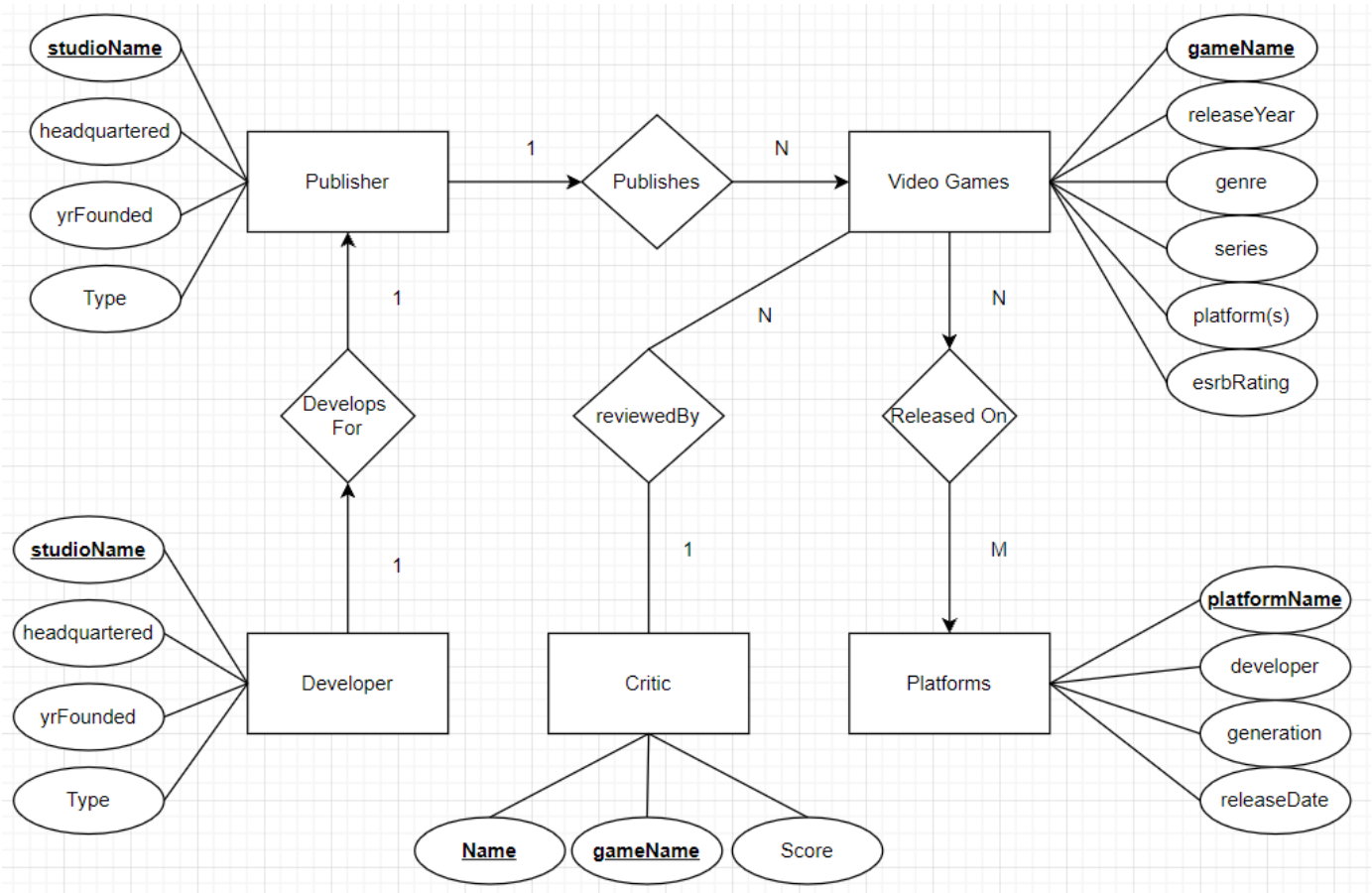**Diagram**:

- Developer (**devStudioName**, headquartered, yrFounded, Type)
- Publisher (**pubStudioName**, headquartered, yrFounded, Type)
- VideoGames (**gameName**, releaseYear, genre, series, platform(s), esrbRating)
- Platforms (**platformName**, developer, generation, releaseDate)
- Critic (**Name, gameName**, score)
- DevelopsFor (**devStudioName**, **pubStudioName**)
- Publishes (**pubStudioName, gameName**)
- ReleasedOn (**gameName, platformName**)

Python Code to Generate Data for Tables

```python
import random

random.seed(123456)

#devStudioName
devStudioName = ['2K Games','343 Industries', 'Activision', 'Arkane Studios', 'Bandai Namco', 'Bethesda Game Studios',
                 'BioWare', 'Blizzard Entertainment', 'Bungie', 'Capcom']

#headquartered
headquartered = ['USA', 'USA', 'USA', 'France', 'France', 'Japan', 'USA', 'Canada', 'USA', 'USA', 'Japan'_]

#yrFounded
yrFounded = [2005, 2009, 1979, 1999, 1955, 2001, 1995, 1991, 1991, 1979]

#type
sType = ['Subsidiary', 'Division', 'Subsidiary', 'Subsidiary', 'Subsidiary', 'Division', 'Subsidiary', 'Subsidiary',
         'Public', 'Private']

devStudioCount = len(devStudioName)

#create developerData
developerData = open('developerData.txt', 'w')
for i in range(devStudioCount):
    devString = f'{devStudioName[i]},{headquartered[i]},{yrFounded[i]},{sType[i]}\n'
    developerData.write(devString)
developerData.close()
```

```python
#pubStudioName
pubStudioName = ['CD Projekt Red', 'Deep Silver', 'Electronic Arts', 'Epic Games', 'Gearbox', 'id Software', 'Konami',
                 'Lucas Arts', 'Microsoft', 'Namco']

#headquartered2
headquartered2 = ['Poland', 'Germany', 'USA', 'USA', 'USA', 'USA', 'Japan', 'USA', 'USA', 'Japan']

#yrFounded2
yrFounded2 = [1994, 2002, 1982, 1991, 1999, 1991, 1969, 1982, 1975, 1955]

#type2
sType2 = ['Public', 'Division', 'Public', 'Private', 'Subsidiary', 'Subsidiary', 'Public', 'Subsidiary', 'Public',
          'Subsidiary']

pubStudioCount = len(pubStudioName)

#create publisherData
publisherData = open('publisherData.txt', 'w')
for i in range(devStudioCount):
    pubString = f'{pubStudioName[i]},{headquartered2[i]},{yrFounded2[i]},{sType2[i]}\n'
    publisherData.write(pubString)
publisherData.close()

#create videoGamesData
videoGameData = open('videoGamesData.txt', 'w')
x = [p for p in range(1,25001)]
gameName = []
genre = ['Sandbox', 'Strategy', 'Shooter', 'MOBA', 'RPG', 'Simulation and Sports', 'Puzzlers and Party',
         'Action-Adventure', 'Survival and Horror', 'Platformer']
```

```python
platforms = ['Playstation 5', 'Xbox Series X', 'Nintendo Switch', 'Playstation 4', 'Nintendo 3DS', 'Xbox One',
             'Playstation Vita', 'Wii U', 'Playstation 3', 'Xbox 360', 'Nintendo DS', 'Playstation Portable', 'Wii',
             'Playstation 2', 'Gameboy Advance', 'Gamecube', 'Xbox', 'Dreamcast', 'Playstation', 'Nintendo 64',
             'Gameboy Color', 'Sega Saturn', 'Super Nintendo', 'Sega Genesis', 'Gameboy', 'NES', 'Commodore 64',
             'Atari 2600', 'Apple II', 'Atari 8-bit']
esrbRating = ['Everyone', 'Everyone 10+', 'Teen', 'Mature 17+', 'Adults Only 18+', 'Rating Pending']
for i in x:
    y = 'game' + '_' + str(i)
    gameName.append(y)
gameCount = len(gameName)
for i in range(gameCount):
    gamestring = f'{gameName[i]}, {random.randint(1950, 2021)}, {random.choice(genre)}, {random.randint(1, 201)}, '\
                 f'{random.choice(platforms)}, {random.choice(esrbRating)}\n'
    videoGameData.write(gamestring)
videoGameData.close()
```

```python
#Create platformsData
platformsData = open('platformsData.txt', 'w')
platforms = ['Playstation 5', 'Xbox Series X', 'Nintendo Switch', 'Playstation 4', 'Nintendo 3DS', 'Xbox One',
             'Playstation Vita', 'Wii U', 'Playstation 3', 'Xbox 360', 'Nintendo DS', 'Playstation Portable', 'Wii',
             'Playstation 2', 'Gameboy Advance', 'Gamecube', 'Xbox', 'Dreamcast', 'Playstation', 'Nintendo 64',
             'Gameboy Color', 'Sega Saturn', 'Super Nintendo', 'Sega Genesis', 'Gameboy', 'NES', 'Commodore 64',
             'Atari 2600', 'Apple II', 'Atari 8-bit']
platDev = ['Sony', 'Microsoft', 'Nintendo', 'Sony', 'Nintendo', 'Microsoft', 'Sony', 'Nintendo', 'Sony', 'Microsoft',
           'Nintendo', 'Sony', 'Nintendo', 'Sony', 'Nintendo', 'Nintendo', 'Microsoft', 'Sega', 'Sony', 'Nintendo',
           'Nintendo', 'Sega', 'Nintendo', 'Sega', 'Nintendo', 'Nintendo', 'Commodore', 'Atari', 'Apple', 'Atari']
generation = ['9th', '9th', '8th', '8th', '8th', '8th', '8th', '8th', '7th', '7th', '7th', '7th', '7th', '6th', '6th',
              '6th', '6th', '6th', '5th', '5th', '5th', '5th', '4th', '4th', '4th', '3rd', '3rd', '2nd', '2nd', '2nd']
releaseDate = [2020, 2020, 2017, 2013, 2011, 2013, 2012, 2012, 2006, 2005, 2004, 2005, 2006, 2000, 2001, 2001, 2001,
               1999, 1995, 1996, 1998, 1995, 1991, 1989, 1989, 1985, 1982, 1977, 1977, 1979, 1979]

platformsCount = len(platforms)
for i in range(platformsCount):
    platformString = f'{platforms[i]}, {platDev[i]}, {generation[i]}, {releaseDate[i]}\n'
    platformsData.write(platformString)
platformsData.close()
```

```python
# Create criticData
criticData = open('criticData.txt', 'w')
criticName = ['Leigh Alexander', 'Dan Amrich', 'Angry Joe', 'Angry Video Game Nerd', 'Asuka', 'Stephanie Bendixsen',
              'Violet Berlin', 'Matt Bielby', 'Tobias Bjarneby', 'Aaron Boulding', 'Brutalmoose', 'Caddicarus',
              'Matt Casamassina', 'Tom Chick', 'Adrian Chmielarz', 'Jessica Chobot', 'Classic Game Room', 'Dave Cook',
              'Brian Crecente', "N'Gai Croal", 'Yahtzee Croshaw', 'Ste Curran', "Cecilia D'Anastasio", 'Laura Kate Dale',
              'Ryan Davis', 'Andy Eddy', 'Cara Ellison', 'Extra Credits', 'Lisa Foiles', 'Winnie Forster', 'Chris Furnis',
              'Game Grumps', "Game Maker's Toolkit", 'Jeff Gerstmann', 'Kieron Gillen', 'Jeff Green', 'Dave Halverson',
              'Arin Hanson', 'Jerry Holkins', 'Dan Hsu', 'Miika Huttunen', 'Steve Jarratt', 'JonTron', 'Joueur du Grenier',
              'Greg Kasavin', 'Jyrki Kasvi', 'Geoff Keighley', 'Steven L. Kent', 'Mike Krahulik', 'Aleks Krotoski',
              'Bill Kunkel', 'Larry Bundy Jr.', 'Liana Kerzner', 'Michael Makowski', 'MatPat', 'Griffin McElroy',
              'Jonathan McIntosh', 'Justin McElroy', 'Greg Miller', 'Niko Nirvi', "Steven O'Donnell", 'Michael Pachter',
              'Matt Peckham', 'Sandy Petersen', 'Rhianna Pratchett', 'Jeremy Ray', 'RebelTaxi', 'Chris Remo', 'Julian Rignall',
              'Tim Rogers', 'James Rolfe', 'Jim Rossignol', 'Jeff Rovin', 'Glenn Rubenstein', 'Dan Ryckert', 'Anita Sarkeesian',
              'Jason Schreier', 'Scorpia', 'Scott the Woz', 'Seanbaby', 'Dhanish Semar', 'Adam Sessler', 'Adrienne Shaw',
              'Luke Smith', 'SpaceHamster', 'Chris Stead', 'Jim Sterling', 'Rawson Stovall', 'Tommy Tallarico', 'Daniel Terdiman',
              'TotalBiscuit', 'Videogamedunkey', 'John Walker', 'Morgan Webb', 'Gary Whitta', 'Bruce Woodcock']

for i in range(gameCount):
    criticString = f'{random.choice(criticName)},{gameName[i]}, {random.randint(1,101)}\n'
    criticData.write(criticString)
criticData.close()
```

```python
#creates developsForData
developsForData = open('developsForData.txt', 'w')
for i in range(devStudioCount):
    developsForString = f'{devStudioName[i]}, {pubStudioName[i]}\n'
    developsForData.write(developsForString)
developsForData.close()

# publishes data
publishesData = open('publishesData.txt', 'w')
for i in range(gameCount):
    publishesString = f'{random.choice(pubStudioName)}, {gameName[i]}\n'
    publishesData.write(publishesString)
publishesData.close()

#releasedOn Data
releasedOnData = open('releasedOnData.txt', 'w')
for i in range(gameCount):
    releasedOnString = f'{gameName[i]}, {random.choice(platforms)}\n'
    releasedOnData.write(releasedOnString)
releasedOnData.close()
```

SQL Code to Load Data

set global local_infile=true;

drop database if exists videoGames;
show databases;
create database videoGames;
show databases;
use videoGames;

drop table if exists Developer;
drop table if exists Publisher;
drop table if exists VideoGames;
drop table if exists Platforms;
drop table if exists Critic;
drop table if exists developsFor;
drop table if exists publishes;
drop table if exists releasedOn;

create table Developer(devStudioName varchar(50) primary key, headquartered varchar(20) not null, yrFounded int not null, type varchar(20) not null);
create table Publisher(pubStudioName varchar(50) primary key, headquartered varchar(20) not null, yrFounded int not null, type varchar(20) not null);
create table VideoGames(gameName varchar(50) primary key, releaseYear int not null, genre varchar(50), series varchar(20),platform varchar(50) not null,esrbRating varchar(20));
create table Platforms(platformName varchar(50) primary key, developer varchar(50) not null, generation varchar(50) not null, releaseDate int not null);

```sql
create table Critic(name varchar(50), gameName varchar(50), score int, Primary key(name,
gameName));
create table developsFor(devStudioName varchar(50), pubStudioName varchar(50), Primary
key(devStudioName, pubStudioName));
create table publishes(pubStudioName varchar(50), gameName varchar(50),Primary
key(pubStudioName, gameName));
create table releasedOn(gameName varchar(50), platformName varchar(50), Primary key(gameName,
platformName));
show tables;

describe developer;
describe publisher;
describe videogames;
describe platforms;
describe critic;
describe developsFor;
describe publishes;
describe releasedOn;

load data local infile
'C:/Users/rainb/Desktop/scripts/COMP3421/developerData.txt' into table developer
    fields terminated by ','
    lines terminated by '\r\n';

load data local infile
'C:/Users/rainb/Desktop/scripts/COMP3421/publisherData.txt' into table publisher
    fields terminated by ','
    lines terminated by '\r\n';

load data local infile
'C:/Users/rainb/Desktop/scripts/COMP3421/videoGamesData.txt' into table videoGames
    fields terminated by ','
    lines terminated by '\r\n';

load data local infile
'C:/Users/rainb/Desktop/scripts/COMP3421/platformsData.txt' into table platforms
    fields terminated by ','
    lines terminated by '\r\n';

load data local infile
'C:/Users/rainb/Desktop/scripts/COMP3421/criticData.txt' into table critic
    fields terminated by ','
    lines terminated by '\r\n';
```

```
load data local infile
'C:/Users/rainb/Desktop/scripts/COMP3421/developsForData.txt' into table developsFor
    fields terminated by ','
    lines terminated by '\r\n';

load data local infile
'C:/Users/rainb/Desktop/scripts/COMP3421/publishesData.txt' into table publishes
    fields terminated by ','
    lines terminated by '\r\n';

load data local infile
'C:/Users/rainb/Desktop/scripts/COMP3421/releasedOnData.txt' into table publishes
    fields terminated by ','
    lines terminated by '\r\n';

select count(*) from developer;
select count(*) from publisher;
select count(*) from videoGames;
select count(*) from platforms;
select count(*) from critic;
select count(*) from developsFor;
select count(*) from publishes;
select count(*) from releasedOn;

select * from developer limit 9;
select * from publisher limit 9;
select * from videoGames limit 9;
select * from platforms limit 9;
select * from critic limit 9;
select * from developsFor limit 9;
select * from publishes limit 9;
select * from releasedOn limit 9;
```

Screenshots of Database:

```
mysql> use videoGames;
Database changed
mysql>
mysql> drop table if exists Developer;
Query OK, 0 rows affected, 1 warning (0.00 sec)

mysql> drop table if exists Publisher;
Query OK, 0 rows affected, 1 warning (0.00 sec)

mysql> drop table if exists VideoGames;
Query OK, 0 rows affected, 1 warning (0.00 sec)

mysql> drop table if exists Platforms;
Query OK, 0 rows affected, 1 warning (0.00 sec)

mysql> drop table if exists Critic;
Query OK, 0 rows affected, 1 warning (0.00 sec)

mysql> drop table if exists developsFor;
Query OK, 0 rows affected, 1 warning (0.00 sec)

mysql> drop table if exists publishes;
Query OK, 0 rows affected, 1 warning (0.00 sec)

mysql> drop table if exists releasedOn;
Query OK, 0 rows affected, 1 warning (0.00 sec)

mysql>
mysql> create table Developer(devStudioName varchar(50) primary key, headquartered varchar(20) not null, yrFounded int not null, type varchar(20) not null);
Query OK, 0 rows affected (0.02 sec)

mysql> create table Publisher(pubStudioName varchar(50) primary key, headquartered varchar(20) not null, yrFounded int not null, type varchar(20) not null);
Query OK, 0 rows affected (0.02 sec)

mysql> create table VideoGames(gameName varchar(50) primary key, releaseYear int not null, genre varchar(50), series varchar(20),platform varchar(50) not null,esrbRating varchar(20));
Query OK, 0 rows affected (0.03 sec)

mysql> create table Platforms(platformName varchar(50) primary key, developer varchar(50) not null, generation varchar(50) not null, releaseDate int not null);
Query OK, 0 rows affected (0.02 sec)

mysql> create table Critic(name varchar(50), gameName varchar(50), score int, Primary key(name, gameName));
Query OK, 0 rows affected (0.02 sec)

mysql> create table developsFor(devStudioName varchar(50), pubStudioName varchar(50), Primary key(devStudioName, pubStudioName));
Query OK, 0 rows affected (0.02 sec)

mysql> create table publishes(pubStudioName varchar(50), gameName varchar(50),Primary key(pubStudioName, gameName));
Query OK, 0 rows affected (0.02 sec)
```

```
mysql> create table publishes(pubStudioName varchar(50), gameName varchar(50),Primary key(pubStudioName, gameName));
Query OK, 0 rows affected (0.02 sec)

mysql> create table releasedOn(gameName varchar(50), platformName varchar(50), Primary key(gameName, platformName));
Query OK, 0 rows affected (0.02 sec)

mysql> show tables;
+----------------------+
| Tables_in_videogames |
+----------------------+
| critic               |
| developer            |
| developsfor          |
| platforms            |
| publisher            |
| publishes            |
| releasedon           |
| videogames           |
+----------------------+
8 rows in set (0.00 sec)

mysql> describe developer;
+---------------+-------------+------+-----+---------+-------+
| Field         | Type        | Null | Key | Default | Extra |
+---------------+-------------+------+-----+---------+-------+
| devStudioName | varchar(50) | NO   | PRI | NULL    |       |
| headquartered | varchar(20) | NO   |     | NULL    |       |
| yrFounded     | int         | NO   |     | NULL    |       |
| type          | varchar(20) | NO   |     | NULL    |       |
+---------------+-------------+------+-----+---------+-------+
4 rows in set (0.00 sec)

mysql> describe publisher;
+---------------+-------------+------+-----+---------+-------+
| Field         | Type        | Null | Key | Default | Extra |
+---------------+-------------+------+-----+---------+-------+
| pubStudioName | varchar(50) | NO   | PRI | NULL    |       |
| headquartered | varchar(20) | NO   |     | NULL    |       |
| yrFounded     | int         | NO   |     | NULL    |       |
| type          | varchar(20) | NO   |     | NULL    |       |
+---------------+-------------+------+-----+---------+-------+
4 rows in set (0.00 sec)
```

```
mysql> describe videogames;
+-------------+-------------+------+-----+---------+-------+
| Field       | Type        | Null | Key | Default | Extra |
+-------------+-------------+------+-----+---------+-------+
| gameName    | varchar(50) | NO   | PRI | NULL    |       |
| releaseYear | int         | NO   |     | NULL    |       |
| genre       | varchar(50) | YES  |     | NULL    |       |
| series      | varchar(20) | YES  |     | NULL    |       |
| platform    | varchar(50) | NO   |     | NULL    |       |
| esrbRating  | varchar(20) | YES  |     | NULL    |       |
+-------------+-------------+------+-----+---------+-------+
6 rows in set (0.00 sec)

mysql> describe platforms;
+--------------+-------------+------+-----+---------+-------+
| Field        | Type        | Null | Key | Default | Extra |
+--------------+-------------+------+-----+---------+-------+
| platformName | varchar(50) | NO   | PRI | NULL    |       |
| developer    | varchar(50) | NO   |     | NULL    |       |
| generation   | varchar(50) | NO   |     | NULL    |       |
| releaseDate  | int         | NO   |     | NULL    |       |
+--------------+-------------+------+-----+---------+-------+
4 rows in set (0.00 sec)

mysql> describe critic;
+----------+-------------+------+-----+---------+-------+
| Field    | Type        | Null | Key | Default | Extra |
+----------+-------------+------+-----+---------+-------+
| name     | varchar(50) | NO   | PRI | NULL    |       |
| gameName | varchar(50) | NO   | PRI | NULL    |       |
| score    | int         | YES  |     | NULL    |       |
+----------+-------------+------+-----+---------+-------+
3 rows in set (0.01 sec)

mysql> describe developsFor;
+---------------+-------------+------+-----+---------+-------+
| Field         | Type        | Null | Key | Default | Extra |
+---------------+-------------+------+-----+---------+-------+
| devStudioName | varchar(50) | NO   | PRI | NULL    |       |
| pubStudioName | varchar(50) | NO   | PRI | NULL    |       |
+---------------+-------------+------+-----+---------+-------+
2 rows in set (0.00 sec)
```

```
mysql> describe releasedOn;load data local infile
+--------------+-------------+------+-----+---------+-------+
| Field        | Type        | Null | Key | Default | Extra |
+--------------+-------------+------+-----+---------+-------+
| gameName     | varchar(50) | NO   | PRI | NULL    |       |
| platformName | varchar(50) | NO   | PRI | NULL    |       |
+--------------+-------------+------+-----+---------+-------+
2 rows in set (0.00 sec)

    -> 'C:/Users/rainb/Desktop/scripts/COMP3421/developerData.txt' into table developer
    ->      fields terminated by ','
    ->      lines terminated by '\r\n';
Query OK, 10 rows affected (0.01 sec)
Records: 10  Deleted: 0  Skipped: 0  Warnings: 0

mysql>
mysql> load data local infile
    -> 'C:/Users/rainb/Desktop/scripts/COMP3421/publisherData.txt' into table publisher
    ->      fields terminated by ','
    ->      lines terminated by '\r\n';
Query OK, 10 rows affected (0.00 sec)
Records: 10  Deleted: 0  Skipped: 0  Warnings: 0

mysql>
mysql> load data local infile
    -> 'C:/Users/rainb/Desktop/scripts/COMP3421/videoGamesData.txt' into table videoGames
    ->      fields terminated by ','
    ->      lines terminated by '\r\n';
Query OK, 25000 rows affected (0.32 sec)
Records: 25000  Deleted: 0  Skipped: 0  Warnings: 0

mysql>
mysql> load data local infile
    -> 'C:/Users/rainb/Desktop/scripts/COMP3421/platformsData.txt' into table platforms
    ->      fields terminated by ','
    ->      lines terminated by '\r\n';
Query OK, 30 rows affected (0.00 sec)
Records: 30  Deleted: 0  Skipped: 0  Warnings: 0

mysql>
mysql> load data local infile
    -> 'C:/Users/rainb/Desktop/scripts/COMP3421/criticData.txt' into table critic
    ->      fields terminated by ','
    ->      lines terminated by '\r\n';
Query OK, 25000 rows affected (0.28 sec)
Records: 25000  Deleted: 0  Skipped: 0  Warnings: 0
```

```
mysql>
mysql> load data local infile
    -> 'C:/Users/rainb/Desktop/scripts/COMP3421/developsForData.txt' into table developsFor
    ->     fields terminated by ','
    ->     lines terminated by '\r\n';
Query OK, 10 rows affected (0.01 sec)
Records: 10  Deleted: 0  Skipped: 0  Warnings: 0

mysql>
mysql> load data local infile
    -> 'C:/Users/rainb/Desktop/scripts/COMP3421/publishesData.txt' into table publishes
    ->     fields terminated by ','
    ->     lines terminated by '\r\n';
Query OK, 25000 rows affected (0.29 sec)
Records: 25000  Deleted: 0  Skipped: 0  Warnings: 0

mysql>
mysql> load data local infile
    -> 'C:/Users/rainb/Desktop/scripts/COMP3421/releasedOnData.txt' into table releasedOn
    ->     fields terminated by ','
    ->     lines terminated by '\r\n';
Query OK, 25000 rows affected (0.27 sec)
Records: 25000  Deleted: 0  Skipped: 0  Warnings: 0

mysql> select count(*) from developer;
+----------+
| count(*) |
+----------+
|       10 |
+----------+
1 row in set (0.00 sec)

mysql> select count(*) from publisher;
+----------+
| count(*) |
+----------+
|       10 |
+----------+
1 row in set (0.00 sec)
```

```
mysql> select count(*) from videoGames;
+----------+
| count(*) |
+----------+
|    25000 |
+----------+
1 row in set (0.05 sec)

mysql> select count(*) from platforms;
+----------+
| count(*) |
+----------+
|       30 |
+----------+
1 row in set (0.00 sec)

mysql> select count(*) from critic;
+----------+
| count(*) |
+----------+
|    25000 |
+----------+
1 row in set (0.04 sec)

mysql> select count(*) from developsFor;
+----------+
| count(*) |
+----------+
|       10 |
+----------+
1 row in set (0.00 sec)

mysql> select count(*) from publishes;
+----------+
| count(*) |
+----------+
|    25000 |
+----------+
1 row in set (0.03 sec)

mysql> select count(*) from releasedOn;
+----------+
| count(*) |
+----------+
|    25000 |
+----------+
1 row in set (0.04 sec)
```

```
mysql>
mysql> select * from developer limit 9;
+-----------------------+----------------+-----------+-------------+
| devStudioName         | headquartered  | yrFounded | type        |
+-----------------------+----------------+-----------+-------------+
| 2K Games              | USA            |      2005 | Subsidiary  |
| 343 Industries        | USA            |      2009 | Division    |
| Activision            | USA            |      1979 | Subsidiary  |
| Arkane Studios        | France         |      1999 | Subsidiary  |
| Bandai Namco          | France         |      1955 | Subsidiary  |
| Bethesda Game Studios | Japan          |      2001 | Division    |
| BioWare               | USA            |      1995 | Subsidiary  |
| Blizzard Entertainment| Canada         |      1991 | Subsidiary  |
| Bungie                | USA            |      1991 | Public      |
+-----------------------+----------------+-----------+-------------+
9 rows in set (0.00 sec)

mysql> select * from publisher limit 9;
+-----------------+----------------+-----------+-------------+
| pubStudioName   | headquartered  | yrFounded | type        |
+-----------------+----------------+-----------+-------------+
| CD Projekt Red  | Poland         |      1994 | Public      |
| Deep Silver     | Germany        |      2002 | Division    |
| Electronic Arts | USA            |      1982 | Public      |
| Epic Games      | USA            |      1991 | Private     |
| Gearbox         | USA            |      1999 | Subsidiary  |
| id Software     | USA            |      1991 | Subsidiary  |
| Konami          | Japan          |      1969 | Public      |
| Lucas Arts      | USA            |      1982 | Subsidiary  |
| Microsoft       | USA            |      1975 | Public      |
+-----------------+----------------+-----------+-------------+
9 rows in set (0.00 sec)

mysql> select * from videoGames limit 9;
+------------+-------------+-----------------+--------+-----------------+-----------------+
| gameName   | releaseYear | genre           | series | platform        | esrbRating      |
+------------+-------------+-----------------+--------+-----------------+-----------------+
| game_1     |        1987 | Sandbox         | 45     | Playstation 5   | Rating Pending  |
| game_10    |        1988 | Action-Adventure| 132    | Gameboy         | Adults Only 18+ |
| game_100   |        1999 | Action-Adventure| 180    | Atari 2600      | Rating Pending  |
| game_1000  |        2017 | Platformer      | 168    | Playstation 5   | Mature 17+      |
| game_10000 |        1966 | Platformer      | 112    | Commodore 64    | Everyone        |
| game_10001 |        2015 | Shooter         | 158    | Gameboy Advance | Rating Pending  |
| game_10002 |        1963 | MOBA            | 122    | Playstation Vita| Everyone 10+    |
| game_10003 |        1953 | Action-Adventure| 3      | Xbox 360        | Everyone 10+    |
| game_10004 |        1971 | Shooter         | 108    | Nintendo 64     | Adults Only 18+ |
+------------+-------------+-----------------+--------+-----------------+-----------------+
9 rows in set (0.00 sec)
```

live3.py — assign3

```
mysql> select * from platforms limit 9;
+-----------------+------------+------------+-------------+
| platformName    | developer  | generation | releaseDate |
+-----------------+------------+------------+-------------+
| Apple II        | Apple      | 2nd        |        1977 |
| Atari 2600      | Atari      | 2nd        |        1977 |
| Atari 8-bit     | Atari      | 2nd        |        1979 |
| Commodore 64    | Commodore  | 3rd        |        1982 |
| Dreamcast       | Sega       | 6th        |        1999 |
| Gameboy         | Nintendo   | 4th        |        1989 |
| Gameboy Advance | Nintendo   | 6th        |        2001 |
| Gameboy Color   | Nintendo   | 5th        |        1998 |
| Gamecube        | Nintendo   | 6th        |        2001 |
+-----------------+------------+------------+-------------+
9 rows in set (0.00 sec)

mysql> select * from critic limit 9;
+----------------+------------+-------+
| name           | gameName   | score |
+----------------+------------+-------+
| Aaron Boulding | game_1003  |    23 |
| Aaron Boulding | game_10122 |    39 |
| Aaron Boulding | game_1020  |    92 |
| Aaron Boulding | game_10413 |    65 |
| Aaron Boulding | game_10490 |    89 |
| Aaron Boulding | game_10531 |    15 |
| Aaron Boulding | game_10546 |    10 |
| Aaron Boulding | game_10550 |    24 |
| Aaron Boulding | game_10604 |    94 |
+----------------+------------+-------+
9 rows in set (0.00 sec)

mysql> select * from developsFor limit 9;
+-----------------------+------------------+
| devStudioName         | pubStudioName    |
+-----------------------+------------------+
| 2K Games              | CD Projekt Red   |
| 343 Industries        | Deep Silver      |
| Activision            | Electronic Arts  |
| Arkane Studios        | Epic Games       |
| Bandai Namco          | Gearbox          |
| Bethesda Game Studios | id Software      |
| BioWare               | Konami           |
| Blizzard Entertainment| Lucas Arts       |
| Bungie                | Microsoft        |
+-----------------------+------------------+
9 rows in set (0.00 sec)
```

```
mysql> select * from publishes limit 9;
+----------------+-------------+
| pubStudioName  | gameName    |
+----------------+-------------+
| CD Projekt Red |   game_10   |
| CD Projekt Red |   game_100  |
| CD Projekt Red |  game_10005 |
| CD Projekt Red |  game_10006 |
| CD Projekt Red |  game_10011 |
| CD Projekt Red |  game_10018 |
| CD Projekt Red |  game_10028 |
| CD Projekt Red |  game_10033 |
| CD Projekt Red |  game_10049 |
+----------------+-------------+
9 rows in set (0.00 sec)

mysql> select * from releasedOn limit 9;
+------------+----------------------+
| gameName   | platformName         |
+------------+----------------------+
| game_1     |  Gameboy Advance     |
| game_10    |  Xbox Series X       |
| game_100   |  Playstation 3       |
| game_1000  |  Gameboy Color       |
| game_10000 |  Playstation Vita    |
| game_10001 |  Playstation Portable|
| game_10002 |  Wii U               |
| game_10003 |  Playstation 3       |
| game_10004 |  Xbox 360            |
+------------+----------------------+
9 rows in set (0.00 sec)
```