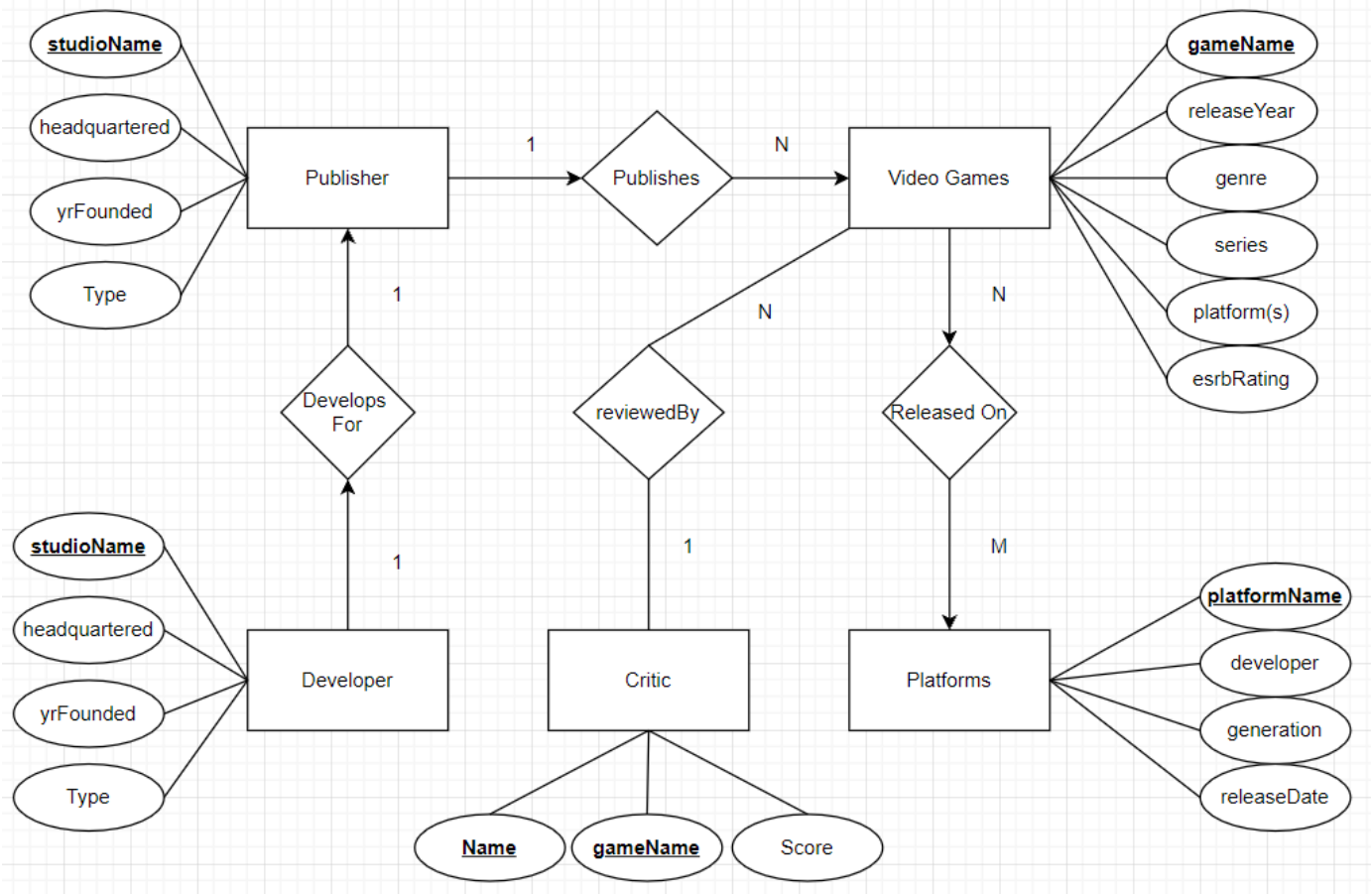Megan Hoeksema

Comp 3421 Assignment 8

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**)

1. **Description of Application:**

   This application is used to add a new publisher to the publisher's table. The user is prompted to enter a studio name. The application checks to verify the studio name is not already in the database. If the studio name is not already in the database, the user is then prompted to enter the country where the studio is headquartered, the year in which it was founded and the type of company it is.

2. **Python Code:**

```python
import mysql.connector

mydb = mysql.connector.connect(user='root',
                                passwd='M4di50n1',
                                database='EmployeePython',
                                host='127.0.0.1',
                                allow_local_infile=1)
print(mydb)
myc = mydb.cursor()

print('\nDatabases:')
myc.execute("show databases")
for x in myc:
    print(x)

myc.execute('use videogames')
```

```python
print('\nDescription of Publisher Table:')
myc.execute('describe publisher;')
for x in myc:
    print(x)


#Add a new Publisher to the publisher table

myc.execute("select distinct pubStudioName from publisher;")
publishers = []
row = myc.fetchone()
while row is not None:
    publishers.append(row[0].rstrip(','))
    row = myc.fetchone()

print('\nPublishers Table Before Adding a New Publisher: ')
myc.execute("select * from publisher")
for x in myc:
    print(x)
```

```python
while True:
    pubStudioName = input('\nEnter the Studio Name: ')
    if pubStudioName in publishers:
        print('Studio already exists!')
    else:
        break

headquartered = input('Enter the Country where the Studio is Headquartered: ')
yrFounded = input('Enter the year in which the studio was founded: ')
type = input('Enter the company type: ')

insert = f"insert into publisher values('{pubStudioName}','{headquartered}',{int(yrFounded)},'{type}');"
myc.execute(insert)


print('\nPublishers Table After Adding A New Publisher: ')
myc.execute("select * from publisher")
for x in myc:
    print(x)

mydb.commit()
mydb.close()
```

3. **Output of code:**

```
Description of Publisher Table:
('pubStudioName', b'varchar(50)', 'NO', 'PRI', None, '')
('headquartered', b'varchar(20)', 'NO', '', None, '')
('yrFounded', b'int', 'NO', '', None, '')
('type', b'varchar(20)', 'NO', '', None, '')
```

```
Publishers Table Before Adding a New Publisher:
('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')
('Namco', 'Japan', 1955, 'Subsidiary')

Enter the Studio Name: Namco
Studio already exists!

Enter the Studio Name: Ubisoft
Enter the Country where the Studio is Headquartered: France
Enter the year in which the studio was founded: 1985
Enter the company type: Public
```

```
Publishers Table After Adding A New Publisher:
('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')
('Namco', 'Japan', 1955, 'Subsidiary')
('Ubisoft', 'France', 1985, 'Public')

Process finished with exit code 0
```