Project Part 4

In this project so far, I have begun creating tables. I have started by creating a video game table, a library table, and a store table. I have also installed all the right node_modules and json files to make sure js files would work. I tested it out using question 3 from HW6 and it worked so far. I have also created a store.js file where all the code for the store is going to be in. What I am working on figuring out right now is how to make a page banner on the top of the file. I want to create a banner which has a button named store, a button named library, a button named profile, a button for friends and a button named group. When you click on a certain button it should take you to a certain web page, for example clicking friends should load a screen which shows all the users friends.

```sql
10    DROP TABLE IF EXISTS genre;
11    */
12  ∨ CREATE TABLE videogame (
13        game_id INT UNSIGNED AUTO_INCREMENT,
14        name char(50),
15        price INT NOT NULL,
16        tag_id char(50),
17        PRIMARY KEY(game_id, tag_id, name)
18    );
19
20  ∨ CREATE TABLE library(
21        library_id INT UNSIGNED AUTO_INCREMENT,
22        game_id INT UNSIGNED,
23        user_id INT,
24        PRIMARY KEY(library_id, game_id)
25    );
26
27  ∨ CREATE TABLE store(
28        library_id INT UNSIGNED,
29        game_id INT UNSIGNED,
30        deal INT UNSIGNED,
31    );
```

```
∨ PROJECT-BPOBLETTE-1 [W...
   > node_modules
   ◈ .gitignore
   ≡ bowers-comments
   {} config.json
   {} package-lock.json
   {} package.json
   ⅄ project 3.pdf
   ⬒ project.sql          U
   JS question3.js
   JS store.js
```