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CPSC321: Final Project
Due: 11 December 2020

Final Write-Up

1. Workload Percentages

- a. SELECT user_n FROM user WHERE GU_ID = ?;
i. 14%
- b. INSERT INTO user VALUES (GU_ID, user_n, is_admin);
i. 2%
- c. INSERT INTO league VALUES (league_ID, max_players, league_level, gender, sport);
i. 2%
- d. INSERT INTO schedule VALUES(team_one, team_two, date_of_game, game_location);
i. 2%
- e. INSERT INTO results VALUES(team_one, team_two, date_of_game, team_one_score, team_two_score);
i. 2%
- f. SELECT wins, losses, ties FROM team WHERE team_n = ?;
i. 8%
- g. UPDATE team SET wins = team_one_wins, losses = team_one_losses, ties = team_one_ties;
i. 8%
- h. INSERT INTO tournament VALUES(tourney_n, tourney_date);
i. 2%
- i. SELECT * FROM schedule ORDER BY date_of_game;
i. 2%
- j. SELECT * FROM results ORDER BY date_of_game;
i. 2%
- k. DELETE FROM teamInLeague WHERE team_n = ?;
i. 2%
- l. INSERT INTO teamInLeague VALUES(team_n, league_ID);
i. 2%
- m. SELECT ut.team_n FROM userOnTeam JOIN user u USING (GU_ID) WHERE GU_ID = ?;
i. 10%
- n. SELECT l.league_ID, l.gender, l.sport, l.league_level FROM team t JOIN teamInLeague t1 USING (team_n) JOIN league l USING (league_ID) WHERE t.team_n = ?;
i. 2%
- o. SELECT t.wins, t.losses, t1.team_n FROM team t JOIN teamInLeague t1 USING (team_n) JOIN league l USING(league_ID) WHERE l.league_ID = ?;
i. 2%
- p. INSERT INTO userOnTeam VALUES(GU_ID, team_n, is_captain);
i. 2%
- q. SELECT team_n FROM team WHERE team_n = ?;
i. 16%
- r. INSERT INTO team VALUES(team_n, wins, losses, ties, sportsmanship_rating);
i. 2%
- s. DELETE FROM userOnTeam WHERE GU_ID = ?;
i. 2%
- t. SELECT team_n FROM userOnTeam WHERE GU_ID = ?;
i. 4%
- u. SELECT ut.GU_ID, u.user_n, ut.is_captain, FROM userOnTeam ut JOIN user u USING(GU_ID);
i. 2%
- v. SELECT team_one, team_two, date_of_game, team_one_score, team_two_score FROM results WHERE team_one = ? OR team_two = ?;
i. 4%

- w. INSERT INTO teamInTournament VALUES (team_n, tourney_n);
 - i. 2%
- x. SELECT t.tourney_n FROM userOnTeam JOIN teamInTournament t USING (team_n) WHERE u. GU_ID = ?;
 - i. 2%
- y. SELECT tourney_n, tourney_date FROM tournament;
 - i. 2%

2. Potential Indexes

- a. Index on team_one and team_two in schedule
- b. Index on team_one and team_two in results
- c. Index on GU_ID in userOnTeam

Note None of these indexes made a substantial difference because the data set isn't large enough.

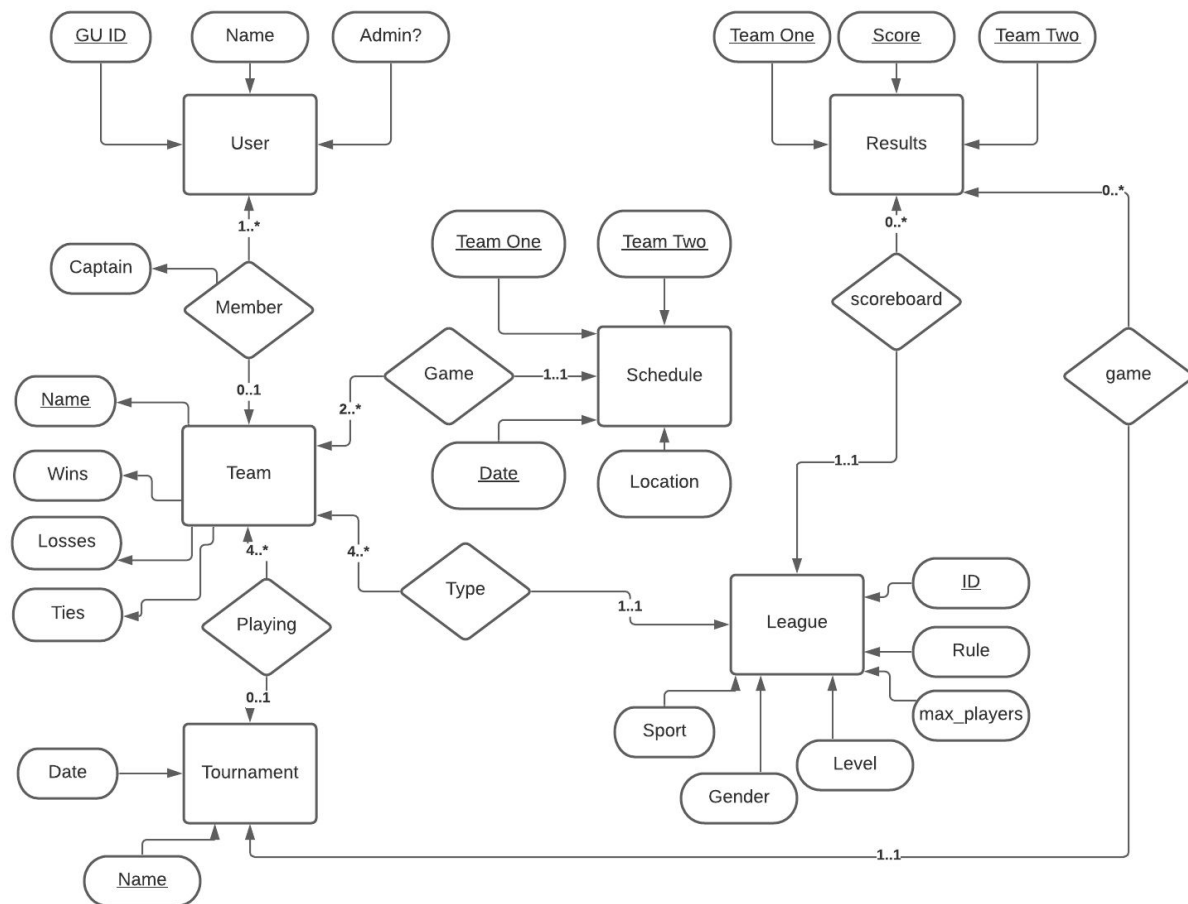
3. Instructions for deployment

1. Pull from the GitHub repository
2. Upload the "htmlFiles" folder to Barney
3. Create an account by logging in with your desired ID
4. Navigate the website
5. If you want to look at the admin controls, the password is: **asdfghjkl;**

4. Presentation

- a. <https://docs.google.com/presentation/d/1WaJlCD9iUqk1BHhBXBODdmhSm6W6YCqPLgm2XMdOSm4/edit?usp=sharing>

5. Updated ER Diagram



- a.
- b. Add ties to team

6. 2-3 complicated queries

- a. Getting league information for specific team
 - i.

```
SELECT l.league_ID, l.gender, l.sport, l.league_level FROM team t JOIN teamInLeague t1 USING (team_n) JOIN league l USING (league_ID) WHERE t.team_n = ?;
```
- b. Getting team stats from league
 - i.

```
SELECT t.wins, t.losses, t1.team_n FROM team t JOIN teamInLeague t1 USING (team_n) JOIN league l USING (league_ID) WHERE l.league_ID = ?;
```