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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\_n in schedule
- b. Index on team\_n 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.

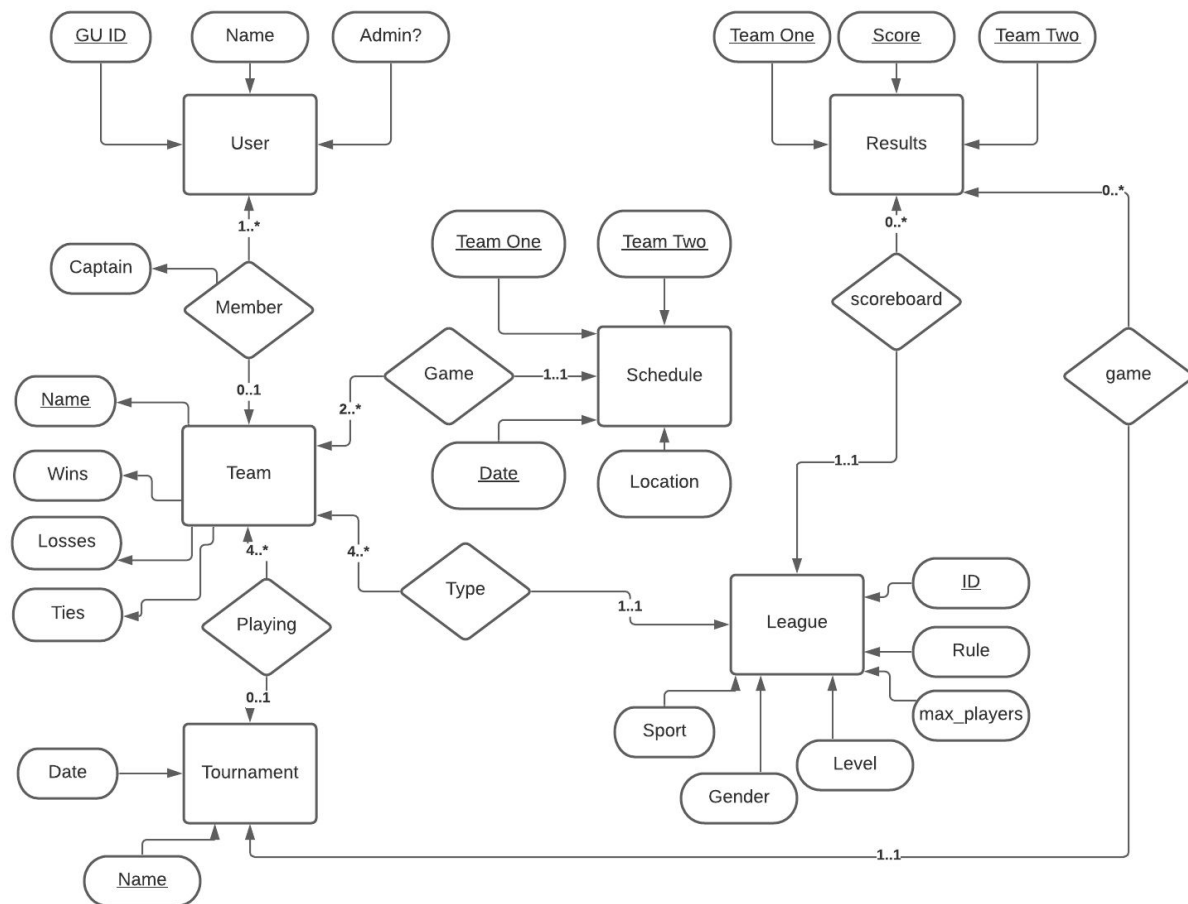
## 3. Instructions for deployment

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 = ?;
```