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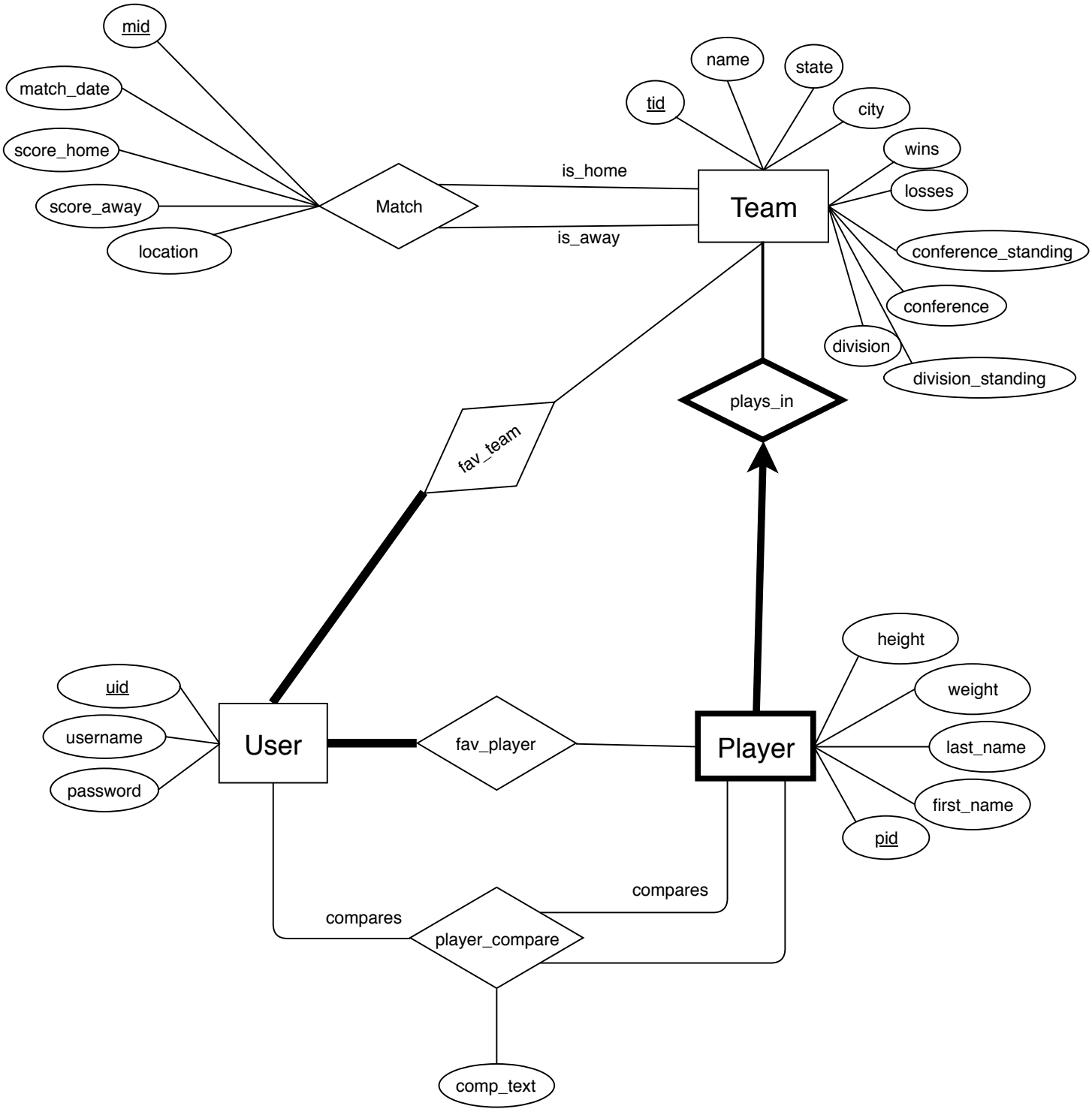
Our project's goal is to create a web application for recommending basketball players. The users of this website will be able to search different basketball players in the National Basketball Association of USA, and get the data for players/team/matches between teams. Each player entity stores the player's height, weight, main position, current team, and other essential information. Each team entity stores the team name, hometown, and other essential statistics. The relationship between the team and player will be a one-to many relationship, and the player will be a weak entity to team. The match relationship will store the match information between two teams; the season, id of the two teams, the final score, and the location. The user entity will be assigned for each signed user for the website and will store the username, password, and other user info. Each user, when registration, should enter at least one favorite team and favorite player. The users will also be able to compare their favorite players through a tenary relationship.



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```
CREATE TABLE Team (
    tid int PRIMARY KEY,
    name text,
    state text,
    city text,
    wins int,
    losses int,
    division text,
    conference text,
    division_standing int,
    conference_standing int,
);

CREATE TABLE Player (
    pid int NOT NULL,
    tid int NOT NULL
    first_name text,
    last_name text,
    weight int,
    height int,
    PRIMARY KEY (pid, tid),
    FOREIGN KEY (tid) references Team(tid) ON DELETE CASCADE,
);

CREATE TABLE User (
    uid int NOT NULL,
    username text,
    password text,
    tid int NOT NULL,
    pid int NOT NULL,
    PRIMARY KEY (uid, tid, pid),
    FOREIGN KEY (tid) references Team(tid) ON DELETE NO ACTION,
    FOREIGN KEY (pid) references Player(pid) ON DELETE NO ACTION
);

CREATE TABLE Match (
    mid int NOT NULL,
    match_date date,
    team_home int NOT NULL,
    team_away int NOT NULL,
    score_home int,
    score_away int,
    location text,
    PRIMARY KEY (mid, team_home, team_away),
    FOREIGN KEY (team_home) references Team(tid) ON DELETE NO ACTION,
    FOREIGN KEY (team_away) references Team(tid) ON DELETE NO ACTION
);

CREATE TABLE player_compare (
    uid int NOT NULL,
    player_id_1 int NOT NULL,,
    player_id_2 int NOT NULL,,
    comp_text text
    PRIMARY KEY (uid, player_id_1, player_id_2),
    FOREIGN KEY (uid) REFERENCES Users,
    FOREIGN KEY (player_id_1) references Player(pid) ON DELETE NO ACTION
    FOREIGN KEY (player_id_2) references Player(pid) ON DELETE NO ACTION
);
```