# CREACION DE TABLAS

CREATE TABLE Caracteristicas (id\_caracteristicas NUMBER(3) PRIMARY KEY NOT NULL,

peso VARCHAR2(5) NOT NULL,

altura VARCHAR2(5) NOT NULL,

color VARCHAR2(10) NOT NULL,

sexo VARCHAR2(10) NOT NULL);

CREATE TABLE Generacion (id\_generacion NUMBER(1) PRIMARY KEY NOT NULL)

CREATE TABLE Region (id\_region NUMBER(1) PRIMARY KEY NOT NULL,

nombre\_region VARCHAR2(20) NOT NULL,

extension VARCHAR2(20) NOT NULL,

id\_generacion NUMBER(1) NOT NULL,

CONSTRAINT id\_generacion\_fk FOREIGN KEY (id\_generacion) REFERENCES Generacion(id\_generacion));

CREATE TABLE Entrenador (id\_entrenador NUMBER(5) PRIMARY KEY NOT NULL,

nombre VARCHAR2(20) NOT NULL,

pokemon VARCHAR2(2) NOT NULL,

num\_pokemons NUMBER(1) NOT NULL,

id\_region NUMBER(1) NOT NULL,

CONSTRAINT id\_region\_fk FOREIGN KEY (id\_region) REFERENCES Region(id\_region));

CREATE TABLE Pokemon (num\_pokedex NUMBER(3) PRIMARY KEY NOT NULL,

tipo VARCHAR2(15) NOT NULL,

naturaleza VARCHAR2(15) NOT NULL,

id\_generacion NUMBER(1) NOT NULL,

id\_entrenador NUMBER(5) NOT NULL,

CONSTRAINT id\_generacionPokemon\_fk FOREIGN KEY (id\_generacion) REFERENCES Generacion(id\_generacion),

CONSTRAINT id\_entrenadorPokemon\_fk FOREIGN KEY (id\_entrenador) REFERENCES Entrenador(id\_entrenador));

CREATE TABLE Tiene (num\_pokedex NUMBER(3) NOT NULL,

num\_evoluciones NUMBER(1) NOT NULL,

CONSTRAINT num\_pokedex\_fk FOREIGN KEY (num\_pokedex) REFERENCES Pokemon(num\_pokedex));

CREATE TABLE Cuenta (num\_pokedex NUMBER(3) NOT NULL,

id\_caracteristicas NUMBER(3) NOT NULL,

CONSTRAINT num\_pokedexCuenta\_fk FOREIGN KEY (num\_pokedex) REFERENCES Pokemon(num\_pokedex),

CONSTRAINT id\_caracteristicas\_fk FOREIGN KEY (id\_caracteristicas) REFERENCES Caracteristicas(id\_caracteristicas));

# INSERTAR DATOS

## Tabla Características

Nota: Modificamos la columna peso, ya que no era posible introducir todos los pesos deseados

ALTER TABLE caracteristicas MODIFY peso VARCHAR(20)

INSERT INTO Caracteristicas VALUES(001, '6.9Kg', '0.7m', 'Verde', 'F')

INSERT INTO Caracteristicas VALUES(004, '8.5Kg', '0.6m', 'Rojo', 'F')

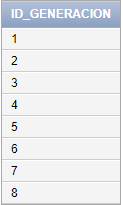
INSERT INTO Caracteristicas VALUES(007, '9Kg', '0.5m', 'Azul', 'M')

INSERT INTO Caracteristicas VALUES(387, '10.2Kg', '0.4m', 'Verde', 'F')

INSERT INTO Caracteristicas VALUES(390, '6.2Kg', '0.5m', 'Marrón', 'M')

INSERT INTO Caracteristicas VALUES(393, '5.2Kg', '0.4m', 'Aul', 'F')





## Tabla generación

INSERT INTO generacion VALUES(1)

INSERT INTO generacion VALUES(2)

INSERT INTO generacion VALUES(3)

INSERT INTO generacion VALUES(4)

INSERT INTO generacion VALUES(5)

INSERT INTO generacion VALUES(6)

INSERT INTO generacion VALUES(7)

INSERT INTO generacion VALUES(8)

## Tabla región

INSERT INTO region VALUES(1, 'Kanto', '28 rutas', 1)

INSERT INTO region VALUES(2, 'Johto', '20 rutas', 2)

INSERT INTO region VALUES(3, 'Hoenn', '33 rutas', 3)

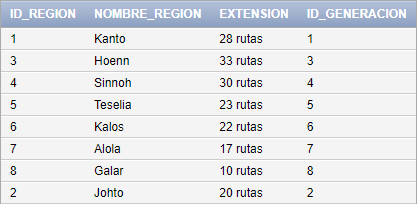
INSERT INTO region VALUES(4, 'Sinnoh', '30 rutas', 4)

INSERT INTO region VALUES(5, 'Teselia', '23 rutas', 5)

INSERT INTO region VALUES(6, 'Kalos', '22 rutas', 6)

INSERT INTO region VALUES(7, 'Alola', '17 rutas', 7)

INSERT INTO region VALUES(8, 'Galar', '10 rutas', 8)



## Tabla Entrenador

INSERT INTO entrenador VALUES(1, 'Ash Ketchum', 'Si', 6, 1)

INSERT INTO entrenador VALUES(2, 'Morti', 'Si', 4, 2)

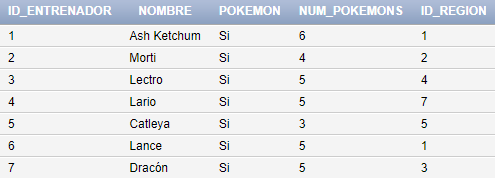
INSERT INTO entrenador VALUES(3, 'Lectro', 'Si', 5, 4)

INSERT INTO entrenador VALUES(4, 'Lario', 'Si', 5, 7)

INSERT INTO entrenador VALUES(5, 'Catleya', 'Si', 3, 5)

INSERT INTO entrenador VALUES(6, 'Lance', 'Si', 5, 1)

INSERT INTO entrenador VALUES(7, 'Dracón', 'Si', 5, 3)



## Tabla Pokemon

INSERT INTO pokemon VALUES(001,'Planta','Osado',1,1);

INSERT INTO pokemon VALUES(004,'Fuego','Huraña',1,1);

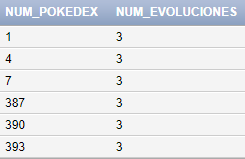
INSERT INTO pokemon VALUES(007,'Agua','Osado',1,1);

INSERT INTO pokemon VALUES(387,'Planta','Mansa',4,2);

INSERT INTO pokemon VALUES(390,'Fuego','Firme',4,2);

INSERT INTO pokemon VALUES(393,'Agua','Modesto',4,2);





## Tabla Tiene

INSERT INTO tiene VALUES(001,3);

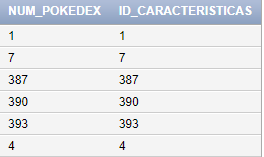
INSERT INTO tiene VALUES(004,3);

INSERT INTO tiene VALUES(007,3);

INSERT INTO tiene VALUES(387,3);

INSERT INTO tiene VALUES(390,3);

INSERT INTO tiene VALUES(393,3);



## Tabla cuenta

INSERT INTO cuenta VALUES(001,001);

INSERT INTO cuenta VALUES(004,004);

INSERT INTO cuenta VALUES(007,007);

INSERT INTO cuenta VALUES(387,387);

INSERT INTO cuenta VALUES(390,390);

INSERT INTO cuenta VALUES(393,393);