用户数据库：

用户名，密码，邮箱，评分，等级，胜局，负局，平局

//胜一局10分，平一局7分，负一局-7分，等级=[评分/10]

create table if not exists chess\_player (

name varchar(50) not null,

password varchar(50) not null,

email char(40) not null,

score int not null,

grade int unsigned not null,

victory int unsigned not null,

defeat int unsigned not null,

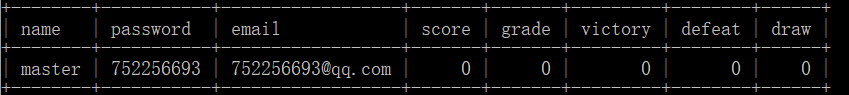
draw int unsigned not null,

primary key(name,password,email)

);

jdbc:mysql://localhost:3306/chess?useSSL=false&serverTimezone=UTC

// serverTimezone=UTC 这是保证数据库时间一致，不然会出错



create table if not exists chess\_game(

red\_player VARCHAR(50) NOT NULL,

black\_player VARCHAR(50),

next\_step int,

now\_player VARCHAR(50),

isregret int,

PRIMARY KEY (red\_player)

);

insert into chess\_game (red\_player,black\_player,next\_step,now\_player,isregret) values ('master',null,null,null,null);

delete from chess\_game where red\_player=’master’;

localhost:8080/match?name=master&&next\_step=-1&&isregret=0&&me=3