# Praktikum 5

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# 1 Aktivieren SQL Logging

In persistence.xml file:

# 2 JPQL Queries und SQL Ausführungsplan

## 2.1 Query: Game Details mit Player Name

## JPQL Query

#### Erfasste SQL-Anweisung

```
SELECT g.GAME_ID, g.START_TIME, a.*
FROM GAME g
JOIN ANSWER a ON g.GAME_ID = a.GAME_ID
WHERE g.PLAYER_NAME = 'minh'
ORDER BY g.GAME_ID;
```

### 2.2 Query: Player und Game Count

### JPQL Query

### SQL Anweisungen

```
SELECT p.NAME, COUNT(g.GAME_ID) as amount FROM PLAYER p
JOIN GAME g ON p.PLAYER_ID = g.PLAYER_ID
GROUP BY p.NAME
ORDER BY amount DESC;
```

## 2.3 Query: Category Popularity

## JPQL Query

#### SQL Anweisungen

```
SELECT c.NAME, COUNT(q.QUESTION_ID) as amount FROM CATEGORY c

JOIN QUESTION q ON c.CATEGORY_ID = q.CATEGORY_ID

JOIN GAME g ON q.QUESTION_ID = ga.QUESTION_ID

JOIN GAMEANSWER ga ON g.GAME_ID = ga.GAME_ID

GROUP BY c.NAME

ORDER BY amount DESC;
```