

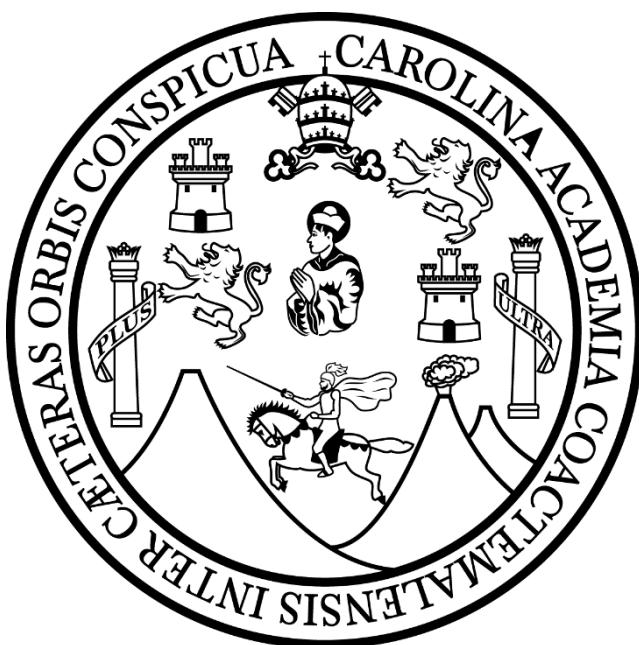
UNIVERSIDAD DE SAN CARLOS DE GUATEMALA

FACULTAD DE INGENIERÍA

ESCUELA DE CIENCIAS Y SISTEMAS

SISTEMAS DE BASES DE DATOS 2

SECCIÓN B



Prácticas y Proyectos Grupo 4

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Creación de Backups

Día 1

Carga de datos

The screenshot shows the MySQL Workbench interface with the 'Table Data Import' dialog open. The schema 'bd2practica2' is selected, and the table 'genre' is chosen. The 'Columns' section lists the columns: id, checksum, created_at, name, slug, updated_at, and url. The 'Detected file format: csv' section shows the encoding as 'utf-8'. Below this, a preview of the CSV data is displayed:

	id	checksum	created_at	name	slug	updated_at	url
1		ef2ff68a-f7...	129755200	Point-and-click	point-and-click	1323216000	https://www...
2		2cccf572-b...	129755200	Fighting	fighting	1323216000	https://www...
3		b1b15f3d3f...	129755200	Shooter	shooter	1323216000	https://www...
4		22d44ab...	129755200	Music	music	1323216000	https://www...
5		697fc5a...	129755200	Platform	platform	1323216000	https://www...
6							
7							
8							

SELECT * FROM cada tabla

genre

The screenshot shows the MySQL Workbench interface with a multi-table query in the SQL editor:

```
5 •   SELECT * from genre;
6 •   SELECT * from franchises;
7 •   SELECT * from characters;
8 •   SELECT * from languages;
9 •   SELECT * from multiplayer_modes;
```

The results are displayed in the 'Result Grid' tab, showing data from five tables: genre, franchises, characters, languages, and multiplayer_modes. The 'genre' table has 13 rows, and the other three tables have 4 rows each. The 'Output' tab at the bottom shows the execution details:

#	Time	Action	Message	Duration / Fetch
1	22:08:34	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
2	22:08:34	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
3	22:08:34	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	22:08:34	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	22:08:34	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	22:08:34	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

franchises

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: genre

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- name: varchar(255)
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Action Output

#	Time	Action	Message	Duration / Fetch
2	22:08:34	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
3	22:08:34	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	22:08:34	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	22:08:34	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	22:08:34	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Output:

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: | Result Grid | Form Editor | Field Types | Context Help | Snippets

Genre 3 Franchises 4 Characters 5 Languages 6 Multiplayer_modes 7

Object Info Session

16°C Ventoso Búsqueda 22:09 LAA 23/02/2024

characters

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: genre

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- name: varchar(255)
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Action Output

#	Time	Action	Message	Duration / Fetch
2	22:08:34	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
3	22:08:34	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	22:08:34	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	22:08:34	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	22:08:34	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Output:

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: | Result Grid | Form Editor | Field Types | Context Help | Snippets

Genre 3 Franchises 4 Characters 5 Languages 6 Multiplayer_modes 7

Object Info Session

16°C Ventoso Búsqueda 22:11 LAA 23/02/2024

languages

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: genre

Columns:

	id	int PK
checksum	varchar(36)	
created_at	bigint	
name	varchar(255)	
slug	varchar(255)	
updated_at	int	
url	varchar(255)	

Action Output

#	Time	Action	Message	Duration / Fetch
2	22:08:34	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
3	22:08:34	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	22:08:34	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	22:08:34	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	22:08:34	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

multiplayer_modes

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: genre

Columns:

	id	int PK
checksum	varchar(36)	
created_at	bigint	
name	varchar(255)	
slug	varchar(255)	
updated_at	int	
url	varchar(255)	

Action Output

#	Time	Action	Message	Duration / Fetch
2	22:08:34	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
3	22:08:34	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	22:08:34	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	22:08:34	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	22:08:34	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

SELECT COUNT(*) FROM cada tabla

genre

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: genre

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- name: varchar(255)
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Action Output

#	Time	Action	Message	Duration / Fetch
8	22-13-20	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	22-13-20	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	22-13-20	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	22-13-20	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	22-13-20	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Result Grid

```
count(*)
23
```

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

franchises

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: genre

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- name: varchar(255)
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Action Output

#	Time	Action	Message	Duration / Fetch
8	22-13-20	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	22-13-20	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	22-13-20	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	22-13-20	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	22-13-20	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Result Grid

```
count(*)
0
```

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

characters

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: genre

Columns:

id	int PK
checksum	varchar(36)
created_at	bigint
name	varchar(255)
slug	varchar(255)
updated_at	int
url	varchar(255)

Result Grid

```
count(*)
```

0

Action Output

#	Time	Action	Message
8	22-13-20	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned
9	22-13-20	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned
10	22-13-20	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned
11	22-13-20	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned
12	22-13-20	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned

Output

Result 9 Result 10 Result 11 Result 12 Result 13

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

Herramienta Recortes

Captura de pantalla copiada en el Portapapeles y guardada
Selecciona esta opción para marcar y compartir la imagen

16°C Ventoso

Búsquedas

ESP LAA 22:13 23/02/2024

languages

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: genre

Columns:

id	int PK
checksum	varchar(36)
created_at	bigint
name	varchar(255)
slug	varchar(255)
updated_at	int
url	varchar(255)

Result Grid

```
count(*)
```

0

Action Output

#	Time	Action	Message	Duration / Fetch
8	22-13-20	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	22-13-20	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	22-13-20	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	22-13-20	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	22-13-20	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output

Result 9 Result 10 Result 11 Result 12 Result 13

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

Context Help Snippets

16°C Ventoso

Búsquedas

ESP LAA 22:13 23/02/2024

multiplayer_modes

The screenshot shows the MySQL Workbench interface. In the top navigation bar, the 'local' connection is selected. The 'Navigator' pane on the left lists the 'Schemas' (bd2practica2) and its tables (characters, franchises, genre, languages, multiplayer_modes). The 'SQLAdditions' pane on the right displays a message: 'Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.' The main area contains a query editor with the following SQL code:

```

7 •    SELECT * FROM characters;
8 •    SELECT * FROM languages;
9 •    SELECT * FROM multiplayer_modes;
10
11 •   SELECT COUNT(*) FROM genre;
12 •   SELECT COUNT(*) FROM franchises;
13 •   SELECT COUNT(*) FROM characters;
14 •   SELECT COUNT(*) FROM languages;
15 •   SELECT COUNT(*) FROM multiplayer_modes;

```

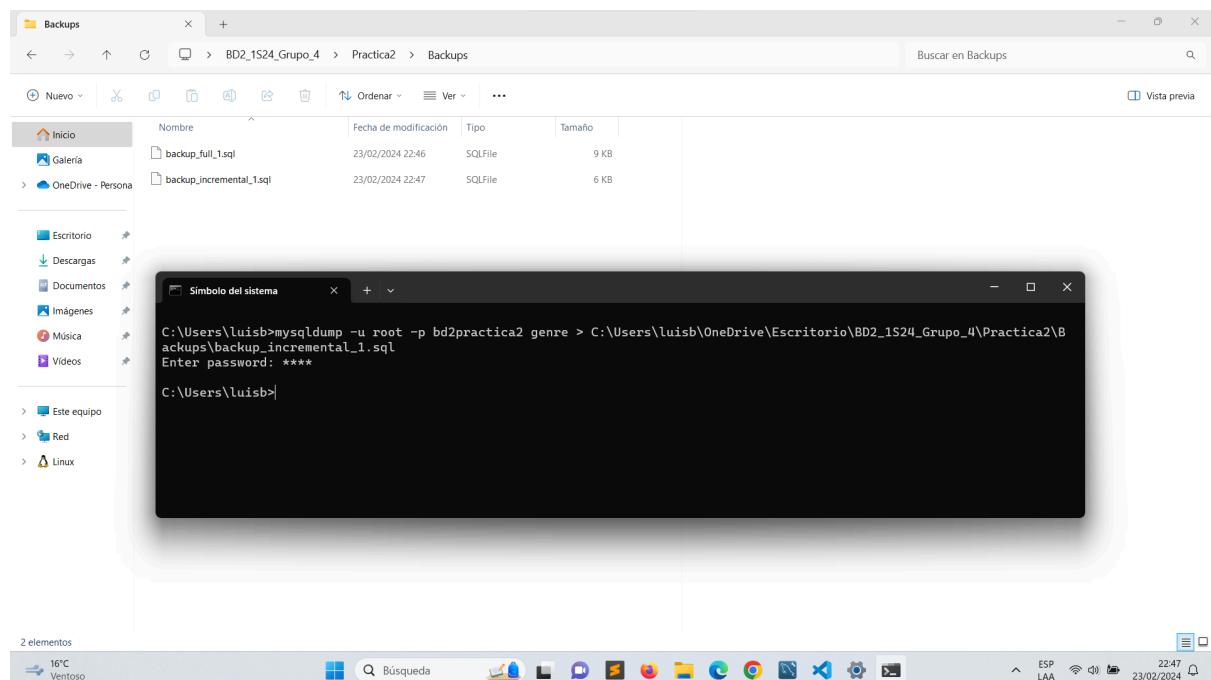
The results grid shows the output for the first query: count(*) = 0.

Creación de backup completo

The screenshot shows a Windows file explorer window titled 'Backups'. It displays a file named 'backup_full_1.sql' located in the folder 'BD2_1S24_Grupo_4\Practica2\Backups'. The file was modified on 23/02/2024 at 22:46 and is a SQL file (9 KB). Below the file explorer is a terminal window titled 'Símbolo del sistema' (Windows Command Prompt). The command entered is:

```
C:\Users\luisb>mysqldump -u root -p bd2practica2 > C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\backup_full_1.sql
Enter password: ****
```

Creación de backup incremental



Día 2:

Carga de datos

The screenshot shows MySQL Workbench interface. A 'Table Data Import' dialog is open for the 'franchises' table in the 'bd2practica2' schema. The dialog shows the following settings:

- Detected file format:** csv
- Encoding:** utf-8
- Columns:**
 - Source Column: id
 - Dest Column: id
 - Source Column: checksum
 - Dest Column: checksum
 - Source Column: created_at
 - Dest Column: created_at
 - Source Column: games
 - Dest Column: games
 - Source Column: name
 - Dest Column: name
 - Source Column: slug
 - Dest Column: slug

Below the dialog, a preview of the data is shown:

	id	checksum	created_at	games	name	slug	updated_at	url
1	1	110f01b1-3...	168560886...	[1065, 265...	Stuart Little	stuart-little	1685608883	https://ww...
4631	2	0a2e449-0...	1458155907	[18385]	Austin Pow...	austin-pow...	1458155907	https://ww...
783	3	7e409f48-d...	165601760...	[79566, 70...	My Guardia...	my-guardia...	1681841050	https://ww...
3798	4	223c20ad-0...	1601440079	[2656, 274...	The Simpos...	the-simpso...	1601440079	https://ww...
2214	5							

The status bar at the bottom indicates the session is 'Despejado' (empty) and the date/time is 24/02/2024.

SELECT * FROM cada tabla
genre

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

ID	checksum	created_at	name	slug	updated_at	url
1	ef2f6fae-f7bd-d2d0-76cb-c930bde63191	129755200	Point-and-click	point-and-click	1323302400	https://www.ipdb.com
2	2cc0572-bddc-6ed4-8843-25447ea40782	129755200	Fighting	fighting	1323216000	https://www.ipdb.com
3	b15fd1f-0f46-e5f3-2b40-d046cf9bd2ef	129755200	Shooter	shooter	1323216000	https://www.ipdb.com
4	22d4a0d-49c7-5907-ef2-e06f178d647	129755200	Music	music	1323216000	https://www.ipdb.com
5	6975ca4+b96f-a803-288a-498bd5d1de1	129755200	Platform	platform	1323216000	https://www.ipdb.com
6	616de9c3-b460-a232-0ff9-00014facf1e7	129755200	Puzzle	puzzle	1323216000	https://www.ipdb.com
7	73c6537-54d8-1cb1-d523-d57b7b5973194	129755200	Racing	racing	1323216000	https://www.ipdb.com
8	aaa36cb-2258-8653-a461-1358d8ce445	129755200	Real Time Strategy (RTS)	real-time-strategy-rts	1323216000	https://www.ipdb.com
9	42de3b2-7e2-7334-1cd-f80cce2a2a4c3	129755200	Role-playing (RPG)	role-playing-rpg	1323216000	https://www.ipdb.com
10	979772a-f08f-9e8e-bd26-70c9eecc34e8	129755200	Simulator	simulator	1323216000	https://www.ipdb.com

Output:

Action	Time	Action	Message	Duration / Fetch
1	22:00:31	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.016 sec / 0.000 sec
2	22:00:31	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
3	22:00:31	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
4	22:00:31	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
5	22:00:31	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
6	22:00:31	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: | Result Grid | Form Editor | Field Types | Context Help | Snippets

SQLAdditions... | Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

21°C Despejado | Búsqueda | ESP ES | 22:00 | 24/02/2024 | 22:00 | 24/02/2024

franchises

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

ID	checksum	created_at	name	slug	updated_at	url
1	3b0a8646-34c-c90e-e18a-b358416d3aa7	1301132302000	[114, 116, 118, 137, 139, 140, 141, 142, 143, ...]	star-wars	1301132302000	https://www.ipdb.com
2	cdb88a3c-e10d-0d79-0336-923f71f961d	1301133404000	[138, 183, 184, 185, 186, 187, 188, 189, 4932, ...]	indiana-jar	1301133404000	https://www.ipdb.com
3	8d56cde0-27b7-5787-71b5-552b0be8b79	1301299730000	[588, 3862, 9006, 12009, 16402, 16999, 2582, ...]	conan	1301299730000	https://www.ipdb.com
4	44fc10c-44af-c54-0-c46f7b566ab	1301455900000	[359, 383, 384, 385, 386, 387, 388, 389, 391, ...]	final-fanta	1301455900000	https://www.ipdb.com
5	2c94911c-a986-a698-42e8-8ce1ee59e7eb	1301514188000	[500, 501, 1012, 2003, 2720, 2063, 3444, 385, ...]	batman	1301514188000	https://www.ipdb.com
6	0d8ea656-4837-2602-41e2-90e74cb7e97	1301598703000	[257, 465, 466, 467, 468, 469, 470, 578, 4330, ...]	warhammer	1301598703000	https://www.ipdb.com
7	e2fb9f33-897c-8137-525f-ddf50a02b302	1317714192000	[555, 3620, 3899, 5242, 5243, 5244, 8015, 80 ...]	transformers	1317714192000	https://www.ipdb.com
8	87262b4f-0e43-9abd-be61-e831bd5ee00	1317738666000	[566, 3658, 4534, 6054, 8160, 8161, 8162, 11, ...]	ghostbusters	1317738666000	https://www.ipdb.com
9	036d8c22-405a-9369-262f-c92136bd5914	1317799909000	[293, 310, 633, 634, 635, 863, 864, 865, 866, ...]	sid-meier	1317799909000	https://www.ipdb.com
10	1e2509dc-a39a-92e7-828c-12bcab50e16	1318034617000	[774, 1052, 2965, 2972, 2973, 3025, 3092, 31, ...]	the-lord-of-the-rings	1318034617000	https://www.ipdb.com

Output:

Action	Time	Action	Message	Duration / Fetch
1	22:00:31	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.016 sec / 0.000 sec
2	22:00:31	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
3	22:00:31	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
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5	22:00:31	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
6	22:00:31	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: | Result Grid | Form Editor | Field Types | Context Help | Snippets

SQLAdditions... | Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

21°C Despejado | Búsqueda | ESP ES | 22:01 | 24/02/2024 | 22:01 | 24/02/2024

characters

MySQL Workbench

Schemas

- local
- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- genre_id: int
- name: varchar(255)
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Result Grid

id	akas	checksum	country_name	created_at	description	games	gender	mug_shot	name	slug	species	updated_at	url

Action Output

#	Time	Action	Message	Duration / Fetch
2	22:00:31	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.016 sec / 0.000 sec
3	22:00:31	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
4	22:00:31	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
5	22:00:31	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
6	22:00:31	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

languages

MySQL Workbench

Schemas

- local
- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- genre_id: int
- name: text
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Result Grid

id	checksum	created_at	locale	name	native_name	updated_at

Action Output

#	Time	Action	Message	Duration / Fetch
2	22:00:31	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.016 sec / 0.000 sec
3	22:00:31	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
4	22:00:31	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
5	22:00:31	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
6	22:00:31	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

multiplayer_modes

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

id	checksum	created_at	updated_at	name	slug	updated_at	url

Action Output

#	Time	Action	Message	Duration / Fetch
1	22:00:31	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.016 sec / 0.000 sec
2	22:00:31	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
3	22:00:31	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
4	22:00:31	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
5	22:00:31	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
6	22:00:31	SELECT * from franchises LIMIT 0, 1000	23 row(s) returned	0.015 sec / 0.000 sec

Output: count(*)

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: | Result Grid | Form Editor | Field Types | Context Help | Snippets

Object Info Session

21°C Despejado Búsqueda ESP 22/02 24/02/2024

SELECT COUNT(*) FROM cada tabla
genre

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

id	checksum	created_at	updated_at	name	slug	updated_at	url

Action Output

#	Time	Action	Message	Duration / Fetch
1	22:02:51	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
2	22:02:51	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
3	22:02:51	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
4	22:02:51	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
5	22:02:51	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output: count(*)

Result 6 | Result 7 | Result 8 | Result 9 | Result 10 | Read Only | Context Help | Snippets

Object Info Session

21°C Despejado Búsqueda ESP 22/02 24/02/2024

franchises

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- games: text
- name: varchar(255)
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Action Output

#	Time	Action	Message	Duration / Fetch
7	22:02:51	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	22:02:51	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	22:02:51	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	22:02:51	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	22:02:51	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Result Grid

```
count(*)
1808
```

Result 6 Result 7 Result 8 Result 9 Result 10

Output

Action Output

#	Time	Action	Message	Duration / Fetch
7	22:02:51	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	22:02:51	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	22:02:51	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	22:02:51	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	22:02:51	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

characters

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- games: text
- name: varchar(255)
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Action Output

#	Time	Action	Message	Duration / Fetch
7	22:02:51	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	22:02:51	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	22:02:51	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	22:02:51	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	22:02:51	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Result Grid

```
count(*)
0
```

Result 6 Result 7 Result 8 Result 9 Result 10

Output

Action Output

#	Time	Action	Message	Duration / Fetch
7	22:02:51	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	22:02:51	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	22:02:51	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	22:02:51	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	22:02:51	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

languages

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- games: text
- name: varchar(255)
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Action Output

#	Time	Action	Message	Duration / Fetch
7	22:02:51	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	22:02:51	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	22:02:51	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	22:02:51	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	22:02:51	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Result Grid

```
count(*)
0
```

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

multiplayer_modes

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

Columns:

- id**: int PK
- checksum: varchar(36)
- created_at: bigint
- games: text
- name: varchar(255)
- slug: varchar(255)
- updated_at: int
- url: varchar(255)

Action Output

#	Time	Action	Message	Duration / Fetch
7	22:02:51	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	22:02:51	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	22:02:51	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	22:02:51	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	22:02:51	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Result Grid

```
count(*)
0
```

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

Creación de backup completo

The screenshot shows the MySQL Workbench interface. In the top-left, the Navigator pane displays the schema 'bd2practica2' with its tables: characters, franchises, genre, languages, and multiplayer_modes. The bottom-left pane shows the 'franchises' table definition. The central workspace contains a SQL editor window with the following command:

```
ups\backup_full_2.sql
"--" no se reconoce como un comando interno o externo,
programa o archivo por lotes ejecutable.

C:\Users\luisb>mysqldump -u root -p bd2practica2 > C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\backup_full_2.sql
Enter password: ****
```

The status bar at the bottom right indicates the date and time: 24/02/2024 22:13.

Creación de backup incremental

This screenshot is identical to the previous one, showing the creation of a full backup. The command in the SQL editor is:

```
C:\Users\luisb>mysqldump -u root -p bd2practica2 franchises > C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\backup_incremental_2.sql
Enter password: ****
```

The status bar at the bottom right indicates the date and time: 24/02/2024 22:14.

Día 3:

Carga de datos

MySQL Workbench

Table Data Import

Configure Import Settings

Detected file format: csv

Encoding: utf-8

Columns:

- gender
- mug_shot
- name
- slug
- species
- updated_at
- url

id	akas	checksum	country_n...	created_at	description	games	gender	mug_shot	name
13116	bb6801a9...			155597600	[103020]		Nuclear		
14447	ac16307c-5...			1562198400	[75242]		Agent		
504	56df9a75...			1397865600	[2765, 2911]		Gary		
2692	e32722d2...			1414800000	[41]		O		

< Back | Next > | Cancel

Message Duration / Fetch

- 0 rows(s) returned 0.000 sec / 0.000 sec
- OK 0.000 sec
- OK 0.000 sec
- OK 0.000 sec
- OK 0.000 sec

Context Help Snippets

21°C Despejado Búsqueda ESP LAA 2016 25/02/2024

SELECT * FROM cada tabla

genre

MySQL Workbench

Table Data Import

Configure Import Settings

Detected file format: csv

Encoding: utf-8

Columns:

- franchise
- genre
- languages
- multiplayer_modes

id	franchise	genre	languages	multiplayer_modes
1	create_database			
2	USE BD2PRACTICA2;			
3				
5	SELECT * from genre;			
6	SELECT * from franchises;			
7	SELECT * from characters;			
8	SELECT * from languages;			
9	SELECT * from multiplayer_modes;			

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: |

id	checksum	created_at	name	slug	updated_at	url
2	ef2ff68a-f7bd-42d0-76cb-c300bd6e3191	129755200	Point-and-click	point-and-click	1323216000	https://www.ipdb.com
4	2cccd572-bddc-6ed4-8843-25447ea9a782	129755200	Fighting	fighting	1323216000	https://www.ipdb.com
5	bb15f3f-0f46-e5f5-2b40-d046cf5fb2ef	129755200	Shooter	shooter	1323216000	https://www.ipdb.com
7	22d4a0d-89c7-580f-eef2-e06f178fd47	129755200	Music	music	1323216000	https://www.ipdb.com
8	697c5a-b5bf-a803-288a-498bd5d1de1	129755200	Platform	platform	1323216000	https://www.ipdb.com
9	616de9c3-b400-0232-6ff9-00014fac1b	129755200	Puzzle	puzzle	1323216000	https://www.ipdb.com
10	73c2653f-54d8-1b6d-d523-dd57b753194	129755200	Racing	racing	1323216000	https://www.ipdb.com
11	aaa36bc-2258-8653-a461-1358bf8ce445	129755200	Real Time Strategy (RTS)	real-time-strategy-(RTS)	1323216000	https://www.ipdb.com
12	42de3b2-7e2-7334-91cd-f80ce62a1c3	129755200	Role-playing (RPG)	role-playing-(RPG)	1323216000	https://www.ipdb.com
13	9779772a-f0f8-9eb-bd26-703eeec3e8	129755200	Simulator	simulator	1323216000	https://www.ipdb.com

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output |

Time Action

- 10 20-17-21 SELECT * from genre LIMIT 0, 1000
- 11 20-17-21 SELECT * from franchises LIMIT 0, 1000
- 12 20-17-21 SELECT * from characters LIMIT 0, 1000
- 13 20-17-21 SELECT * from languages LIMIT 0, 1000
- 14 20-17-21 SELECT * from multiplayer_modes LIMIT 0, 1000

Practica2 BD2.pdf - Pers... Duration / Fetch

- 0.000 sec / 0.000 sec
- 0.015 sec / 0.000 sec
- 0.000 sec / 0.000 sec
- 0.000 sec / 0.000 sec
- 0.000 sec / 0.000 sec

Context Help Snippets

21°C Despejado Búsqueda ESP LAA 2017 25/02/2024

franchises

MySQL Workbench

Schemas

- local
- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: characters

Columns:

id	akas	checksum	country_name	created_at	description	game	gender	mug_shot	name	slug	species	updated_at	uri
1	int PK	varchar(255)	varchar(36)	varchar(255)	text	varchar(255)	varchar(255)	varchar(255)	varchar(255)	slug	varchar(255)	int	varchar(255)

Result Grid

id	checksum	created_at	names	name	slug
1	3b0a8646-3c4c90e-e18a-b358a16d3aa7	130113232000	[114, 116, 118, 137, 129, 140, 141, 142, 143, ...]	Star Wars	star-wars
2	cad8aa52-e10.ad79-033e-9297cf461d	1301133404000	[138, 183, 184, 185, 186, 187, 188, 189, 4932, ...]	Indiana Jones	indiana-jon
3	8f56de52-27b7-5b78-701b-552b0be8b79	13011299735000	[588, 386, 362, 906, 1209, 16402, 16999, 2582, ...]	Conan	conan
4	44fcf1c9-44af-c54a-0c40-f6fb71b66eb	1301495590000	[359, 383, 384, 385, 386, 387, 388, 389, 391, ...]	Final Fantasy	final-fanta
5	2e9491d9-a986-a698-42e8-8cc1ee595e7b	1301514188000	[500, 501, 1012, 2003, 2738, 3063, 3444, 385, ...]	Batman	batman
6	0d8ea5b6-8372-2602-1e2c-90e7cb79ef	1301998703000	[257, 465, 466, 467, 468, 469, 470, 578, 4330, ...]	Warhammer 40,000	warhamme
7	e2fbff33-897c-8137-525f-d0fa0a2b302	1317714192000	[558, 360, 389, 5242, 5244, 8015, 80, ...]	Transformers	transforme
8	87262b40-0e43-9bad-be61-e831cb5ed0	1317738666000	[566, 3658, 4534, 6054, 8160, 8162, 11, ...]	Ghostbusters	ghostbusb
10	036bc822-405a-9369-262f-92136bd5914	1317799900000	[293, 310, 633, 634, 635, 863, 864, 865, 866, ...]	Sid Meier	sid-meier
11	1e2590dc-a34a-92e7-262c-122bca50e16	1318034617000	[774, 1052, 2965, 2972, 2973, 3025, 3092, 31, ...]	The Lord of the Rings	the-lord-of

Output

#	Time	Action	Message	Duration / Fetch
10	20-17-21	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
11	20-17-21	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.015 sec / 0.000 sec
12	20-17-21	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
13	20-17-21	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
14	20-17-21	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

characters

MySQL Workbench

Schemas

- local
- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: characters

Columns:

id	akas	checksum	country_name	created_at	description	names	gender
69	6a7135e3-cb4a-d740-5f1b-1c5394d40991	1384905000	[62]				
70	3a0750ce-3ed0-4c76-ef7a-31066fc3c116	1384905000	[62]				
73	59e24b65-6e14-4c8e-0295-1e5e25a02c1	1384905000	[62]				
96	0adec141-c238-49df-9f5c-a645dcd62bc3a	1384905000	[62]				
504	56d6fb97-5cfa-ea11-14e5-46a493843313	1378785000	[2765, 2911]				
710	a377f15d-1db7-4e21-d5ba-517fab4b6c	1408060800	[18]				
834	6ccf774d-7b52-19e8-a7ee-68bb-b4f40d32	1408752000	[66, 895, 1279, 2238, 55092, 55189]				
889	f0c53bde-7430-bb6c-e2e8-f5fb082b1390	1409011200	[2368]				
911	c174dd8d-1a0-bd4a-e125-407d3a065a5a	1409011200	[113, 128, 537]				
1117	8e8fc9ff-4488-691f-11d0-999ca072e9f	1409443200	[113, 127]				

Result Grid

id	checksum	country_name	created_at	description	names	gender
69	6a7135e3-cb4a-d740-5f1b-1c5394d40991	1384905000	[62]			
70	3a0750ce-3ed0-4c76-ef7a-31066fc3c116	1384905000	[62]			
73	59e24b65-6e14-4c8e-0295-1e5e25a02c1	1384905000	[62]			
96	0adec141-c238-49df-9f5c-a645dcd62bc3a	1384905000	[62]			
504	56d6fb97-5cfa-ea11-14e5-46a493843313	1378785000	[2765, 2911]			
710	a377f15d-1db7-4e21-d5ba-517fab4b6c	1408060800	[18]			
834	6ccf774d-7b52-19e8-a7ee-68bb-b4f40d32	1408752000	[66, 895, 1279, 2238, 55092, 55189]			
889	f0c53bde-7430-bb6c-e2e8-f5fb082b1390	1409011200	[2368]			
911	c174dd8d-1a0-bd4a-e125-407d3a065a5a	1409011200	[113, 128, 537]			
1117	8e8fc9ff-4488-691f-11d0-999ca072e9f	1409443200	[113, 127]			

Output

#	Time	Action	Message	Duration / Fetch
10	20-17-21	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
11	20-17-21	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.015 sec / 0.000 sec
12	20-17-21	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
13	20-17-21	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
14	20-17-21	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

languages

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: characters

Columns:

id	akas	checksum	country_name	created_at	description	game	gender	img_shot	name	slug	species	updated_at	uri
int PK	varchar(255)	varchar(36)	varchar(255)	int	text	varchar(255)	varchar(255)	varchar(255)	varchar(255)	slug	varchar(255)	int	varchar(255)

Result Grid

id	checksum	created_at	locale	name	native_name	updated_at
NULL	NULL	NULL	NULL	NULL	NULL	NULL

Action Output

#	Time	Action	Message	Duration / Fetch
10	20-17-21	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
11	20-17-21	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.015 sec / 0.000 sec
12	20-17-21	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
13	20-17-21	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
14	20-17-21	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

multiplayer_modes

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: characters

Columns:

id	akas	checksum	country_name	created_at	description	game	lancoop	offlinecoop	offlinecoymax	onlinemax	onlinecoopmax	onlinemax	pla
int PK	varchar(255)	varchar(36)	varchar(255)	int	text	varchar(255)	varchar(255)	varchar(255)	int	int	int	int	varchar(255)

Result Grid

id	campaigncoop	checksum	dropin	gene	lancoop	offlinecoop	offlinecoymax	onlinemax	onlinecoopmax	onlinemax	pla
NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL

Action Output

#	Time	Action	Message	Duration / Fetch
10	20-17-21	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
11	20-17-21	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.015 sec / 0.000 sec
12	20-17-21	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
13	20-17-21	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
14	20-17-21	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

SELECT COUNT(*) FROM cada tabla

genre

MySQL Workbench

Schemas: bdpractica2

Tables: characters, franchises, genre, languages, multiplayer_modes

SQL Editor:

```

7 • SELECT * from characters;
8 • SELECT * from languages;
9 • SELECT * from multiplayer_modes;
10
11 • SELECT count(*) from genre;
12 • SELECT count(*) from franchises;
13 • SELECT count(*) from characters;
14 • SELECT count(*) from languages;
15 • SELECT count(*) from multiplayer_modes;
  
```

Result Grid: count(*)

count(*)
23

Action Output:

#	Time	Action	Message	Duration / Fetch
15	20:18:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	20:18:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.015 sec / 0.000 sec
17	20:18:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
18	20:18:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
19	20:18:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Information:

Table: characters

Columns:

id	int PK
akas	varchar(255)
checksum	varchar(36)
country_name	varchar(255)
created_at	int
description	text
games	varchar(255)
gender	varchar(255)
mug_shot	varchar(255)
name	varchar(255)
slug	varchar(255)
species	varchar(255)
updated_at	int
uri	varchar(255)

Object Info **Session**

franchises

MySQL Workbench

Schemas: bdpractica2

Tables: characters, franchises, genre, languages, multiplayer_modes

SQL Editor:

```

7 • SELECT * from characters;
8 • SELECT * from languages;
9 • SELECT * from multiplayer_modes;
10
11 • SELECT count(*) from genre;
12 • SELECT count(*) from franchises;
13 • SELECT count(*) from characters;
14 • SELECT count(*) from languages;
15 • SELECT count(*) from multiplayer_modes;
  
```

Result Grid: count(*)

count(*)
1808

Action Output:

#	Time	Action	Message	Duration / Fetch
15	20:18:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	20:18:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.015 sec / 0.000 sec
17	20:18:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
18	20:18:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
19	20:18:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Information:

Table: characters

Columns:

id	int PK
akas	varchar(255)
checksum	varchar(36)
country_name	varchar(255)
created_at	int
description	text
games	varchar(255)
gender	varchar(255)
mug_shot	varchar(255)
name	varchar(255)
slug	varchar(255)
species	varchar(255)
updated_at	int
uri	varchar(255)

Object Info **Session**

characters

MySQL Workbench

Schemas: bdpractica2

Tables: characters, franchises, genre, languages, multiplayer_modes

queries:

```

7 • SELECT * from characters;
8 • SELECT * from languages;
9 • SELECT * from multiplayer_modes;
10
11 • SELECT count(*) from genre;
12 • SELECT count(*) from franchises;
13 • SELECT count(*) from characters;
14 • SELECT count(*) from languages;
15 • SELECT count(*) from multiplayer_modes;
  
```

Result Grid: count(*)

383

Action Output:

#	Time	Action	Message	Duration / Fetch
15	20:18:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	20:18:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.015 sec / 0.000 sec
17	20:18:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
18	20:18:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
19	20:18:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Information: Table: characters

Columns:

- id**: int PK
- akas**: varchar(255)
- checksum**: varchar(36)
- country_name**: varchar(255)
- created_at**: int
- description**: text
- game**: varchar(255)
- gender**: varchar(255)
- mug_shot**: varchar(255)
- name**: varchar(255)
- slug**: varchar(255)
- species**: varchar(255)
- updated_at**: int
- uri**: varchar(255)

languages

queries:

```

7 • SELECT * from characters;
8 • SELECT * from languages;
9 • SELECT * from multiplayer_modes;
10
11 • SELECT count(*) from genre;
12 • SELECT count(*) from franchises;
13 • SELECT count(*) from characters;
14 • SELECT count(*) from languages;
15 • SELECT count(*) from multiplayer_modes;
  
```

Result Grid: count(*)

0

Action Output:

#	Time	Action	Message	Duration / Fetch
15	20:18:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	20:18:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.015 sec / 0.000 sec
17	20:18:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
18	20:18:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
19	20:18:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

multiplayer_modes

queries:

```

7 • SELECT * from characters;
8 • SELECT * from languages;
9 • SELECT * from multiplayer_modes;
10
11 • SELECT count(*) from genre;
12 • SELECT count(*) from franchises;
13 • SELECT count(*) from characters;
14 • SELECT count(*) from languages;
15 • SELECT count(*) from multiplayer_modes;
  
```

Result Grid: count(*)

0

Action Output:

#	Time	Action	Message	Duration / Fetch
15	20:18:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	20:18:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.015 sec / 0.000 sec
17	20:18:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
18	20:18:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
19	20:18:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

The screenshot shows the MySQL Workbench interface with the following details:

- Navigator:** Shows the schema `bd2practica2` with tables: `characters`, `franchises`, `genre`, `languages`, and `multiplayer_modes`.
- SQL Editor:** Displays a completed SQL script for creating a backup:


```

7 •  SELECT * from characters;
8 •  SELECT * from languages;
9 •  SELECT * from multiplayer_modes;
10
11 •  SELECT count(*) from genre;
12 •  SELECT count(*) from franchises;
13 •  SELECT count(*) from characters;
14 •  SELECT count(*) from languages;
15 •  SELECT count(*) from multiplayer_modes;
      
```
- Result Grid:** Shows the result of the last query: `count(*)` with value `0`.
- Output:** Shows the execution history of the queries.
- Session Bar:** Includes icons for 21°C, Despejado, and a system status bar showing ESP, LAA, 20:19, 25/02/2024.

Creación de backup completo

The screenshot shows the MySQL Workbench interface with the following details:

- Navigator:** Shows the schema `bd2practica2` with tables: `characters`, `franchises`, `genre`, `languages`, and `multiplayer_modes`.
- SQL Editor:** Displays an incomplete SQL script for creating a backup:


```

1 •  create database BD2PRACTICA2;
2 •  USE BD2PRACTICA2;
3
4
5 •  SELECT * from genre;
6 •  SELECT * from franchises;
7 •  SELECT * from characters;
8 •  SELECT * from languages;
9 •  SELECT * from multiplayer_modes;
10
11 •  SELECT count(*) from genres;
12 •  SELECT count(*) from franchises;
13 •  SELECT count(*) from characters;
14 •  SELECT count(*) from languages;
15 •  SELECT count(*) from multiplayer_modes;
      
```
- Output:** A terminal window titled "Símbolo del sistema" is open, showing the command:


```
C:\Users\luisb>mysqldump -u root -p bd2practica2 > C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\backup_full_3.sql
```

 and the password prompt:


```
Enter password: ****
```
- Session Bar:** Includes icons for 21°C, Despejado, and a system status bar showing Duration / Fetch values.

Creación de backup incremental

```

MySQL Workbench
File Edit View Query Database Server Tools Scripting Help
Navigator... Schemas Administration Schemas Information
Table: characters
Columns:
id int PK
akas varchar(255)
checksum varchar(36)
country_name varchar(255)
created_at int
description text
games varchar(255)
mugshot varchar(255)
name varchar(255)
slug varchar(255)
species varchar(255)
updated_at int
uri varchar(255)

Object Info Session
C:\Users\luisb>mysqldump -u root -p bd2practica2 characters > C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\backup_incremental_3.sql
Enter password: *****
C:\Users\luisb>

```

19 2018.33 SELECT count(*) from multiplayer_modes LIMIT 0,1000
1 row(s) returned

Duration / Fetch
0.000 sec / 0.000 sec
0.015 sec / 0.000 sec
0.000 sec / 0.000 sec
0.000 sec / 0.000 sec
0.000 sec / 0.000 sec

21°C Despejado 20:21 25/02/2024

Día 4:

Carga de datos

Activities MySQL Workbench Feb 26 22:28

MySQL Workbench

Local instance 3306

File Edit View Query Data

Administration Schemas

Detected file format: csv

Encoding: utf-8

Columns:

Source Column	Dest Column
<input checked="" type="checkbox"/> id	<input type="checkbox"/> id
<input checked="" type="checkbox"/> checksum	<input type="checkbox"/> checksum
<input checked="" type="checkbox"/> created_at	<input type="checkbox"/> created_at
<input checked="" type="checkbox"/> locale	<input type="checkbox"/> locale

id checksum created_at locale name native_na updated_at

1	e0963d...	166480...	ar	Arabic	العربية	1664803639
2	ddcc74...	166480...	zh-CN	Chinese...	简体中文	1664803639
3	e7a793...	166480...	zh-TW	Chinese...	繁體中文	1664803639

< Back Next > Cancel

SELECT * FROM cada tabla

genre

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS Filter objects

- AYD1_PRACTICA_G2
- BD2PRACTICA2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
 - ejemplo
 - proyecto1
 - proyecto2
 - so1p1

Object Info Session

Table: languages

Columns:

Result Grid Filter Rows Edit: Export/Import: Wrap Cell Content: Result Grid Form Editor Field Types Query Stats Execution Plan

Query 1 languages

```
78 ;;
79
80
81 • SELECT * from genre;
```

#	id	checksum	created_at	name	slug	updated_at	url
1	31	a6d85192-8d11-bad3-cc5c-dd89e2...	1323561600	Adventure	adventure	1323561600	https://www.igdb.com
2	33	388cec36-d099-f4a1-31c3-1938fae...	1380931200	Arcade	arcade	1380931200	https://www.igdb.com
3	35	137bcfbe-be08-0b36-b66e-1bef14...	1588809600	Card & Board Game	card-and-board-ga...	1588809600	https://www.igdb.com
4	4	2ccc6572-bbd6-6ed4-8843-25447e...	1297555200	Fighting	fighting	1323216000	https://www.igdb.com
5	25	4bd95a5d-8f81-1aee-4ea9-224b4b...	1301616000	Hack and slash/Beat'e...	hack-and-slash-be...	1323216000	https://www.igdb.com
6	32	2522259f-2454-ec02-5dc0-84373e...	1341360000	Indie	indie	1341360000	https://www.igdb.com
7	36	0f17b3a1-6d97-4c02-0997-850adf4...	1588809600	MOBA	moaba	1588809600	https://www.igdb.com
8	7	22d44a0d-89c7-580f-eef2-e0b1781...	1297555200	Musical	music	1323216000	https://www.igdb.com
9	30	b5657d72-ee36-0851-58df-e8d241...	1320192000	Pinball	pinball	1323216000	https://www.igdb.com
10	8	697fc5a4-b96f-a803-288a-498bd5d...	1297555200	Platform	platform	1323216000	https://www.igdb.com
11	2	e2ff6f8a-f7bd-d2d0-76cb-c830bd6...	1297555200	Point-and-click	point-and-click	1323302400	https://www.igdb.com
12	9	616de9c3-8a00-0232-9d99-00014d...	1297555200	Puzzle	puzzle	1323216000	https://www.igdb.com
13	26	256a99dd-d06-bc0c-d53b-dc3098...	1301961600	Quiz/Trivia	quiz-trivia	1323216000	https://www.igdb.com
14	10	73c2653f-54d8-c1bd-d523-dd57fb...	1297555200	Racing	racing	1323216000	https://www.igdb.com

genre 1

Apply Revert

Query Completed

franchises

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS Filter objects

- AYD1_PRACTICA_G2
- BD2PRACTICA2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
 - ejemplo
 - proyecto1
 - proyecto2
 - so1p1

Object Info Session

Table: franchises

Columns:

Result Grid Filter Rows Edit: Export/Import: Wrap Cell Content: Fetch rows: Result Grid Form Editor Field Types Query Stats Execution Plan

Query 1 franchises

```
80
81 • SELECT * from genre;
82 • SELECT * from franchises;
83 • SELECT * from characters;
```

#	id	checksum	created_at	games	name	slug
1	1	3b0a8646-3c4c-c90e-e18a-b35841...	1301132282000	[114, 116, 118, 137, 139, 140, 141, ...]	Star Wars	star-wars
2	2	cad88aa2-e010-ad79-0336-9297cf...	1301133404000	[138, 183, 184, 185, 186, 187, 188, ...]	Indiana Jones	indiana-jones
3	3	8d56de6b-27b7-5787-781b-552b0...	1301299735000	[588, 3862, 9006, 12009, 16402, 1...	Conan	conan
4	4	44cf1ce-4daf-fc54-0c40-6f6b71b6...	1301495590000	[359, 383, 384, 385, 386, 387, 388, ...]	Final Fantasy	final-fantasy
5	5	2c94491d-a986-a698-e2e8-8ce1ee...	1301514188000	[500, 501, 1012, 2003, 2738, 3063, ...]	Batman	batman
6	6	0d8ea6b6-4837-2602-41e2-9c0e74...	1301998703000	[257, 465, 466, 467, 468, 469, 470, ...]	Warhammer 40,000	warhammer-40-000
7	7	e218bf33-897c-8137-525f-ddf60a02...	1317714192000	[555, 3620, 3899, 5242, 5243, 524...	Transformers	transformers
8	8	87262b4f-0e43-9bad-be61-e8d31d...	1317738666000	[566, 3658, 4534, 6054, 8160, 816...	Ghostbusters	ghostbusters
9	10	036d8c22-405a-93d9-262f-c92136...	1317799909000	[293, 310, 633, 634, 635, 863, 864, ...]	Sid Meier	sid-meier
10	11	1e2509dc-a34a-92e7-828c-122bca...	1318034617000	[774, 1052, 2965, 2972, 2973, 302...	The Lord of the Rings	the-lord-of-the-rings
11	12	64f3a439-5277-54f9-8b7-61f67cb1...	1318164222000	[245, 295, 321, 340, 647, 648, 649, ...]	Command & Conquer	command-conquer
12	13	1b722b14-8f7e-5990-cd29-048c2b...	1318414962	[784, 785, 786, 1255, 5910, 5911, ...]	BattleTech	battletech
13	15	161f1407-07c0-7604-8973-2ca17b1...	1318786259000	[801, 802, 803, 804, 805, 806, 807, ...]	NASCAR	nascar
14	16	628cd393-9500-2834-0dd3-b0796d...	1318786536000	[808, 809, 811, 3397, 3549, 3550, ...]	NBA	nba

Franchises 2

Apply Revert

Query Completed

characters

Activities MySQL Workbench

Local instance 3306

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

AYD1_PRACTICA_G2

BD2PRACTICA2

- Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
- Views
- Stored Procedures
- Functions
- ejemplo
- projeto1
- projeto2
- so1p1

Object Info Session

No object selected

Query 1 languages

```
83 • SELECT * from characters;
84 • SELECT * from languages;
85 • SELECT * from multiplayer_modes;
86
```

Result Grid

#	id	checksum	country_name	created_at	description	games
1	69	6a7135e3-cb4a-d740-5f1b-1c6394...		1384905600	[62]	
2	70	3c075cce-3ed0-4c76-cfa1-3106f6fc...		1384905600	[62]	
3	73	59e24865-6e54-6c8e-0395-c1e5e2...		1384905600	[62]	
4	96	0adec141-1258-49df-8f5c-a6dadec...		1384905600	[62]	
5	504	566fd9a7-5cfa-e9e1-14e5-46a4938...		1397865600	[2765, 2911]	
6	710	a371715d-1db0-4a21-d08a-5312ca...		1408060800	[18]	
7	834	6cefef74-d7b3-19e8-a7ee-68bb4cf...		1408752000	[66, 895, 1279, 2238, 55092, 55189]	
8	889	f0c53b9e-7d30-b8c6-e2e8-fb0f82b...		1409011200	[2368]	
9	911	c17c4d8d-c1a0-bd4a-e125-407d3a...		1409011200	[113, 128, 537]	
10	1117	8e8fc9ff-4488-691f-11d0-9959ca07...		1409443200	[113, 127]	
11	1124	09893a3d-2a17-14c9-c70a-e4991b...		1409443200	[113, 127]	
12	1143	0c73bbbd-b751-7e6c-8eb8-dae0b...	Annie is ...	1409443200	[3199, 14879, 55028]	1 3681

gender mug

Result Grid Form Editor Field Types Query Stats Open Execution Plan

characters 1

Action Output

Query Completed

languages

Activities MySQL Workbench

Local instance 3306

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

AYD1_PRACTICA_G2

BD2PRACTICA2

- Tables
 - Views
 - Stored Procedures
 - Functions
 - ejemplo
 - projeto1
 - projeto2
 - so1p1
 - sys
 - tarea1semi1
 - tarea3

Object Info Session

No object selected

Query 1 languages

```
81 • SELECT * from genre;
82 • SELECT * from franchises;
83 • SELECT * from characters;
84 • SELECT * from languages;
```

Result Grid

#	id	checksum	created_at	locale	name	native_name	updated_at
1	1	e0963ddc-1e01-32e2-a959-d5ccda...	1664803639	ar	Arabic	العربية	1664803639
2	2	ddcc7457-8939-1e3-9826-ef92d0...	1664803639	zh-CN	Chinese (Simplified)	简体中文	1664803639
3	3	e7a793e9-d117-bc88-a000-67e444...	1664803639	zh-TW	Chinese (Traditional)	繁體中文	1664803639
4	4	58621751-aa00-f068-dba5-2369d2...	1664803639	cs-CZ	Czech	česká	1664803639
5	5	613fc119-9c07-474a-1ad5-7a26b44...	1664803639	da-DK	Danish	Dansk	1664803639
6	6	a22e453a-e539-b794-5d44-368be...	1664803639	nl-NL	Dutch	Nederland	1664803639
7	7	e2f164b8d-425f-28a3-3552-217aa1...	1664803639	en-US	English	English (US)	1664803639
8	8	9239bea3-9b7a-e4d2-016e-43440f...	1664803639	en-GB	English (UK)	English (UK)	1664803639
9	9	62657819-bf12-2be8-786e-78455a...	1664803639	es-ES	Spanish (Spain)	Español (España)	1664803639
10	10	a94bcdc1-6434-c7b2-d9ce-149763...	1664803639	es-MX	Spanish (Mexico)	Español (Mexico)	1664803639
11	11	863a2d01-e473-e98b-159c-4049d2...	1664803639	fi-FI	Finnish	Suomi	1664803639
12	12	6a477f36-9248-eae8-6626-5932d6...	1664803639	fr-FR	French	Français	1664803639
13	13	4102be99-eed1-5c3f-863c-d118637...	1664803639	he-IL	Hebrew	עברית	1664803639
14	14	362d33d4-4896-3e8d-b703-cc030c...	1664803639	hu-HU	Hungarian	Magyar	1664803639

languages 1

Result Grid Form Editor Field Types Query Stats Open Execution Plan

Action Output

Query Completed

multiplayer_modes

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

AYD1_PRACTICA_G2

BD2PRACTICA2

Tables

Views

Stored Procedures

Functions

ejemplo

proyecto1

proyecto2

so1p1

sys

tarea1semi1

tarea3

Object Info Session

No object selected

Query 1 languages

82 • SELECT * from franchises;

83 • SELECT * from characters;

84 • SELECT * from languages;

85 • SELECT * from multiplayer_modes;

Result Grid

id campaigncooj checksur dropdown game lancoop offlinecoo offlinecoopma offlinecoopma onlinecoop onlinecoopma onlinemao plattf

multiplayer_modes 2

Query Completed

Feb 26 22:43

MySQL Workbench

This screenshot shows the MySQL Workbench interface. On the left is a docked panel with various application icons. The main window has a title bar 'MySQL Workbench' and a status bar at the bottom showing 'Feb 26 22:43'. The menu bar includes File, Edit, View, Query, Database, Server, Tools, Scripting, and Help. A toolbar with various icons is above the query editor. The left sidebar shows the database schema with several databases listed under 'SCHEMAS'. The central area contains a 'Query 1' editor with four SELECT statements and a 'languages' tab. Below it is a 'Result Grid' showing the results of the last query. The bottom status bar indicates 'Query Completed'.

SELECT COUNT(*) FROM cada tabla

genre

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

AYD1_PRACTICA_G2

BD2PRACTICA2

Tables

Views

Stored Procedures

Functions

ejemplo

proyecto1

proyecto2

so1p1

sys

tarea1semi1

tarea3

Object Info Session

No object selected

Query 1 languages

79

80

81 • SELECT * from genre;

82 • SELECT * from franchises;

83 • SELECT * from characters;

84 • SELECT * from languages;

85 • SELECT * from multiplayer_modes;

86

87 • SELECT count(*) from genre;

88 • SELECT count(*) from franchises;

89 • SELECT count(*) from characters;

90 • SELECT count(*) from languages;

91 • SELECT count(*) from multiplayer_modes;

Result Grid

count(*)

1 23

Action Output

Time Action Message Duration / Fetc

Query Completed

Feb 26 22:44

MySQL Workbench

This screenshot shows the MySQL Workbench interface. The left sidebar shows the database schema. The central area contains a 'Query 1' editor with eleven SELECT statements, the last one being 'SELECT count(*) from genre;'. Below it is a 'Result Grid' showing the result of the last query, which is '1 23'. The bottom status bar indicates 'Query Completed'.

franchises

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

SCHEMAS

AYD1_PRACTICA_G2

BD2PRACTICA2

Tables Views Stored Procedures Functions

ejemplo proyecto1 proyecto2 so1p1 sys tarea1semi1 tarea3

Object Info Session Schema: BD2PRACTICA2

Result Grid

1 • SELECT * FROM BD2PRACTICA2.languages;

2

3 • USE BD2PRACTICA2;

4 • SELECT count(*) from genre;

5 • SELECT count(*) from franchises;

Result Grid

count()

1 1808

Action Output

Result 1

Read Only

Message Duration / Fetch

Query Completed

The screenshot shows the MySQL Workbench interface with a query editor window titled 'languages'. The schema 'BD2PRACTICA2' is selected. A single query is run: 'SELECT * FROM BD2PRACTICA2.languages;'. The result grid displays one row with the value '1808' under the column '# count()'. The status bar at the bottom indicates 'Query Completed'.

characters

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

SCHEMAS

AYD1_PRACTICA_G2

BD2PRACTICA2

Tables Views Stored Procedures Functions

ejemplo proyecto1 proyecto2 so1p1 sys tarea1semi1 tarea3

Object Info Session Schema: BD2PRACTICA2

Result Grid

4 • SELECT count(*) from genre;

5 • SELECT count(*) from franchises;

6 • SELECT count(*) from characters;

7 • SELECT count(*) from languages;

8 • SELECT count(*) from multiplayer_modes;

Result Grid

count()

1 383

Action Output

Result 2

Read Only

Message Duration / Fetch

Query Completed

The screenshot shows the MySQL Workbench interface with a query editor window titled 'languages'. The schema 'BD2PRACTICA2' is selected. A series of queries are run to count rows in various tables: genre, franchises, characters, languages, and multiplayer_modes. The result grid displays one row with the value '383' under the column '# count()'. The status bar at the bottom indicates 'Query Completed'.

languages

Activities MySQL Workbench

Local instance 3306

Screenshot captured
You can paste the image from the clipboard.

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

AYD1_PRACTICA_G2

BD2PRACTICA2

Tables Views Stored Procedures Functions

ejemplo proyecto1 proyecto2 so1p1 sys tarea1semi1 tarea3

languages

Result Grid

Limit to 1000 rows

4 • SELECT count(*) from genre;
5 • SELECT count(*) from franchises;
6 • SELECT count(*) from characters;
7 • SELECT count(*) from languages;
8 • SELECT count(*) from multiplayer_modes;

count()
1 28

Action Output

Result 3

Object Info Session Schema: BD2PRACTICA2

Query Completed

Result Grid Form Editor Field Types

multiplayer_modes

Activities MySQL Workbench

Local instance 3306

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

AYD1_PRACTICA_G2

BD2PRACTICA2

Tables Views Stored Procedures Functions

ejemplo proyecto1 proyecto2 so1p1 sys tarea1semi1 tarea3

languages

Result Grid

Limit to 1000 rows

1 • SELECT * FROM BD2PRACTICA2.languages;
2 •
3 • USE BD2PRACTICA2;
4 • SELECT count(*) from genre;
5 • SELECT count(*) from franchises;

count()
1 0

Action Output

Result 4

Object Info Session Schema: BD2PRACTICA2

Query Completed

Result Grid Form Editor Field Types

Creación de backup completo

Activities Terminal

MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

Result Grid

1 • SE

2 • yelinny@yelinny-Inspiron-3493:~\$ sudo mysqldump -u root -p BD2PRACTICA2 > /home/yelinny/Documents/GitHub/BD2_1S24_Grupo_4/Practica2/Backups/backup_full_4.sql

3 • US

4 • Enter password:

5 • SE

Result Grid

count(*)

1 0

Result 4

Action Output

Time Action

Message

Duration / Fetch

Query Completed

Feb 26 22:51

yeinny@yelinny-Inspiron-3493:~\$ sudo mysqldump -u root -p BD2PRACTICA2 > /home/yelinny/Documents/GitHub/BD2_1S24_Grupo_4/Practica2/Backups/backup_full_4.sql

Enter password:

yeinny@yelinny-Inspiron-3493:~\$

Creación de backup incremental

Activities Terminal

MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

Result Grid

1 • SE

2 • yelinny@yelinny-Inspiron-3493:~\$ sudo mysqldump -u root -p BD2PRACTICA2 characters

3 • US

4 • > /home/yelinny/Documents/GitHub/BD2_1S24_Grupo_4/Practica2/Backups/backup_incre

5 • mental_4.sql

Enter password:

yeinny@yelinny-Inspiron-3493:~\$

Result Grid

count(*)

1 0

Result 4

Action Output

Time Action

Message

Duration / Fetch

Query Completed

Feb 26 22:51

yeinny@yelinny-Inspiron-3493:~\$ sudo mysqldump -u root -p BD2PRACTICA2 characters

> /home/yelinny/Documents/GitHub/BD2_1S24_Grupo_4/Practica2/Backups/backup_incre

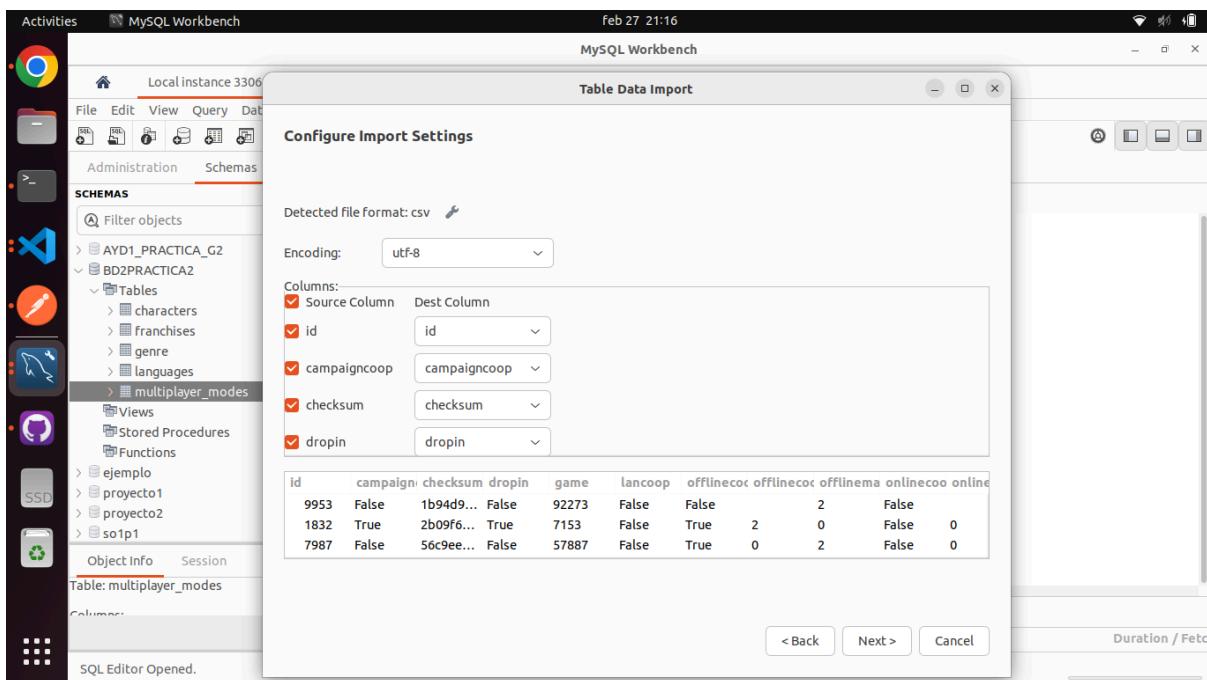
mental_4.sql

Enter password:

yeinny@yelinny-Inspiron-3493:~\$

Día 5:

Carga de datos



SELECT * FROM cada tabla

genre

#	id	checksum	created_at	name	slug	updated_at	url
1	2	ef2ff68a-f7bd-d2d0-76cb-c830bd6e...	1297555200	Point-and-click	point-and-click	1323302400	https://www.igdb.com
2	4	2ccc6572-bdde-6ed4-8843-25447e...	1297555200	Fighting	fighting	1323216000	https://www.igdb.com
3	5	bb151d3f-0146-e5f3-2b40-d046cf9b...	1297555200	Shooter	shooter	1323216000	https://www.igdb.com
4	7	22d44a0d-89c7-580f-eef2-e06f1781...	1297555200	Music	music	1323216000	https://www.igdb.com
5	8	697fc5a4-b9f6-a803-288a-498bd5d...	1297555200	Platform	platform	1323216000	https://www.igdb.com
6	9	616de9c3-8a00-0232-9d9-00014cf...	1297555200	Puzzle	puzzle	1323216000	https://www.igdb.com
7	10	73c2653f-54d8-c1bd-d523-dd57b7...	1297555200	Racing	racing	1323216000	https://www.igdb.com
8	11	aaa36cbc-2258-8653-a461-1358df...	1297555200	Real Time Strategy (RTS)	real-time-strategy-rts	1323216000	https://www.igdb.com
9	12	42dea3b2-7fe2-e734-91cd-f80ce62...	1297555200	Role-playing (RPG)	role-playing-rpg	1323216000	https://www.igdb.com

franchises

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

```

23 • SELECT * from genre;
24 • SELECT * from franchises;
25 • SELECT * from characters;
26 • SELECT * from languages;
27 • SELECT * from multiplayer_modes;
28
29

```

Result Grid

#	id	checksum	created_at	games	name	slug
1	1	3b0a8646-3c4c-c90e-e18a-b35841...	1301132282000	[114, 116, 118, 137, 139, 140, 141,...]	Star Wars	star-wars
2	2	cad88aa2-e010-ad79-0336-9297cf...	1301133404000	[138, 183, 184, 185, 186, 187, 188,...]	Indiana Jones	indiana-jones
3	3	8d56de6b-27b7-5787-781b-552b0...	1301299735000	[588, 3862, 9006, 12009, 16402, 1...	Conan	conan
4	4	44cf81ce-4daf-fc54-0e40-6f6b71b...	1301495590000	[359, 383, 384, 385, 386, 387, 388,...]	Final Fantasy	final-fantasy
5	5	2c94491d-a986-e698-e2e8-8ce1ee...	1301514188000	[500, 501, 1012, 2003, 2738, 3063,...]	Batman	batman
6	6	0d8ea6b6-4837-2602-41e2-9e0e74...	1301998703000	[257, 465, 466, 467, 468, 469, 470,...]	Warhammer 40,000	warhammer-40-000
7	7	e218bf33-897c-8137-525f-ddf60a02...	1317714192000	[555, 3620, 3899, 5242, 5243, 524,...]	Transformers	transformers
8	8	87262b4f-0e43-9bad-be61-e8d31d...	1317738666000	[566, 3658, 4534, 6054, 8160, 816...	Ghostbusters	ghostbusters
9	10	036d8c22-405a-93d9-262f-c92136...	1317799909000	[293, 310, 633, 634, 635, 863, 864,...]	Sid Meier	sid-meier

Franchises 8 Franchises 11

Action Output

Query Completed

characters

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

```

23 • SELECT * from genre;
24 • SELECT * from franchises;
25 • SELECT * from characters;
26 • SELECT * from languages;
27 • SELECT * from multiplayer_modes;
28
29

```

Result Grid

#	id	akas	checksum	country_name	created_at	description	games	gender	mug
1	69	6a7135e3-cb4a-d740-5f1b-1c6394...			1384905600	[62]			
2	70	3c075cc0-3ed0-4c76-cffa-3106f6c...			1384905600	[62]			
3	73	59e24865-6e54-6c8e-0395-c1e5e2...			1384905600	[62]			
4	96	0adec141-1258-49df-8f5c-a6dadec...			1384905600	[62]			
5	504	56fd9a7-5cfa-e691-14e5-46a4938...			1397865600	[2765, 2911]			
6	710	a37715d-1db0-4a21-dd8a-5312a...			1408060800	[18]			
7	834	6cef0f74-d7b3-19e8-a7ee-68bb4cf...			1408752000	[66, 895, 1279, 2238, 55092, 55189]			
8	889	f0c53b9e-7d30-b8c6-e2e8-fbf082b...			1409011200	[2368]			
9	911	c17e4d8d-c1a0-bd4a-e125-407d3a...			1409011200	[113, 128, 537]			

Franchises 8 characters 12

Action Output

Query Completed

languages

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

```

23 • SELECT * from genre;
24 • SELECT * from franchises;
25 • SELECT * from characters;
26 • SELECT * from languages;
27 • SELECT * from multiplayer_modes;
28
29

```

Result Grid

#	id	checksum	created_at	locale	name	native_name	updated_at
1	1	e0963ddc-1e01-32e2-a959-d5ccda...	1664803639	ar	Arabic	العربية	1664803639
2	2	ddcc7457-8939-17a3-9826-ef92d0...	1664803639	zh-CN	Chinese (Simplified)	简体中文	1664803639
3	3	e7a793e9-d117-bc98-a000-67e44...	1664803639	zh-TW	Chinese (Traditional)	繁體中文	1664803639
4	4	58621751-aa00-1068-dbf2-2369d2...	1664803639	cs-CZ	Czech	česká	1664803639
5	5	613fc1f9-9c07-474a-1ad5-7a2b644...	1664803639	da-DK	Danish	Dansk	1664803639
6	6	a22e453a-e539-b794-5d44-368bbe...	1664803639	nl-NL	Dutch	Nederlands	1664803639
7	7	e2f64b8d-425f-28a3-3552-217aa1...	1664803639	en-US	English	English (US)	1664803639
8	8	9239bea3-9b7a-e4d2-016e-43440f...	1664803639	en-GB	English (UK)	English (UK)	1664803639
9	9	62657819-bf12-2b6e-7845a...	1664803639	es-ES	Spanish (Spain)	Español (España)	1664803639

Franchises 8 languages 13

Action Output

Query Completed

multiplayer_modes

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

```

23 • SELECT * from genre;
24 • SELECT * from franchises;
25 • SELECT * from characters;
26 • SELECT * from languages;
27 • SELECT * from multiplayer_modes;
28
29

```

Result Grid

#	id	campaigncoop	checksum	dropin	game	lancoop	offlinecoop	offlinecoopma	offlinecoopmaz	onlinecoop	onlinecoopmaz
1	23	False	448fd7d1-44a0-1c95-3223-752955...	False	48675	False	False	0	0	True	2
2	24	False	0ce31605-4400-a609-4e08-35044f...	False	48675	False	False	0	0	True	2
3	517	True	320dd9e1-bb5c-f48c-cdd8-fa1a6c1...	False	18638	True	False	0	0	True	4
4	518	True	c6c639d0-84ad-ac49-1310-33fd17...	True	2142	False	True	2	0	False	0
5	519	True	774e75a1-bc16-2bd4-1361-ff359f1...	True	13902	False	True	2	0	False	0
6	520	True	e9355960-727a-95ab-c716-daa9bd...	True	13894	False	True	2	0	False	0
7	521	True	fdf0ab01-136f-121e-8d97-98d254c...	True	984	True	False	0	0	True	4
8	522	False	de40843c-05bb-9567-7db0-c37118...	False	15122	False	True	4	0	False	0
9	523	True	cb5e50cb-5176-a98c-0a15-b8b49d...	False	14674	True	False	0	0	False	0

Franchises 8 multiplayer_modes 14

Action Output

Query Completed

SELECT COUNT(*) FROM cada tabla

genre

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

28
29
30 • `SELECT count(*) from genre;`
31 • `SELECT count(*) from franchises;`
32 • `SELECT count(*) from characters;`
33 • `SELECT count(*) from languages;`
34 • `SELECT count(*) from multiplayer_modes;`

Result Grid Filter Rows Export: Wrap Cell Content: 15

count()
1 23

Franchises 8 Result 15

Action Output

Query Completed

#	count()
1	23

franchises

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

28
29
30 • `SELECT count(*) from genre;`
31 • `SELECT count(*) from franchises;`
32 • `SELECT count(*) from characters;`
33 • `SELECT count(*) from languages;`
34 • `SELECT count(*) from multiplayer_modes;`

Result Grid Filter Rows Export: Wrap Cell Content: 15

count()
1 1808

Franchises 8 Result 16

Action Output

Query Completed

#	count()
1	1808

characters

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

SCHEMAS

Tables

characters franchises genre languages

multiplayer_modes

Views Stored Procedures Functions

ejemplo proyecto1 proyecto2 so1p1 sys tarea1semi1

Object Info Session

Table: multiplayer_modes

Columns

Query Completed

Result Grid Filter Rows Export: Wrap Cell Content: 15

count(*)

1 383

Franchises 8 Result 17

Action Output

Result Grid

Form Editor

Field Types

Feb 27 21:57 MySQL Workbench

Limit to 1000 rows

Result Grid

Form Editor

Field Types

Read Only

languages

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

SCHEMAS

Tables

characters franchises genre languages

multiplayer_modes

Views Stored Procedures Functions

ejemplo proyecto1 proyecto2 so1p1 sys tarea1semi1

Object Info Session

Table: multiplayer_modes

Columns

Query Completed

Result Grid Filter Rows Export: Wrap Cell Content: 15

count(*)

1 28

Franchises 8 Result 18

Action Output

Result Grid

Form Editor

Field Types

Read Only

multiplayer_modes

MySQL Workbench - Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

Table: multiplayer_modes

Result Grid

#	count(*)
1	3830

Action Output

Query Completed

This screenshot shows the MySQL Workbench interface. The left sidebar displays the database schema with the 'multiplayer_modes' table selected. The main pane shows a query results grid for the 'multiplayer_modes' table, displaying a single row with the count of 3830.

Creación de backup completo

Activities Terminal

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

languages

Table: multiplayer_modes

Result Grid

#	count(*)
1	3830

Action Output

Query Completed

Terminal Output:

```
yelny@yelny-Inspiron-3493:~$ sudo mysqldump -u root -p BD2PRACTICA2 characters
yelny@yelny-Inspiron-3493:~$ > /home/yelny/Documents/GitHub/BD2_1S24_Grupo_4/Practica2/Backups/backup_incre
yelny@yelny-Inspiron-3493:~$ mental_4.sql
yelny@yelny-Inspiron-3493:~$ Enter password:
yelny@yelny-Inspiron-3493:~$ sudo mysqldump -u root -p BD2PRACTICA2 > /home/yelny/Document
yelny@yelny-Inspiron-3493:~$ /home/yelny/Documents/GitHub/BD2_1S24_Grupo_4/Practica2/Backups/backup_full_5.sql
yelny@yelny-Inspiron-3493:~$ [sudo] password for yelny:
Enter password:
```

This screenshot shows the MySQL Workbench interface with a terminal window open. The terminal window displays the command to create a full backup of the 'BD2PRACTICA2' database, including the 'characters' table and the 'mental_4.sql' file, and a full backup named 'backup_full_5.sql'. It also shows the password entry prompt for the 'root' user.

Creación de backup incremental

Activities Terminal

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

SCHEMAS

Tables characters franchises genre languages

multiplayer_modes

Views Stored Procedures Functions

ejemplo proyecto1 proyecto2 so1p1 sys tarea1semi1

Object Info Session

Table: multiplayer_modes

Columns

Action Output

Result Grid

count(*)

1 3830

Franchises

Query Completed

```
yetinny@yetinny-Inspiron-3493:~$ sudo mysqldump -u root -p BD2PRACTICA2 characters
yetinny@yetinny-Inspiron-3493:~$ /home/yelinny/Documents/GitHub/BD2_1524_Grupo_4/Practica2/Backups/backup_incre
mental_5.sql
Enter password:
yetinny@yetinny-Inspiron-3493:~$
```

Restauración de full backups

Día 6:

Eliminación de datos

Activities MySQL Workbench

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

SCHEMAS

AYD1_PRACTICA_G2 BD2PRACTICA2

Tables Views Stored Procedures Functions

ejemplo proyecto1 proyecto2 so1p1 sys tarea1semi1 tarea3

Object Info Session

Schema: BD2PRACTICA2

Action Output

Review SQL Code to Execute

Review the SQL code to be executed.

1 DROP DATABASE `BD2PRACTICA2`;

Cancel Execute

Action Output

#	Time	Action	Message	Duration / Fetc
1	20:41:39	DROP DATABASE `BD2PRACTICA2`	5 row(s) affected	0.034 sec
2	20:41:53	USE BD2PRACTICA2	Error Code: 1049. Unknown database 'BD2PRACT...'	0.00030 sec
3	20:42:30	create database BD2PRACTICA2	1 row(s) affected	0.0038 sec

Query Completed

Restauración de full backup 1

```

yetinny@yetinny-Inspiron-3493:~$ sudo mysql -u root -p BD2PRACTICA2 < /home/yelinny/Documents/GitHub/BD2_1s24 Grupo_4/Practica2/Backups/backup_full_1.sql
Enter password:
yetinny@yetinny-Inspiron-3493:~$
```

Query Completed

SELECT * FROM cada tabla

genre

```

80 •  SELECT * from genre;
```

#	id	checksum	created_at	name	slug	updated_at	url
1	2	ef2ff68a-f7bd-d2d0-76cb-c830bd6e...	1297555200	Point-and-click	point-and-click	1323302400	https://www.igdb.com...
2	4	2ccc0572-bbde-6ed4-8843-25447e...	1297555200	Fighting	fighting	1323216000	https://www.igdb.com...
3	5	bb15fd3f-0f46-e5f3-2b40-d046c9b...	1297555200	Shooter	shooter	1323216000	https://www.igdb.com...
4	7	22444a0d-89c7-580f-eef2-e0b11781...	1297555200	Music	music	1323216000	https://www.igdb.com...
5	8	697fc5a4-b96f-a803-2884-498bd5d...	1297555200	Platform	platform	1323216000	https://www.igdb.com...
6	9	616de9c3-8a00-0232-9d99-00014cf...	1297555200	Puzzle	puzzle	1323216000	https://www.igdb.com...
7	10	73c2653f-54d8-c1bd-d523-dd57fb...	1297555200	Racing	racing	1323216000	https://www.igdb.com...
8	11	aaa36cbc-2258-8653-a461-1358df...	1297555200	Real Time Strategy (RTS)	real-time-strategy-rt...	1323216000	https://www.igdb.com...
9	12	42dea3b2-7fe2-e734-91cd-f80ce62...	1297555200	Role-playing (RPG)	role-playing-rpg	1323216000	https://www.igdb.com...
10	13	9779772a-f08f-9e8e-bd26-709eecc...	1297555200	Simulator	simulator	1323216000	https://www.igdb.com...
11	14	e598c458-3e21-7a14-50a5-ea5373...	1297555200	Sport	sport	1323216000	https://www.igdb.com...
12	15	d7863195-012c-012d-c1e9-29d06ea...	1297555200	Strategy	strategy	1323216000	https://www.igdb.com...
13	16	af5d3e0d-2ebd-358b-70df-e9204b9...	1297641600	Turn-based strategy (T...	turn-based-strateg...	1323216000	https://www.igdb.com...
14	24	6132b15f-289e-60ea-5957-7c78b9...	1300924800	Tactical	tactical	1323216000	https://www.igdb.com...
15	25	4b405a5fd1-8fa1-1aae-dea9-2244b...	1301616000	Hack and slash/Beat 'em up	hack-and-slash-beat...	1323216000	https://www.igdb.com...

genre 1

Query Completed

franchises

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

Filter objects

AYD1_PRACTICA_G2

ejemplo

projecto1

projecto2

so1p1

sys

tarea1semiti

tarea3

languages

Result Grid

Limit to 1000 rows

81 • SELECT * from franchises;

82 • SELECT * from characters;

83 • SELECT * from languages;

84 • SELECT * from multiplayer_modes;

Result Grid

Filter Rows

Edit Export/Import Wrap Cell Content

id checksum created_at games name slug updated_at url

HULL HULL HULL HULL HULL HULL HULL HULL

Object Info Session

Schema: ejemplo

franchises 3

Apply Revert

Query Completed

characters

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

Filter objects

AYD1_PRACTICA_G2

ejemplo

projecto1

projecto2

so1p1

sys

tarea1semiti

tarea3

languages

Result Grid

Limit to 1000 rows

80 • SELECT * from genre;

81 • SELECT * from franchises;

82 • SELECT * from characters;

83 • SELECT * from languages;

Result Grid

Filter Rows

Edit Export/Import Wrap Cell Content

id akas checksum country_name created_at description games gender mugshot name slug species updated_at url

HULL HULL

Object Info Session

Schema: ejemplo

characters 4

Apply Revert

Query Completed

languages

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

languages

```

81 • SELECT * from franchises;
82 • SELECT * from characters;
83 • SELECT * from languages;
84 • SELECT * from multiplayer_modes;

```

Result Grid

#	id	checksum	created_at	locale	name	native_name	updated_at
*							

Object Info Session Schema: ejemplo

languages 5

Query Completed

multiplayer_modes

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

languages

```

81 • SELECT * from franchises;
82 • SELECT * from characters;
83 • SELECT * from languages;
84 • SELECT * from multiplayer_modes;

```

Result Grid

#	id	campaigncoop	dropin	game	lancoop	offlinecoop	offlinecoopma	offlinecoopna	onlinecoop	onlinecoopma	onlinema	platform
*												

Object Info Session Schema: ejemplo

multiplayer_modes 6

Query Completed

SELECT COUNT(*) FROM cada tabla

genre

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

Result Grid Filter Rows Export Wrap Cell Content

Result 7 Read Only

Query Completed

```
85
86 •    SELECT count(*) from genre;
87 •    SELECT count(*) from franchises;
88 •    SELECT count(*) from characters;
```

#	count(*)
1	23

franchises

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

languages

Result Grid Filter Rows Export Wrap Cell Content

Result 8 Read Only

Query Completed

```
85
86 •    SELECT count(*) from genre;
87 •    SELECT count(*) from franchises;
88 •    SELECT count(*) from characters;
```

#	count(*)
1	0

characters

Activities MySQL Workbench

Local instance 3306

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

AYD1_PRACTICA_G2

ejemplo

projecto1

projecto2

so1p1

sys

tarea1semi1

tarea3

languages

Result Grid Filter Rows Export Wrap Cell Content

Query Completed

Result 9

Feb 28 20:53

MySQL Workbench

Result Grid Form Editor Field Types Query Stats Execution Plan

① Read Only

```
87 • SELECT count(*) from franchises;
88 • SELECT count(*) from characters;
89 • SELECT count(*) from languages;
90 • SELECT count(*) from multiplayer_modes;
```

count(*)

1 0

languages

Activities MySQL Workbench

Local instance 3306

Screenshot captured
You can paste the image from the clipboard.

File Edit View Query Database Server Tools Scripting Help

Administration Schemas

SCHEMAS

AYD1_PRACTICA_G2

ejemplo

projecto1

projecto2

so1p1

sys

tarea1semi1

tarea3

languages

Result Grid Filter Rows Export Wrap Cell Content

Query Completed

Result 10

Feb 28 20:53

MySQL Workbench

Result Grid Form Editor Field Types Query Stats Execution Plan

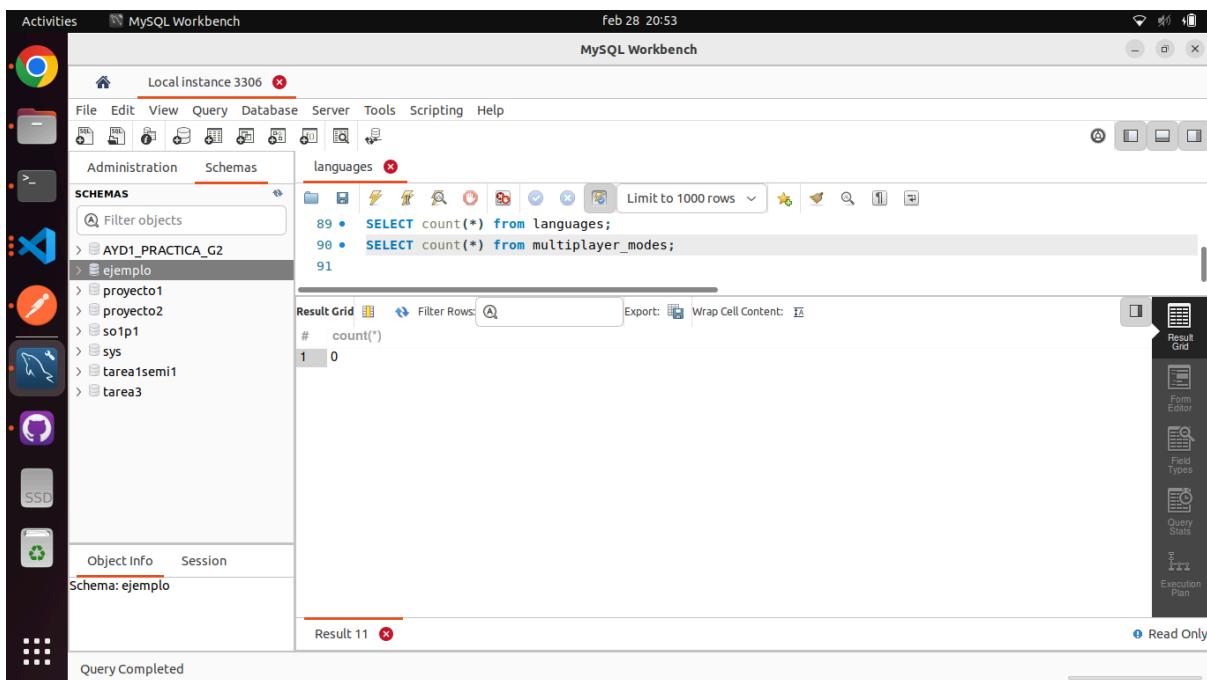
① Read Only

```
87 • SELECT count(*) from franchises;
88 • SELECT count(*) from characters;
89 • SELECT count(*) from languages;
90 • SELECT count(*) from multiplayer_modes;
```

count(*)

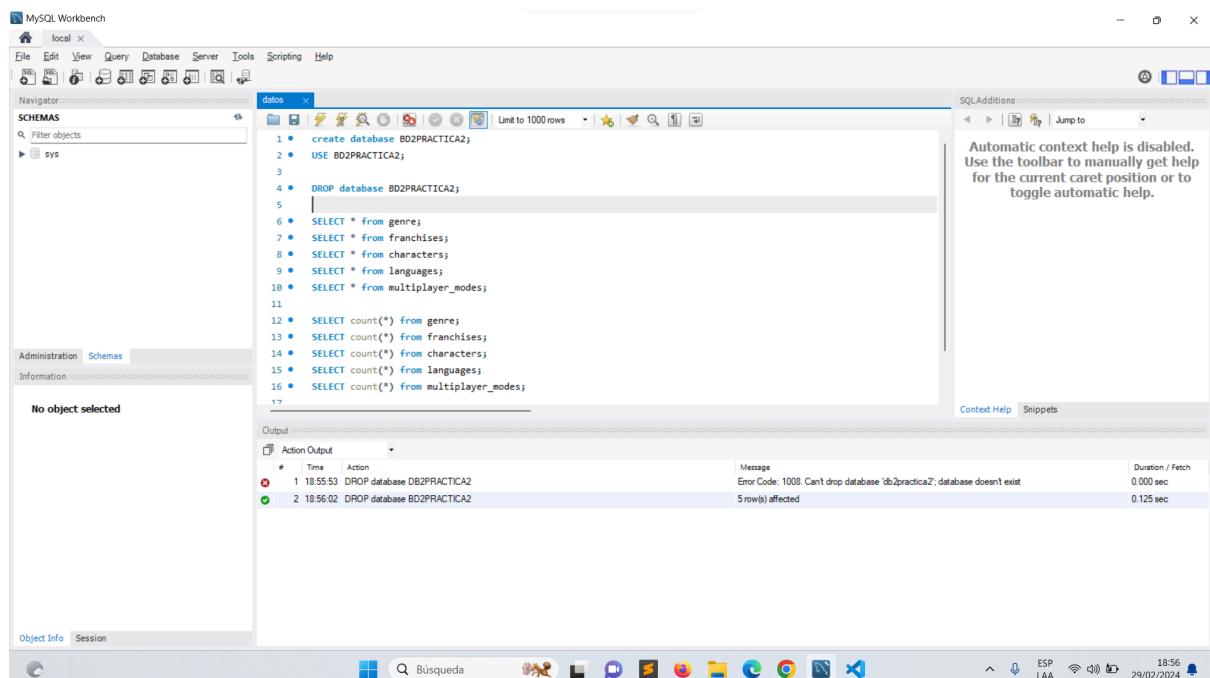
1 0

multiplayer_modes



Día 7:

Eliminación de datos



Restauración de full backup 2

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: datos SQLAdditions:

SCHEMAS

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Administration Schemas Information

No object selected

```
Microsoft Windows [Versión 10.0.22621.3155]
(c) Microsoft Corporation. Todos los derechos reservados.

C:\Users\luisb>mysql -u root -p bd2practica2 < C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\bac
kup_full_2.sql
Enter password: *****
ERROR 1049 (42000): Unknown database 'bd2practica2'

C:\Users\luisb>mysql -u root -p bd2practica2 < C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\bac
kup_full_2.sql
Enter password: *****

C:\Users\luisb>
```

Object Info Session

Búsqueda ESP LAA 29/02/2024 19:11

SELECT * FROM cada tabla

genre

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: datos SQLAdditions:

SCHEMAS

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Administration Schemas Information

No object selected

```
4 • DROP database BD2PRACTICA2;
5 •
6 •     SELECT * from genre;
7 •     SELECT * from franchises;
8 •     SELECT * from characters;
9 •     SELECT * from languages;
10 •    SELECT * from multiplayer_modes;
11 •
12 •    SELECT count(*) from genre;
```

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: | Result Grid | Form Editor | Context Help | Snippets

id	checksum	created_at	name	slug	updated_at	url
2	ef2ff68a-f7bd-42d0-76cb-930bb6e3191	129755200	Point-and-click	point-and-click	132332400	https://www.ipdb.com
4	2cc0572-b0de-4ed4-b843-25447ea04782	129755200	Fighting	fighting	1323216000	https://www.ipdb.com
5	bb15f1d3-0f46-45f5-2b40-d04fcfb2df	129755200	Shooter	shooter	1323216000	https://www.ipdb.com
7	22d4a0d-89c7-5807-eef2-e06f178fd47	129755200	Music	music	1323216000	https://www.ipdb.com
8	697c5a1b96f4801-288a-498bd5dd1de1	129755200	Platform	platform	1323216000	https://www.ipdb.com

Action Output |

#	Time	Action	Message	Duration / Fetch
2	18:56:02	DROP database BD2PRACTICA2	5 row(s) affected	0.125 sec
3	19:04:53	create database BD2PRACTICA2	1 row(s) affected	0.016 sec
4	19:05:27	SELECT * from genre LIMIT 0, 1000	Error Code: 1046. No database selected Select the default DB to be used by double-clicking its name...	0.000 sec
5	19:05:31	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
6	19:05:34	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.016 sec / 0.000 sec
7	19:05:34	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	19:05:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

Búsqueda ESP LAA 29/02/2024 19:12

franchises

MySQL Workbench

characters

```

4 • DROP database BD2PRACTICA2;
5
6 •     SELECT * from genre;
7 •     SELECT * from franchises;
8 •     SELECT * from characters;
9 •     SELECT * from languages;
10 •    SELECT * from multiplayer_modes;
11
12 •    SELECT count(*) from genre;

```

id	checksum	created_at	games	name	slug
1	3b0d5f46-3c4c-c90e-e18a-b359416d3aa7	13011132282000	[114, 116, 118, 137, 139, 140, 141, 142, 143, ...]	Star Wars	star-wars
2	cad88aa2-e010-ad79-0336-9297cf14eb1d	13011133494000	[138, 183, 184, 185, 186, 187, 188, 189, 4932, ...]	Indiana Jones	indiana-jones
3	8d564eb0-27b7-787b-791b-552b0be8b79	13012997235000	[588, 3842, 9006, 12009, 16402, 16999, 2582, ...]	Conan	conan
4	44c981ce-1dd4-f554-0c40-65b71b66eab	13014955900000	[359, 383, 384, 385, 386, 387, 388, 389, 391, ...]	Final Fantasy	final-fantasy
5	2c94491d-a986-a698-e2e8-8ce1ee59e7eb	13015141880000	[500, 501, 1012, 2033, 2728, 3063, 3444, 385, ...]	Batman	batman

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

No object selected

Output

#	Time	Action	Message	Duration / Fetch
2	18:56:02	DROP database BD2PRACTICA2	5 row(s) affected	0.125 sec
3	19:04:53	create database BD2PRACTICA2	1 row(s) affected	0.016 sec
4	19:05:27	SELECT * from genre LIMIT 0, 1000	Error Code: 1045. No database selected Select the default DB to be used by double-clicking its name.	0.000 sec
5	19:05:34	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
6	19:05:34	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.016 sec / 0.000 sec
7	19:05:34	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	19:05:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

19:12 ESP LAA 29/02/2024

characters

MySQL Workbench

languages

```

4 • DROP database BD2PRACTICA2;
5
6 •     SELECT * from genre;
7 •     SELECT * from franchises;
8 •     SELECT * from characters;
9 •     SELECT * from languages;
10 •    SELECT * from multiplayer_modes;
11
12 •    SELECT count(*) from genre;

```

id	alias	checksum	country_name	created_at	description	gender	mug_shot	name	slug	species	updated_at	url
*	*	*	*	*	*	*	*	*	*	*	*	*

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

No object selected

Output

#	Time	Action	Message	Duration / Fetch
2	18:56:02	DROP database BD2PRACTICA2	5 row(s) affected	0.125 sec
3	19:04:53	create database BD2PRACTICA2	1 row(s) affected	0.016 sec
4	19:05:27	SELECT * from genre LIMIT 0, 1000	Error Code: 1045. No database selected Select the default DB to be used by double-clicking its name.	0.000 sec
5	19:05:31	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
6	19:05:34	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.016 sec / 0.000 sec
7	19:05:34	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	19:05:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

19:12 ESP LAA 29/02/2024

languages

MySQL Workbench

Schemas: bdpractica2

```

4 • DROP database BD2PRACTICA2;
5
6 •     SELECT * from genre;
7 •     SELECT * from franchises;
8 •     SELECT * from characters;
9 •     SELECT * from languages;
10 •    SELECT * from multiplayer_modes;
11
12 •   SELECT COUNT(*) FROM genres;

```

Result Grid:

id	checksum	created_at	locale	name	native_name	updated_at

Action Output:

#	Time	Action	Message
1	18:56:02	DROP database BD2PRACTICA2	5 row(s) affected
2	19:04:53	create database BD2PRACTICA2	1 row(s) affected
3	19:05:27	SELECT * from genre LIMIT 0, 1000	Error Code: 1046. No database selected Select the default DB to be used by double-clicking its name.
4	19:05:31	USE BD2PRACTICA2	0 row(s) affected
5	19:05:34	SELECT * from franchises LIMIT 0, 1000	23 row(s) returned
6	19:05:34	SELECT * from characters LIMIT 0, 1000	1000 row(s) returned
7	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned
8	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned
9	19:05:35	SELECT COUNT(*) FROM genres;	0 row(s) returned
10	19:05:35	SELECT COUNT(*) FROM genres;	0 row(s) returned

Output:

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

multiplayer_modes

MySQL Workbench

Schemas: bdpractica2

```

4 • DROP database BD2PRACTICA2;
5
6 •     SELECT * from genre;
7 •     SELECT * from franchises;
8 •     SELECT * from characters;
9 •     SELECT * from languages;
10 •    SELECT * from multiplayer_modes;
11
12 •   SELECT COUNT(*) FROM genres;

```

Result Grid:

id	campaigncoop	checksum	dropin	game	lancoop	offlinecoop	offlinecoopmax	offlinemax	onlinecoop	onlinecoopmax	onlinemax	platform

Action Output:

#	Time	Action	Message	Duration / Fetch
1	18:56:02	DROP database BD2PRACTICA2	5 row(s) affected	0.125 sec
2	19:04:53	create database BD2PRACTICA2	1 row(s) affected	0.016 sec
3	19:05:27	SELECT * from genre LIMIT 0, 1000	Error Code: 1046. No database selected Select the default DB to be used by double-clicking its name.	0.000 sec
4	19:05:31	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
5	19:05:34	SELECT * from franchises LIMIT 0, 1000	23 row(s) returned	0.016 sec / 0.000 sec
6	19:05:34	SELECT * from characters LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
7	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
8	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	19:05:35	SELECT COUNT(*) FROM genres;	0 row(s) returned	0.000 sec / 0.000 sec
10	19:05:35	SELECT COUNT(*) FROM genres;	0 row(s) returned	0.000 sec / 0.000 sec

Output:

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

SELECT COUNT(*) FROM cada tabla

genre

MySQL Workbench

Schemas: bdpractica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Views, Stored Procedures, Functions, sys

Navigator: Local

SQL Editor: datos

```

9 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
11
12 • SELECT count(*) from genre;
13 • SELECT count(*) from franchises;
14 • SELECT count(*) from characters;
15 • SELECT count(*) from languages;
16 • SELECT count(*) from multiplayer_modes;
17

```

Result Grid: count(*)

count(*)
23

Action Output:

#	Time	Action	Message	Duration / Fetch
7	19:05:34	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	19:05:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	19:13:31	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
12	19:13:31	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	19:13:31	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	19:13:31	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	19:13:31	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output: Action Output

No object selected

Information: franchises

Object Info: Session

ESP LAA 19:13 29/02/2024

franchises

MySQL Workbench

Schemas: bdpractica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Views, Stored Procedures, Functions, sys

Navigator: Local

SQL Editor: datos

```

9 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
11
12 • SELECT count(*) from genre;
13 • SELECT count(*) from franchises;
14 • SELECT count(*) from characters;
15 • SELECT count(*) from languages;
16 • SELECT count(*) from multiplayer_modes;
17

```

Result Grid: count(*)

count(*)
1808

Action Output:

#	Time	Action	Message	Duration / Fetch
7	19:05:34	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	19:05:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	19:13:31	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
12	19:13:31	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	19:13:31	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	19:13:31	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	19:13:31	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output: Action Output

No object selected

Information: characters

Object Info: Session

ESP LAA 19:13 29/02/2024

characters

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
- Views
- Stored Procedures
- Functions

No object selected

Result 6 Result 7 Result 8 Result 9 Result 10

Output:

```

9 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
11
12 • SELECT count(*) from genre;
13 • SELECT count(*) from franchises;
14 • SELECT count(*) from characters;
15 • SELECT count(*) from languages;
16 • SELECT count(*) from multiplayer_modes;
17
  
```

Action Output

#	Time	Action	Message	Duration / Fetch
7	19:05:34	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	19:05:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	19:13:31	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
12	19:13:31	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	19:13:31	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	19:13:31	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	19:13:31	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Result Grid | Filter Rows: | Export: | Wrap Cell Content: |

Result 6 Result 7 Result 8 Result 9 Result 10

Output:

Object Info Session

ESP LAA 29/02/2024 19:13

languages

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
- Views
- Stored Procedures
- Functions

No object selected

Result 6 Result 7 Result 8 Result 9 Result 10

Output:

```

9 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
11
12 • SELECT count(*) from genre;
13 • SELECT count(*) from franchises;
14 • SELECT count(*) from characters;
15 • SELECT count(*) from languages;
16 • SELECT count(*) from multiplayer_modes;
17
  
```

Action Output

#	Time	Action	Message	Duration / Fetch
7	19:05:34	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	19:05:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	19:13:31	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
12	19:13:31	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	19:13:31	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	19:13:31	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	19:13:31	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Result Grid | Filter Rows: | Export: | Wrap Cell Content: |

Result 6 Result 7 Result 8 Result 9 Result 10

Output:

Object Info Session

Herramienta Recortes

Captura de pantalla copiada en el Portapapeles y guardada

Selecciona esta opción para marcar y compartir la imagen

ESP LAA 29/02/2024 19:14

multiplayer_modes

MySQL Workbench

Schemas: bdpractica2

```

9 •   SELECT * from languages;
10 •  SELECT * from multiplayer_modes;
11
12 •  SELECT count(*) from genre;
13 •  SELECT count(*) from franchises;
14 •  SELECT count(*) from characters;
15 •  SELECT count(*) from languages;
16 •  SELECT count(*) from multiplayer_modes;
17

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

No object selected

Action Output

#	Time	Action	Message	Duration / Fetch
7	19:05:34	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	19:05:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	19:05:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	19:05:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	19:13:31	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
12	19:13:31	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	19:13:31	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	19:13:31	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	19:13:31	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output:

Object Info Session

19:14 29/02/2024

Día 8:

Eliminación de datos

MySQL Workbench

Schemas: sys

```

1 •  create database BD2PRACTICA2;
2 •  USE BD2PRACTICA2;
3
4 •  DROP database BD2PRACTICA2;
5
6 •  SELECT * from genre;
7 •  SELECT * from franchises;
8 •  SELECT * from characters;
9 •  SELECT * from languages;
10 •  SELECT * from multiplayer_modes;
11
12 •  SELECT count(*) from genre;
13 •  SELECT count(*) from franchises;
14 •  SELECT count(*) from characters;
15 •  SELECT count(*) from languages;
16 •  SELECT count(*) from multiplayer_modes;
17

```

Action Output

#	Time	Action	Message	Duration / Fetch
1	21:20:29	DROP database BD2PRACTICA2	5 row(s) affected	0.109 sec

Output:

Object Info Session

18°C Despejado 21:20 1/03/2024

Restauración de full backup 3

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Schemas

Simbolo del sistema

```
Microsoft Windows [versión 10.0_22621.3155]
(c) Microsoft Corporation. Todos los derechos reservados.

C:\Users\luisb>mysql -u root -p bd2practica2 < C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\bac
kup_full_3.sql
Enter password: ****

C:\Users\luisb>
```

Administration Information

No object selected

Object Info Session

18°C Despejado Búsqueda

ESP LAA 21:21 1/03/2024

Duration / Fetch
0.109 sec
0.016 sec
0.000 sec
0.000 sec

SELECT * FROM cada tabla

genre

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Schemas

bd2practica2

Tables

Views

Stored Procedures

Functions

sys

datos

```
4 • DROP database BD2PRACTICA2;
5 •
6 • SELECT * from genre;
7 • SELECT * from franchises;
8 • SELECT * from characters;
9 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
```

Result Grid | Filter Rows | Edit | Export/Import | Wrap Cell Content |

id	checkbox	created_at	name	slug	updated_at	url
2	ef2ff68a-f7bd-d2d0-76cb-c30bb6e3191	1297552520	Point-and-click	point-and-click	1323302400	https://www.gdb.com
4	2cccd572-bd0e-6ed4-843-2547ae40782	1297552520	Fighting	fighting	1323216000	https://www.gdb.com
5	b015f37-0f46-5f5-2b40-d04c6fb2ef	1297552520	Shooter	shooter	1323216000	https://www.gdb.com
7	22d4fa0d-895-3807-eef2-17186d47	1297552520	Music	music	1323216000	https://www.gdb.com
8	697fe2a6-46f-208-989b-9dd1de1	1297552520	Platform	platform	1323216000	https://www.gdb.com
9	816d9c3-3e80-2032-9af9-20014fac20	1297552520	Puzzle	puzzle	1323216000	https://www.gdb.com
10	73c453f-548b-1bd-0532-6f577b753194	1297552520	Racing	racing	1323216000	https://www.gdb.com
11	aaa36cb-2258-8653-a461-13580f8e445	1297552520	Real Time Strategy (RTS)	real-time-strategy-rts	1323216000	https://www.gdb.com

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
2	21:20:46	create database BD2PRACTICA2	1 row(s) affected	0.016 sec
3	21:20:48	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	21:20:54	SELECT * from genre LIMIT 0, 1000	Error Code: 1146. Table 'bd2practica2.genre' doesn't exist	0.000 sec / 0.000 sec
5	21:22:04	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
6	21:22:04	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
7	21:22:04	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
8	21:22:04	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	21:22:04	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

18°C Despejado Búsqueda

ESP LAA 21:23 1/03/2024

franchises

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL Editor

```
4 • DROP database BD2PRACTICA2;
5
6 • SELECT * from genre;
7 • SELECT * from franchises;
8 • SELECT * from characters;
9 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
```

Result Grid

id	checksum	created_at	games	name	slug
1	3b0a8646-3c4c-90e-e18a-b358416d3aa7	1301132820000	[114, 116, 118, 137, 139, 140, 141, 142, 143, ...]	Star Wars	star-wars
2	cdb88a2e-d10-ad79-0336-9297f1461d	1301133404000	[138, 183, 184, 185, 186, 187, 188, 189, 4932, ...]	Indiana Jones	indiana-jon
3	8d56debf-2767-5377-7b15-52b0dbe879	1301299735000	[588, 3862, 9006, 12009, 16402, 16999, 2582, ...]	Conan	conan
4	44cf10c-4af4-5454-0c40-bf6b71b66eab	1301495590000	[359, 384, 385, 386, 387, 388, 389, 391, ...]	Final Fantasy	final-fanta
5	2e9491d-4986-a698-2e8-8ce1ee5967e8	1301514188000	[500, 501, 112, 2003, 2738, 3063, 3444, 385, ...]	Batman	batman
6	0deea6b9-4837-2602-51e2-90e4c6d97	1301998703000	[257, 465, 466, 467, 468, 469, 470, 578, 4330, ...]	Warhammer 40,000	warhamme
7	e2fbef33-897c-8137-5219-dfd60a7b302	1317714192000	[555, 3620, 3899, 5242, 5244, 8015, 80, ...]	Transformers	transforme
8	87262b-0e43-90ab-be61-e831cb5e00	1317738666000	[566, 3658, 4534, 6054, 8160, 8161, 8162, 11, ...]	Ghostbusters	ghostbuszt

Output

#	Time	Action	Message	Duration / Fetch
1	21:20:46	create database BD2PRACTICA2	1 row(s) affected	0.016 sec
2	21:20:48	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
3	21:20:54	SELECT * from genre LIMIT 0, 1000	Error Code: 1146. Table 'bd2practica2.genre' doesn't exist	0.000 sec
4	21:22:04	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
5	21:22:04	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
6	21:22:04	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	21:22:04	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
8	21:22:04	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	21:22:04	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Object Info **Session**

18°C Despejado

Busqueda

21:23 1/03/2024

characters

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL Editor

```
4 • DROP database BD2PRACTICA2;
5
6 • SELECT * from genre;
7 • SELECT * from franchises;
8 • SELECT * from characters;
9 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
```

Result Grid

id	akas	checksum	country_name	created_at	description	games	gender
69	6a7135e3-cb4a-d740-5fb-1c6394da0991	1384905600	[62]				
70	3cd75ce-3ed0-4c76-cffa-3106f6fc3c16	1384905600	[62]				
73	59e24b65-6e54-4c8e-0395-1e5e25a03c1	1384905600	[62]				
96	0adec141-238-49df-9fc5-a6dade2bc3a	1384905600	[62]				
504	56df9d97-5cf4-e11-4e5-46a493843313	1397865600	[2765, 2911]				
710	637715d-1b0d-4a21-d3ba-531fab1eac5	1408060800	[18]				
834	6ccfcf74-d75-19e4-7ee-68bb4-c4bd32	1408752000	[66, 895, 1279, 2238, 55092, 55189]				
889	f0c3b930-930-b8c6-e28-fb7082b3980	1409011200	[2368]				

Output

#	Time	Action	Message	Duration / Fetch
1	21:20:46	create database BD2PRACTICA2	1 row(s) affected	0.016 sec
2	21:20:48	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
3	21:20:54	SELECT * from genre LIMIT 0, 1000	Error Code: 1146. Table 'bd2practica2.genre' doesn't exist	0.000 sec
4	21:22:04	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
5	21:22:04	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
6	21:22:04	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	21:22:04	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
8	21:22:04	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	21:22:04	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Object Info **Session**

18°C Despejado

Busqueda

21:23 1/03/2024

languages

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL Editor

```
4 • DROP database BD2PRACTICA2;
5
6 •     SELECT * from genre;
7 •     SELECT * from franchises;
8 •     SELECT * from characters;
9 •     SELECT * from languages;
10 •    SELECT * from multiplayer_modes;
```

Result Grid

id	checksum	created_at	locale	name	native_name	updated_at
NULL	NULL	NULL	NULL	NULL	NULL	NULL

Action Output

#	Time	Action	Message	Duration / Fetch
2	21:20:46	create database BD2PRACTICA2	1 row(s) affected	0.016 sec
3	21:20:48	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	21:20:54	SELECT * from genre LIMIT 0, 1000	Error Code: 1146. Table 'bd2practica2.genre' doesn't exist	0.000 sec
5	21:22:04	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
6	21:22:04	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
7	21:22:04	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
8	21:22:04	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	21:22:04	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Output:

No object selected

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Object Info Session

18°C Despejado Búsqueda Herramientas 21:24 1/03/2024

multiplayer_modes

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL Editor

```
4 • DROP database BD2PRACTICA2;
5
6 •     SELECT * from genre;
7 •     SELECT * from franchises;
8 •     SELECT * from characters;
9 •     SELECT * from languages;
10 •    SELECT * from multiplayer_modes;
```

Result Grid

id	campaigncoop	checksum	dropin	game	lancecoop	offlinecoop	offlinecoopmax	offlinemax	onlinecoop	onlinecoopmax	onlinemax	pla
NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL

Action Output

#	Time	Action	Message	Duration / Fetch
2	21:20:46	create database BD2PRACTICA2	1 row(s) affected	0.016 sec
3	21:20:48	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	21:20:54	SELECT * from genre LIMIT 0, 1000	Error Code: 1146. Table 'bd2practica2.genre' doesn't exist	0.000 sec
5	21:22:04	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
6	21:22:04	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
7	21:22:04	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
8	21:22:04	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	21:22:04	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Output:

No object selected

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Object Info Session

18°C Despejado Búsqueda Herramientas 21:24 1/03/2024

SELECT COUNT(*) FROM cada tabla
genre

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

Navigator:

SQLAdditions:

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

```

10 •  SELECT * from multiplayer_modes;
11
12 •  SELECT count(*) from genre;
13 •  SELECT count(*) from franchises;
14 •  SELECT count(*) from characters;
15 •  SELECT count(*) from languages;
16 •  SELECT count(*) from multiplayer_modes;

```

Result Grid

Filter Rows: Export: Wrap Cell Content:

count(*)
23

Object Info **Session**

18°C Despejado 21:27 1/03/2024

franchises

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

Navigator:

SQLAdditions:

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

```

10 •  SELECT * from multiplayer_modes;
11
12 •  SELECT count(*) from genre;
13 •  SELECT count(*) from franchises;
14 •  SELECT count(*) from characters;
15 •  SELECT count(*) from languages;
16 •  SELECT count(*) from multiplayer_modes;

```

Result Grid

Filter Rows: Export: Wrap Cell Content:

count(*)
1808

Object Info **Session**

18°C Despejado 21:27 1/03/2024

characters

MySQL Workbench

Schemas: bdpractica2

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | count(*) | 383

No object selected

Action Output

#	Time	Action	Message
7	21:22:04	SELECT * from characters LIMIT 0, 1000	383 row(s) returned
8	21:22:04	SELECT * from languages LIMIT 0, 1000	0 row(s) returned
9	21:22:04	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	0 row(s) returned
10	21:27:14	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned
11	21:27:14	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned
12	21:27:14	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned
13	21:27:14	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned
14	21:27:14	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned

Object Info Session

18°C Despejado

Búsquedas Herramienta Recortes Captura de pantalla copiada en el Portapapeles y guardada Selección esta opción para marcar y compartir la imagen

ESP LAA 21:27 1/03/2024

languages

MySQL Workbench

Schemas: bdpractica2

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | count(*) | 0

No object selected

Action Output

#	Time	Action	Message	Duration / Fetch
7	21:22:04	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
8	21:22:04	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	21:22:04	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	21:27:14	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	21:27:14	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	21:27:14	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	21:27:14	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	21:27:14	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

18°C Despejado

ESP LAA 21:27 1/03/2024

multiplayer_modes

MySQL Workbench

Schemas: bd2practica2

```

10 • SELECT * from multiplayer_modes;
11
12 • SELECT count(*) from genre;
13 • SELECT count(*) from franchises;
14 • SELECT count(*) from characters;
15 • SELECT count(*) from languages;
16 • SELECT count(*) from multiplayer_modes;

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor | Field Tools | Context Help | Snippets | Read Only

Action Output

#	Time	Action	Message	Duration / Fetch
7	21:22:04	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
8	21:22:04	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	21:22:04	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	21:27:14	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	21:27:14	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	21:27:14	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	21:27:14	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	21:27:14	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info | Session | 18°C Despijado | Búsqueda | 21:28 | 1/03/2024 | ESP LAA

Día 9:

Eliminación de datos

MySQL Workbench

Schemas: bd2practica2

```

1 • create database BD2PRACTICA2;
2 • USE BD2PRACTICA2;
3
4 • DROP database BD2PRACTICA2;
5
6
7 • SELECT * from genre;
8 • SELECT * from franchises;
9 • SELECT * from characters;
10 • SELECT * from languages;
11 • SELECT * from multiplayer_modes;
12
13 • SELECT count(*) from genre;
14 • SELECT count(*) from franchises;
15 • SELECT count(*) from characters;
16 • SELECT count(*) from languages;
17
18

```

Output

#	Time	Action	Message	Duration / Fetch
1	23:37:16	DROP database BD2PRACTICA2;	5 row(s) affected	0.125 sec

Object Info | Session | 25°C Parc. soleado | Búsqueda | 23:37 | 2/03/2024 | ESP LAA

Restauración de full backup 4

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Schemas

Administration Schemas

No object selected

Object Info Session

25°C Parc. soleado Búsqueda ESP LAA 23:38 2/03/2024

```
Microsoft Windows [Versión 10.0.22621.3155]
(c) Microsoft Corporation. Todos los derechos reservados.

C:\Users\luisb\mysql -u root -p bd2practica2 < C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\backup_full_4.sql
Enter password: ****

C:\Users\luisb>
```

SQLAdditions

text help is disabled. ⌘ to manually get help at caret position or to automatic help.

Duration / Fetch
0.125 sec
0.019 sec
0.000 sec

SELECT * FROM cada tabla

genre

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Schemas

Administration Schemas

No object selected

Object Info Session

25°C Parc. soleado Búsqueda ESP LAA 23:38 2/03/2024

```
4 • DROP database BD2PRACTICA2;
5 • SELECT * from genre;
6 • SELECT * from franchises;
7 • SELECT * from characters;
8 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
```

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: | Result Grid | Form Editor | Context Help | Snippets

id	checkbox	created_at	name	slug	updated_at	url
2	✓	129755200	Point-and-click	point-and-click	1323216000	https://www.ipdb.com
4	✓	129755200	Fighting	fighting	1323216000	https://www.ipdb.com
5	✓	129755200	Shooter	shooter	1323216000	https://www.ipdb.com
7	✓	129755200	Music	music	1323216000	https://www.ipdb.com
8	✓	129755200	Platform	platform	1323216000	https://www.ipdb.com
9	✓	129755200	Puzzle	puzzle	1323216000	https://www.ipdb.com
10	✓	129755200	Racing	racing	1323216000	https://www.ipdb.com
11	✓	129755200	Real Time Strategy (RTS)	real-time-strategy-rts	1323216000	https://www.ipdb.com

Action Output

#	Time	Action	Message	Duration / Fetch
1	23:37:16	DROP database BD2PRACTICA2	5 row(s) affected	0.125 sec
2	23:37:28	create database BD2PRACTICA2	1 row(s) affected	0.015 sec
3	23:37:30	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	23:38:19	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
5	23:38:19	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.015 sec
6	23:38:19	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	23:38:19	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	23:38:19	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

franchises

MySQL Workbench

Schemas

Administration Schemas Information

No object selected

Object Info Session

25°C Parc. soleado

Búsquedas

23:38 2/03/2024

```

4 • DROP database BD2PRACTICA2;
5
6 •   SELECT * from genre;
7 •   SELECT * from franchises;
8 •   SELECT * from characters;
9 •   SELECT * from languages;
10 •  SELECT * from multiplayer_modes;
11

```

Result Grid

id	checksum	created_at	games	slug
1	3b2a8646-3c4c-c90e-e18a-b358416d3aa7	[14, 116, 118, 137, 139, 140, 141, 142, 143, ...]	Star Wars	star-wars
2	cad88a3a-e10-d79-0d79-0336-9297df1861d	[138, 183, 184, 185, 186, 187, 188, 189, 4932, ...]	Indiana Jones	indiana-jar
3	8f56cde0-27b7-5787-791b-552b0be8b79	[588, 3862, 9006, 12009, 16402, 16999, 2582, ...]	Conan	conan
4	44cf1cc-4da5-c54-0c40-6f6b72b66eab	[359, 383, 384, 385, 386, 387, 388, 389, 391, ...]	Final Fantasy	final-fanta
5	2c94911c-a986-a698-42e8-3ce5ee5a7e6	[500, 501, 1012, 2003, 2053, 3444, 385, ...]	Batman	batman
6	0d8ea6d6-4837-462-41e-9fe76a7e97	[257, 465, 466, 467, 468, 469, 470, 578, 4330, ...]	Warhammer 40,000	warhamme
7	e2fbff33-897c-8137-525f-0d50a2b302	[555, 3620, 3899, 5242, 5244, 8015, 80, ...]	Transformers	transforme
8	87262b4f-0e43-9bad-be61-e8d31db5e00	[566, 3658, 4534, 6054, 8160, 8161, 8162, 11, ...]	Ghostbusters	ghostbuske

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
1	23:37:16	DROP database BD2PRACTICA2	5 row(s) affected	0.125 sec
2	23:37:28	create database BD2PRACTICA2	1 row(s) affected	0.015 sec
3	23:37:30	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	23:38:19	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
5	23:38:19	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.015 sec
6	23:38:19	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	23:38:19	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	23:38:19	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

characters

MySQL Workbench

Schemas

Administration Schemas Information

No object selected

Object Info Session

25°C Parc. soleado

Búsquedas

23:38 2/03/2024

```

4 • DROP database BD2PRACTICA2;
5
6 •   SELECT * from genre;
7 •   SELECT * from franchises;
8 •   SELECT * from characters;
9 •   SELECT * from languages;
10 •  SELECT * from multiplayer_modes;
11

```

Result Grid

id	alias	checksum	country_name	created_at	description	games	gender
69	67135e1c-474a-3f10-8304-00991	13849056000	[62]				
70	3d75ca3a-3d0b-41d8-af75-1e5a86fc11b	13849056000	[62]				
73	59e40515-6a3d-44de-0735-1e5a25421	13849056000	[62]				
96	2ddec141-2f38-49df-9f5c-a61d0e2bc3e	13849056000	[62]				
504	56d6fb07-4cfb-e011-1ef1-46a4938-3313	13785656000	[2765, 2911]				
710	a377f15d-1dbf-4e21-9d8a-531fab4ex6	14087600000	[18]				
834	6ccfd74d-7b3-19e8-a7ee-68bb-4c4bd32	1408752000	[66, 895, 1279, 2238, 55092, 55189]				
889	f0c53b9e-7d30-8dc6-2e8d-fb082b139a0	14090112000	[23681]				

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
1	23:37:16	DROP database BD2PRACTICA2	5 row(s) affected	0.125 sec
2	23:37:28	create database BD2PRACTICA2	1 row(s) affected	0.015 sec
3	23:37:30	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	23:38:19	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
5	23:38:19	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.015 sec
6	23:38:19	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	23:38:19	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	23:38:19	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

languages

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Schemas

No object selected

genre 1 franchises 2 characters 3 languages 4 × multiplayer_modes 5

Action Output

#	Time	Action	Message
1	23:37:16	DROP database BD2PRACTICA2	5 row(s) affected
2	23:37:28	create database BD2PRACTICA2	1 row(s) affected
3	23:37:30	USE BD2PRACTICA2	0 row(s) affected
4	23:38:19	SELECT * from genre LIMIT 0, 1000	23 row(s) returned
5	23:38:19	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned
6	23:38:19	SELECT * from characters LIMIT 0, 1000	383 row(s) returned
7	23:38:19	SELECT * from languages LIMIT 0, 1000	28 row(s) returned
8	23:38:19	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: |

Output

Object Info Session

25°C Parc. soleado

Búsqueda Herramienta Recortes Captura de pantalla copiada en el Portapapeles y guardada Selección esta opción para marcar y compartir la imagen

ESP LAA 23:39 2/03/2024

multiplayer_modes

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Schemas

No object selected

genre 1 franchises 2 characters 3 languages 4 × multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
1	23:37:16	DROP database BD2PRACTICA2	5 row(s) affected	0.125 sec
2	23:37:28	create database BD2PRACTICA2	1 row(s) affected	0.015 sec
3	23:37:30	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	23:38:19	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
5	23:38:19	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.015 sec
6	23:38:19	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	23:38:19	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	23:38:19	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Result Grid | Filter Rows: | Edit: | Export/Import: | Wrap Cell Content: |

Output

Object Info Session

25°C Parc. soleado

Búsqueda Herramienta Recortes Captura de pantalla copiada en el Portapapeles y guardada Selección esta opción para marcar y compartir la imagen

ESP LAA 23:39 2/03/2024

SELECT COUNT(*) FROM cada tabla
genre

MySQL Workbench

Schemas: sys

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;
17

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

count(*)
23

No object selected

Result 6 | Result 7 | Result 8 | Result 9 | Result 10 | Read Only | Context Help | Snippets

Action Output

#	Time	Action	Message	Duration / Fetch
6	23:38:19	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	23:38:19	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	23:38:19	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:39:42	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	23:39:42	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	23:39:42	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	23:39:42	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	23:39:42	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info | Session

25°C Parc. soleado Búsqueda 23:39 2/03/2024

franchises

MySQL Workbench

Schemas: sys

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;
17

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

count(*)
1808

No object selected

Result 6 | Result 7 | Result 8 | Result 9 | Result 10 | Read Only | Context Help | Snippets

Action Output

#	Time	Action	Message	Duration / Fetch
6	23:38:19	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	23:38:19	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	23:38:19	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:39:42	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	23:39:42	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	23:39:42	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	23:39:42	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	23:39:42	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info | Session

25°C Parc. soleado Búsqueda 23:39 2/03/2024

characters

MySQL Workbench

Schemas: sys

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;
17

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

count(*)
383

No object selected

Result 6 Result 7 Result 8 Result 9 Result 10

Action Output

#	Time	Action	Message	Duration / Fetch
6	23:38:19	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	23:38:19	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	23:38:19	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:39:42	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	23:39:42	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	23:39:42	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	23:39:42	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	23:39:42	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

25°C Parc soleado Búsqueda 23:40 2/03/2024

languages

MySQL Workbench

Schemas: sys

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;
17

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

count(*)
28

No object selected

Result 6 Result 7 Result 8 Result 9 Result 10

Action Output

#	Time	Action	Message	Duration / Fetch
6	23:38:19	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	23:38:19	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	23:38:19	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:39:42	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	23:39:42	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
11	23:39:42	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	23:39:42	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	23:39:42	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

25°C Parc soleado Búsqueda 23:40 2/03/2024

multiplayer_modes

```

MySQL Workbench
File Edit View Query Database Server Tools Scripting Help
Navigator: local
SCHEMAS
Filter objects
sys
schemas
10 • SELECT * from multiplayer_modes;
11
12 • SELECT count(*) from genre;
13 • SELECT count(*) from franchises;
14 • SELECT count(*) from characters;
15 • SELECT count(*) from languages;
16 • SELECT count(*) from multiplayer_modes;
17

Result Grid | Filter Rows: Export: Wrap Cell Content: 
count(*)
0

Administration Schemas
Information
No object selected
Result 6 Result 7 Result 8 Result 9 Result 10 x
Output
Action Output
# Time Action Message Duration / Fetch
1 6 23:38:19 SELECT * from characters LIMIT 0, 1000 383 row(s) returned 0.000 sec / 0.000 sec
2 7 23:38:19 SELECT * from languages LIMIT 0, 1000 28 row(s) returned 0.000 sec / 0.000 sec
3 8 23:38:19 SELECT * from multiplayer_modes LIMIT 0, 1000 0 row(s) returned 0.000 sec / 0.000 sec
4 9 23:39:42 SELECT count(*) from genre LIMIT 0, 1000 1 row(s) returned 0.000 sec / 0.000 sec
5 10 23:39:42 SELECT count(*) from franchises LIMIT 0, 1000 1 row(s) returned 0.000 sec / 0.000 sec
6 11 23:39:42 SELECT count(*) from characters LIMIT 0, 1000 1 row(s) returned 0.000 sec / 0.000 sec
7 12 23:39:42 SELECT count(*) from languages LIMIT 0, 1000 1 row(s) returned 0.000 sec / 0.000 sec
8 13 23:39:42 SELECT count(*) from multiplayer_modes LIMIT 0, 1000 1 row(s) returned 0.000 sec / 0.000 sec
Object Info Session
25°C
Parc. soleado
Búsqueda
23:40 2/03/2024

```

Día 10:

Eliminación de datos

```

MySQL Workbench
File Edit View Query Database Server Tools Scripting Help
Navigator: local
SCHEMAS
Filter objects
sys
schemas
1 • create database BD2PRACTICA2;
2 • USE BD2PRACTICA2;
3
4 • DROP database BD2PRACTICA2;
5
6
7 • SELECT * from genre;
8 • SELECT * from franchises;
9 • SELECT * from characters;
10 • SELECT * from languages;
11 • SELECT * from multiplayer_modes;
12
13 • SELECT count(*) from genre;
14 • SELECT count(*) from franchises;
15 • SELECT count(*) from characters;
16 • SELECT count(*) from languages;
17
18

Result Grid | Filter Rows: Export: Wrap Cell Content: 
Message
5 row(s) affected
Duration / Fetch
0.094 sec

Administration Schemas
Information
No object selected
Output
Action Output
# Time Action Message Duration / Fetch
1 6 20:01:37 DROP database BD2PRACTICA2; 5 row(s) affected 0.094 sec
Object Info Session
19°C
Despejado
Búsqueda
20:01 3/03/2024

```

Restauración de full backup 5

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bd2practica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Views:

Stored Procedures:

Functions:

sys

Simbolo del sistema

Microsoft Windows [Versión 10.0_22621.3155]
(c) Microsoft Corporation. Todos los derechos reservados.

C:\Users\luisb\mysql -u root -p bd2practica2 < C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\backup_full_5.sql

Enter password: ****

C:\Users\luisb>

Administration Schemas

No object selected

Object Info Session

19°C Despejado

Búsqueda

ESP LAA 20/02 3/03/2024

Duration / Fetch
0.094 sec
0.000 sec
0.000 sec

SELECT * FROM cada tabla

genre

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bd2practica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Views:

Stored Procedures:

Functions:

sys

datos

4 • DROP database BD2PRACTICA2;

5 •

6 • SELECT * from genre;

7 • SELECT * from franchises;

8 • SELECT * from characters;

9 • SELECT * from languages;

10 • SELECT * from multiplayer_modes;

11

Result Grid | Filter Rows | Edit: Export/Import: Wrap Cell Content: Result Grid | Form Editor

Genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

id	checkbox	created_at	name	slug	updated_at	url
2	ef2ff68a-f7bd-d2b0-76cb-c930bd5e3191	1297555200	Point-and-click	point-and-click	1323302400	https://www.ipdb.com
4	2cc05f72-bdde-fed3-9843-2547ea9e0782	1297555200	Fighting	fighting	1323216000	https://www.ipdb.com
5	b015f3f-0f46-e5f3-2b40-d04cf9fb2ef	1297555200	Shooter	shooter	1323216000	https://www.ipdb.com
7	22d4404b-98c7-5907-eef2-e0ef170f6d47	1297555200	Music	music	1323216000	https://www.ipdb.com
8	697f5a4b96f-a803-288a-498bd5dd1de1	1297555200	Platform	platform	1323216000	https://www.ipdb.com
9	616de9c2-3800-0232-9df9-00014fac51b	1297555200	Puzzle	puzzle	1323216000	https://www.ipdb.com
10	73c2653f-54d8-c1bd-d523-dd57b753194	1297555200	Racing	racing	1323216000	https://www.ipdb.com
11	aaa36cbc-2258-8653-a461-1358bf8ce445	1297555200	Real-time strategy(RTS)	real-time-strategy(rts)	1323216000	https://www.ipdb.com

Action Output

#	Time	Action	Message	Duration / Fetch
1	20:01:37	DROP database BD2PRACTICA2	5 row(s) affected	0.094 sec
2	20:02:08	create database BD2PRACTICA2	1 row(s) affected	0.000 sec
3	20:02:08	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	20:03:09	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
5	20:03:10	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.016 sec
6	20:03:10	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	20:03:10	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	20:03:10	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec

Output

19°C Despejado

Búsqueda

ESP LAA 20/03 3/03/2024

franchises

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Administration Schemas Information

No object selected

Object Info Session

19°C Despejado

Result Grid

```

4 • DROP database BD2PRACTICA2;
5
6 •   SELECT * from genre;
7 •   SELECT * from franchises;
8 •   SELECT * from characters;
9 •   SELECT * from languages;
10 •  SELECT * from multiplayer_modes;
11

```

id	checksum	created_at	games	name	slug
1	b0a8e46-3c4c-c90e-e18a-b358416d3aa7	1301132302000	[114, 116, 118, 137, 139, 140, 141, 142, 143, ...]	Star Wars	star-wars
2	cde88a3c-e10d-0d79-0336-9297df1861d	1301133404000	[138, 183, 184, 185, 186, 187, 188, 189, 4932, ...]	Indiana Jones	indiana-jar
3	8456cde0-27b7-52f7-701b-552b0be8b79	1301299725000	[588, 3862, 9006, 12009, 16402, 16999, 2582, ...]	Conan	conan
4	44cf1cc1-4da5-c54c-0c40-4fb671b566ab	1301465590000	[359, 383, 384, 385, 386, 387, 388, 389, 391, ...]	Final Fantasy	final-fanta
5	2c94911c-1986-a698-e2eb-8ce2ee5ee57e5	1301514188000	[500, 501, 1012, 2003, 2738, 3063, 3444, 385, ...]	Batman	batman
6	0d8ea6f6-4837-2602-41e9-9de7c9e797	1301598703000	[257, 465, 466, 467, 468, 469, 470, 578, 4330, ...]	Warhammer 40,000	warhamme
7	e2fbff33-897c-8137-52f5-dfd60a02b302	1317714192000	[555, 3620, 3899, 5242, 5244, 5245, 5246, 5247, ...]	Transformers	transformer
8	87262b4f-0e43-9bad-be61-e8d31db5e00	1317738666000	[566, 3658, 4534, 6054, 6054, 8160, 8161, 8162, 8162, ...]	Ghostbusters	ghostbusters

Output

Action Output

#	Time	Action	Message	Duration / Fetch
1	20.01.37	DROP database BD2PRACTICA2	5 row(s) affected	0.094 sec
2	20.02.08	create database BD2PRACTICA2	1 row(s) affected	0.000 sec
3	20.02.08	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	20.03.09	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
5	20.03.09	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.016 sec
6	20.03.10	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	20.03.10	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	20.03.10	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec

19°C Despejado

characters

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Administration Schemas Information

No object selected

Object Info Session

19°C Despejado

Result Grid

```

4 • DROP database BD2PRACTICA2;
5
6 •   SELECT * from genre;
7 •   SELECT * from franchises;
8 •   SELECT * from characters;
9 •   SELECT * from languages;
10 •  SELECT * from multiplayer_modes;
11

```

id	alias	checksum	country_name	created_at	description	games	gender
69	6a7135e3-dbe4-d740-5f1b-1e3591dd0091	13849056000	[62]	13849056000	[62]		
70	3d75ca5c-43d4-44d8-a035-c4e5a24a416	13849056000	[62]	13849056000	[62]		
73	39e4055c-5a3d-44de-975c-1e5a5e5a24a21	13849056000	[62]	13849056000	[62]		
96	2a6ec141-725b-49df-9f5c-a65d9e2bc3e	13849056000	[62]	13849056000	[62]		
504	56df9b7-47cf-e411-1e4t-46a492383313	13786560000	[2765, 2911]	13786560000	[2765, 2911]		
710	a37715f-1db7-4e21-9d4t-513fbab1ee6	1408752000	[18]	1408752000	[18]		
834	6ccedf74-d7b5-19e8-a7ee-68bb-4c4ed32	1408752000	[66, 955, 1279, 2238, 55092, 55189]	1408752000	[66, 955, 1279, 2238, 55092, 55189]		
889	f0c53b0e-7d30-b3d5-e2eb-fb082b139a0	14090112000	[2368]	14090112000	[2368]		

Output

Action Output

#	Time	Action	Message	Duration / Fetch
1	20.01.37	DROP database BD2PRACTICA2	5 row(s) affected	0.094 sec
2	20.02.08	create database BD2PRACTICA2	1 row(s) affected	0.000 sec
3	20.02.08	USE BD2PRACTICA2	0 row(s) affected	0.000 sec
4	20.03.09	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
5	20.03.09	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.016 sec
6	20.03.10	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	20.03.10	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	20.03.10	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec

19°C Despejado

languages

MySQL Workbench

Schemas: bd2practica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Script Editor:

```

4 • DROP database BD2PRACTICA2;
5
6 • SELECT * from genre;
7 • SELECT * from franchises;
8 • SELECT * from characters;
9 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
11

```

Result Grid (Genre table data):

id	name	native_name	updated_at
1	Arabic	عربى	1664803639
2	Chinese (Simplified)	简体中文	1664803639
3	Chinese (Traditional)	繁體中文	1664803639
4	Czech	čeština	1664803639
5	Danish	Dansk	1664803639
6	Dutch	Nederland	1664803639
7	English (US)	English (U.S.)	1664803639
8	English (UK)	English (U.K.)	1664803639
9	Spanish (Spain)	Español (España)	1664803639

Action Output:

- 1 20.01.37 DROP database BD2PRACTICA2
- 2 20.02.08 create database BD2PRACTICA2
- 3 20.02.08 USE BD2PRACTICA2
- 4 20.03.09 SELECT * from genre LIMIT 0, 1000
- 5 20.03.09 SELECT * from franchises LIMIT 0, 1000
- 6 20.03.10 SELECT * from characters LIMIT 0, 1000
- 7 20.03.10 SELECT * from languages LIMIT 0, 1000
- 8 20.03.10 SELECT * from multiplayer_modes LIMIT 0, 1000

multiplayer_modes

MySQL Workbench

Schemas: bd2practica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Script Editor:

```

4 • DROP database BD2PRACTICA2;
5
6 • SELECT * from genre;
7 • SELECT * from franchises;
8 • SELECT * from characters;
9 • SELECT * from languages;
10 • SELECT * from multiplayer_modes;
11

```

Result Grid (Multiplayer_modes table data):

id	campaigncoop	checkbox	dropin	game	lancoop	offlinecoop	offlinecoymax	offlineimax	onlinecoop
23	False	448fd7d1-4400-1059-322c-7529554af21	False	48675	False	0	0	0	True
24	False	320a4ef1-bb05-4fc4-cc08-f1a1ec10e665	False	48675	False	0	0	0	True
517	True	320a4ef1-bb05-4fc4-cc08-f1a1ec10e665	True	2412	False	0	0	0	False
518	True	c6539bc4-04ed-4c9f-1310-395f1700e475	True	13992	True	2	0	0	False
519	True	774e751a-1c16-2bd1-1361-f5359fb3e6cb	True	13992	False	2	0	0	False
520	True	e9355960-727a-95ab-c116-dae8d7c7e3ff	True	13894	True	2	0	0	False
521	True	fd0a0b1c-126f-85f7-8d2554a4c01	True	984	True	False	0	0	True
522	False	de40843c-05bb-55b7-7db0-c371189146d8	False	15122	False	True	4	0	False

Action Output:

- 1 20.01.37 DROP database BD2PRACTICA2
- 2 20.02.08 create database BD2PRACTICA2
- 3 20.02.08 USE BD2PRACTICA2
- 4 20.03.09 SELECT * from genre LIMIT 0, 1000
- 5 20.03.09 SELECT * from franchises LIMIT 0, 1000
- 6 20.03.10 SELECT * from characters LIMIT 0, 1000
- 7 20.03.10 SELECT * from languages LIMIT 0, 1000
- 8 20.03.10 SELECT * from multiplayer_modes LIMIT 0, 1000

SELECT COUNT(*) FROM cada tabla

genre

MySQL Workbench

Schemas: bdpractica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Queries:

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;
17

```

Result Grid: count(*)

count(*)
23

Action Output

#	Time	Action	Message	Duration / Fetch
6	20:03:10	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	20:03:10	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	20:03:10	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
9	20:04:13	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
10	20:04:13	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
11	20:04:13	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	20:04:13	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	20:04:13	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output

Object Info, **Session**

19°C Despejado

Búsqueda

20:04 3/03/2024

franchises

MySQL Workbench

Schemas: bdpractica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Queries:

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;
17

```

Result Grid: count(*)

count(*)
1808

Action Output

#	Time	Action	Message	Duration / Fetch
6	20:03:10	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	20:03:10	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	20:03:10	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
9	20:04:13	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
10	20:04:13	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
11	20:04:13	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	20:04:13	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	20:04:13	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output

Object Info, **Session**

19°C Despejado

Búsqueda

20:04 3/03/2024

characters

MySQL Workbench

Schemas: bdpractica2

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;
17

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

count(*)
383

Action Output

#	Time	Action	Message	Duration / Fetch
6	20:03:10	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	20:03:10	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	20:03:10	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
9	20:04:13	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
10	20:04:13	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
11	20:04:13	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	20:04:13	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	20:04:13	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

No object selected

Result 6 Result 7 Result 8 Result 9 Result 10

Output:

Action Output

#	Time	Action	Message	Duration / Fetch
6	20:03:10	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	20:03:10	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	20:03:10	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
9	20:04:13	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
10	20:04:13	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
11	20:04:13	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	20:04:13	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	20:04:13	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

19°C Despejado

Búsquedas

20:04 3/03/2024

languages

MySQL Workbench

Schemas: bdpractica2

```

10 •   SELECT * from multiplayer_modes;
11
12 •   SELECT count(*) from genre;
13 •   SELECT count(*) from franchises;
14 •   SELECT count(*) from characters;
15 •   SELECT count(*) from languages;
16 •   SELECT count(*) from multiplayer_modes;
17

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

count(*)
28

Action Output

#	Time	Action	Message	Duration / Fetch
6	20:03:10	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	20:03:10	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	20:03:10	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
9	20:04:13	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
10	20:04:13	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
11	20:04:13	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	20:04:13	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	20:04:13	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

No object selected

Result 6 Result 7 Result 8 Result 9 Result 10

Output:

Action Output

#	Time	Action	Message	Duration / Fetch
6	20:03:10	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
7	20:03:10	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
8	20:03:10	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
9	20:04:13	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
10	20:04:13	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.016 sec / 0.000 sec
11	20:04:13	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	20:04:13	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	20:04:13	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

19°C Despejado

Búsquedas

20:04 3/03/2024

multiplayer_modes

The screenshot shows the MySQL Workbench interface. In the top-left pane, the Navigator displays the schema 'bd2practica2' with tables: characters, franchises, genre, languages, and multiplayer_modes. The SQL editor tab is active, containing the following SQL code:

```

10 •  SELECT * from multiplayer_modes;
11
12 •  SELECT count(*) from genre;
13 •  SELECT count(*) from franchises;
14 •  SELECT count(*) from characters;
15 •  SELECT count(*) from languages;
16 •  SELECT count(*) from multiplayer_modes;
17

```

The Result Grid shows the output of the last query: count(*) with a value of 3830. The Action Output pane shows the execution log with 13 entries, each detailing a SELECT or COUNT query and its duration.

Restauración de backups incrementales

Día 11:

Eliminación de datos

The screenshot shows the MySQL Workbench interface. The Navigator displays the schema 'bd2practica2' with tables: franchises, genres, characters, languages, and multiplayer_modes. The SQL editor tab is active, containing the following SQL code:

```

1 •  create database BD2PRACTICA2;
2 •  USE BD2PRACTICA2;
3
4 •  TRUNCATE TABLE genre;
5 •  TRUNCATE TABLE franchises;
6 •  TRUNCATE TABLE characters;
7 •  TRUNCATE TABLE languages;
8 •  TRUNCATE TABLE multiplayer_modes;
9
10 •  SELECT * from genre;
11 •  SELECT * from franchises;
12 •  SELECT * from characters;
13 •  SELECT * from languages;
14 •  SELECT * from multiplayer_modes;
15
16 •  SELECT count(*) from genre;
17 •  SELECT count(*) from franchises;
18 •  SELECT count(*) from characters;

```

The Action Output pane shows the execution log with 18 entries, each detailing a TRUNCATE TABLE statement and its duration.

Restauración de backup incremental 1

SELECT * FROM cada tabla

genre

MySQL Workbench

Schemas

- bdpractica2
 - Tables
 - franchises
 - characters
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Table: franchises

```

5 • TRUNCATE TABLE franchises;
6 • TRUNCATE TABLE characters;
7 • TRUNCATE TABLE languages;
8 • TRUNCATE TABLE multiplayer_modes;
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
```

```

**Result Grid**

| id | checksum                               | created_at | name            | slug            | updated_at | url                  |
|----|----------------------------------------|------------|-----------------|-----------------|------------|----------------------|
| 2  | e2f86e7fdcd-2b2b-76cb-e30bd9e3191      | 129755200  | Point-and-click | point-and-click | 1323302400 | https://www.ipdb.com |
| 4  | 2ec5f573-3d4c-464e-9043-25147ca47072   | 129755200  | Fighting        | fighting        | 1323316000 | https://www.ipdb.com |
| 5  | b15fc3f0f46-e5f3-2b40-d046cf9bd2ef     | 129755200  | Shooter         | shooter         | 1323316000 | https://www.ipdb.com |
| 7  | 22d44d0b-98c7-580f-ee2f-e06f179f6d47   | 129755200  | Music           | music           | 1323316000 | https://www.ipdb.com |
| 9  | 4094c-4a3b-4d4f-a3b7-98fa-0d0a4c4d1d41 | 1307442000 | Platform        | platform        | 1323316000 | https://www.ipdb.com |

genre 16 franchises 17 characters 18 languages 19 multiplayer\_modes 20

**Action Output**

| # | Time     | Action                                        | Message            | Duration / Fetch      |
|---|----------|-----------------------------------------------|--------------------|-----------------------|
| 1 | 23:26:35 | SELECT * from genre LIMIT 0, 1000             | 23 row(s) returned | 0.000 sec / 0.000 sec |
| 2 | 23:26:35 | SELECT * from franchises LIMIT 0, 1000        | 0 row(s) returned  | 0.000 sec / 0.000 sec |
| 3 | 23:26:35 | SELECT * from characters LIMIT 0, 1000        | 0 row(s) returned  | 0.000 sec / 0.000 sec |
| 4 | 23:26:35 | SELECT * from languages LIMIT 0, 1000         | 0 row(s) returned  | 0.000 sec / 0.000 sec |
| 5 | 23:26:35 | SELECT * from multiplayer_modes LIMIT 0, 1000 | 0 row(s) returned  | 0.000 sec / 0.000 sec |

## franchises

MySQL Workbench

**Schemas**

- bdpractica2
  - Tables
    - franchises
    - characters
    - genre
    - languages
    - multiplayer\_modes
  - Views
  - Stored Procedures
  - Functions
- sys

**Table: franchises**

```

5 • TRUNCATE TABLE franchises;
6 • TRUNCATE TABLE characters;
7 • TRUNCATE TABLE languages;
8 • TRUNCATE TABLE multiplayer_modes;
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
```

```

Result Grid

id	checksum	created_at	games	name	slug	updated_at	url
*	NULL	NULL	NULL	NULL	NULL	NULL	NULL

genre 16 franchises 17 characters 18 languages 19 multiplayer_modes 20

Action Output

#	Time	Action	Message	Duration / Fetch
1	23:26:35	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
2	23:26:35	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
3	23:26:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	23:26:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23:26:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

characters

MySQL Workbench

Navigator: local

Schemas: bdpractica2

Tables: franchises, characters, genre, languages, multiplayer_modes

queries:

```

5 • TRUNCATE TABLE franchises;
6 • TRUNCATE TABLE characters;
7 • TRUNCATE TABLE languages;
8 • TRUNCATE TABLE multiplayer_modes;
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
```

```

**Result Grid:** genre 16 franchises 17 characters 18 languages 19 multiplayer\_modes 20

**Action Output:**

| # | Time     | Action                                        | Message            | Duration / Fetch      |
|---|----------|-----------------------------------------------|--------------------|-----------------------|
| 1 | 23:26:35 | SELECT * from genre LIMIT 0, 1000             | 23 row(s) returned | 0.000 sec / 0.000 sec |
| 2 | 23:26:35 | SELECT * from franchises LIMIT 0, 1000        | 0 row(s) returned  | 0.000 sec / 0.000 sec |
| 3 | 23:26:35 | SELECT * from characters LIMIT 0, 1000        | 0 row(s) returned  | 0.000 sec / 0.000 sec |
| 4 | 23:26:35 | SELECT * from languages LIMIT 0, 1000         | 0 row(s) returned  | 0.000 sec / 0.000 sec |
| 5 | 23:26:35 | SELECT * from multiplayer_modes LIMIT 0, 1000 | 0 row(s) returned  | 0.000 sec / 0.000 sec |

**Object Info:** Session

19°C Despejado

Búsqueda

23:27 4/03/2024

## languages

**MySQL Workbench**

**Navigator:** local

**Schemas:** bdpractica2

**Tables:** franchises, characters, genre, languages, multiplayer\_modes

**queries:**

```

5 • TRUNCATE TABLE franchises;
6 • TRUNCATE TABLE characters;
7 • TRUNCATE TABLE languages;
8 • TRUNCATE TABLE multiplayer_modes;
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
```

```

Result Grid: genre 16 franchises 17 characters 18 languages 19 multiplayer_modes 20

Action Output:

#	Time	Action	Message	Duration / Fetch
1	23:26:35	SELECT * from genre LIMIT 0, 1000	23 row(s) returned	0.000 sec / 0.000 sec
2	23:26:35	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
3	23:26:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	23:26:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23:26:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Object Info: Session

19°C Despejado

Búsqueda

23:27 4/03/2024

multiplayer_modes

MySQL Workbench

Navigator:

- SCHEMAS
 - bd2practica2
 - Tables
 - franchises
 - characters
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
 - sys

SQL Editor:

```

5 • TRUNCATE TABLE franchises;
6 • TRUNCATE TABLE characters;
7 • TRUNCATE TABLE languages;
8 • TRUNCATE TABLE multiplayer_modes;
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15
16 •
17 •
18 •
19 •
20 •
  
```

Result Grid:

id	campaigncoop	checksum	dropin	game	lancoop	offlinecoop	offlinecoopmax	onlinemax	onlinecoop	onlinecoopmax	onlinemax	platform
genre	16	franchises	17	characters	18	languages	19	multiplayer_modes	20	x		

Action Output:

#	Time	Action	Message	Duration / Fetch
1	23:26:35	SELECT * from genre LIMIT 0, 1000	23 rows(s) returned	0.000 sec / 0.000 sec
2	23:26:35	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
3	23:26:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	23:26:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23:26:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Object Info: Session

19°C Despejado

Búsqueda

ESP LAA 23:27 4/03/2024

SELECT COUNT(*) FROM cada tabla

genre

MySQL Workbench

Navigator:

- SCHEMAS
 - bd2practica2
 - Tables
 - franchises
 - characters
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
 - sys

SQL Editor:

```

11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;
19 • SELECT count(*) from languages;
20 • SELECT count(*) from multiplayer_modes;
  
```

Result Grid:

count(*)
23

Action Output:

#	Time	Action	Message	Duration / Fetch
3	23:26:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	23:26:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23:26:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	23:29:12	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	23:29:12	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	23:29:12	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	23:29:12	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	23:29:12	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info: Session

19°C Despejado

Búsqueda

ESP LAA 23:29 4/03/2024

franchises

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: local

SCHEMAS: bdpractica2

Tables: franchises, characters, genre, languages, multiplayer_modes

Views, Stored Procedures, Functions, sys

Navigator: data

```

11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;
19 • SELECT count(*) from languages;
20 • SELECT count(*) from multiplayer_modes;
...

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

Result 21 Result 22 × Result 23 Result 24 Result 25

Action Output

#	Time	Action	Message	Duration / Fetch
3	23:26:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	23:26:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23:26:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	23:29:12	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	23:29:12	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	23:29:12	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	23:29:12	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	23:29:12	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

19°C Despejado 23:29 4/03/2024

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

characters

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: local

SCHEMAS: bdpractica2

Tables: franchises, characters, genre, languages, multiplayer_modes

Views, Stored Procedures, Functions, sys

Navigator: data

```

11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;
19 • SELECT count(*) from languages;
20 • SELECT count(*) from multiplayer_modes;
...

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

Result 21 Result 22 × Result 23 Result 24 Result 25

Action Output

#	Time	Action	Message	Duration / Fetch
3	23:26:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	23:26:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23:26:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	23:29:12	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	23:29:12	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	23:29:12	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	23:29:12	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	23:29:12	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

19°C Despejado 23:29 4/03/2024

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

languages

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Schemas: bdpractica2

Tables: franchises, characters, genre, languages, multiplayer_modes

queries:

```

11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;
19 • SELECT count(*) from languages;
20 • SELECT count(*) from multiplayer_modes;
...

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor | Read Only | Context Help | Snippets

Action Output

#	Time	Action	Message	Duration / Fetch
3	23:26:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	23:26:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23:26:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	23:29:12	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	23:29:12	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	23:29:12	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	23:29:12	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	23:29:12	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output: Action Output

Object Info Session 19°C Despejado 23:29 4/03/2024

multiplayer_modes

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Schemas: bdpractica2

Tables: franchises, characters, genre, languages, multiplayer_modes

queries:

```

11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;
19 • SELECT count(*) from languages;
20 • SELECT count(*) from multiplayer_modes;
...

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor | Read Only | Context Help | Snippets

Action Output

#	Time	Action	Message	Duration / Fetch
3	23:26:35	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	23:26:35	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23:26:35	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	23:29:12	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	23:29:12	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	23:29:12	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	23:29:12	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	23:29:12	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output: Action Output

Object Info Session 19°C Despejado 23:29 4/03/2024

Día 12:

Eliminación de datos

MySQL Workbench

Schemas

- bd2practica2
 - Tables: characters, franchises, genre, languages, multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Information

No object selected

Output

Action	Time	Action	Message	Duration / sec
1	23:23:51	TRUNCATE TABLE genre	0 row(s) affected	0.047 sec
2	23:23:51	TRUNCATE TABLE franchises	0 row(s) affected	0.031 sec
3	23:23:51	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
4	23:23:52	TRUNCATE TABLE languages	0 row(s) affected	0.047 sec
5	23:23:52	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.031 sec

Context Help Snippets

SQLAdditions.....

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

Object Info Session

17°C Despejado Búsqueda 23:23 5/03/2024

Restauración de backup incremental 2

MySQL Workbench

Schemas

- bd2practica2
 - Tables: characters, franchises, genre, languages, multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

Information

No object selected

Output

Action	Time	Action	Message	Duration / sec
1	23:23:51	TRUNCATE TABLE genre	0 row(s) affected	0.047 sec
2	23:23:51	TRUNCATE TABLE franchises	0 row(s) affected	0.031 sec
3	23:23:51	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
4	23:23:52	TRUNCATE TABLE languages	0 row(s) affected	0.047 sec
5	23:23:52	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.031 sec

Object Info Session

17°C Despejado Búsqueda 23:24 5/03/2024

SELECT * FROM cada tabla

genre

MySQL Workbench

Schemas

- bd2practic2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

No object selected

Output

```

8 • TRUNCATE TABLE multiplayer_modes;
9
10 •   SELECT * from genre;
11 •   SELECT * from franchises;
12 •   SELECT * from characters;
13 •   SELECT * from languages;
14 •   SELECT * from multiplayer_modes;
15

```

Result Grid

id	checksum	created_at	name	slug	updated_at	url

Action Output

#	Time	Action	Message	Duration / Fetch
3	23:23:51	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
4	23:23:52	TRUNCATE TABLE languages	0 row(s) affected	0.047 sec
5	23:23:52	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.031 sec
6	23:24:43	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
7	23:24:43	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	23:24:43	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:24:43	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	23:24:43	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

17°C Despejado 23:24 5/03/2024

franchises

MySQL Workbench

Schemas

- bd2practic2
 - Tables
 - characters
 - franchises
 - genre
 - languages
 - multiplayer_modes
 - Views
 - Stored Procedures
 - Functions
- sys

No object selected

Output

```

8 • TRUNCATE TABLE multiplayer_modes;
9
10 •   SELECT * from genre;
11 •   SELECT * from franchises;
12 •   SELECT * from characters;
13 •   SELECT * from languages;
14 •   SELECT * from multiplayer_modes;
15

```

Result Grid

id	checksum	created_at	games	name	slug
1	3e08646-3c4c-c90e-e1ba-b1039416d3aa7	13011328202000	[114, 116, 118, 137, 139, 140, 141, 142, 143, ...]	Star Wars	star-wars
2	cadeb3f9-1079-4b90-922a-103a2a033a4d	13011328202000	[130, 132, 134, 135, 136, 137, 138, 139, 140, ...]	Indiana Jones	indiana-jon
3	8d55ed6f-77b7-457b-8fb0-532b6db5b79	13011328202000	[380, 382, 383, 384, 385, 386, 387, 388, 391, ...]	comics	comics
4	44fd12a4-454f-4c54-9c40-f6fb7bb66eb	13014955900000	[359, 363, 364, 365, 366, 367, 368, 369, 391, ...]	Final Fantasy	final-fanta
5	2e0491d4-d206-e6f8-4e2b-8ca1ee59e7e6	13015141880000	[500, 501, 1012, 2003, 2728, 3063, 3444, 365...]	Batman	batman
6	0deaa6d6-8337-2602-1a2c-90e74cb7e97	13019987030000	[257, 465, 466, 467, 468, 469, 470, 578, 4330, ...]	Warhammer 40,000	warhamme
7	e2fbef13-897c-8137-525f-ddf90a0ab2b302	1317714192000	[555, 3620, 3899, 5242, 5244, 8015, 80...]	Transformers	transforme
8	87262b4f-0e43-9ead-be61-e8d31db5e0	13177386660000	[566, 3658, 4534, 6054, 8160, 8161, 8162, 11...	Ghostbusters	ghostbusit

Action Output

#	Time	Action	Message	Duration / Fetch
3	23:23:51	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
4	23:23:52	TRUNCATE TABLE languages	0 row(s) affected	0.047 sec
5	23:23:52	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.031 sec
6	23:24:43	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
7	23:24:43	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
8	23:24:43	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:24:43	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	23:24:43	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

17°C Despejado 23:25 5/03/2024

characters

MySQL Workbench

Schemas: bd2practica2

Tables: characters, franchises, genre, languages, multiplayer_modes

queries:

```

8 • TRUNCATE TABLE multiplayer_modes;
9
10 •   SELECT * FROM genre;
11 •   SELECT * FROM franchises;
12 •   SELECT * FROM characters;
13 •   SELECT * FROM languages;
14 •   SELECT * FROM multiplayer_modes;
15

```

Result Grid (1 row):

id	alias	checksum	country_name	created_at	description	games	gender	mug_shot	name	slug	species	updated_at	url
1	genre	1605544000000	United States	2023-05-03 17:23:51	Genre information	1	F	https://api.example.com/images/genre/1.jpg	Genre	genre	Genre	2023-05-03 17:23:51	https://api.example.com/genre/1

Action Output (10 rows):

#	Time	Action	Message	Duration / Fetch
1	23-23:51	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
2	23-23:52	TRUNCATE TABLE languages	0 row(s) affected	0.047 sec
3	23-23:52	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.031 sec
4	23-24:43	SELECT * FROM genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23-24:43	SELECT * FROM franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
6	23-24:43	SELECT * FROM characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
7	23-24:43	SELECT * FROM languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
8	23-24:43	SELECT * FROM multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23-24:43	SELECT * FROM languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	23-24:43	SELECT * FROM multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Output (1 row):

id	checksum	created_at	locale	name	native_name	updated_at
1	1605544000000	2023-05-03 17:23:51	es_ES	Genre	Genre	2023-05-03 17:23:51

SQLAdditions: Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

languages

MySQL Workbench

Schemas: bd2practica2

Tables: characters, franchises, genre, languages, multiplayer_modes

queries:

```

8 • TRUNCATE TABLE multiplayer_modes;
9
10 •   SELECT * FROM genre;
11 •   SELECT * FROM franchises;
12 •   SELECT * FROM characters;
13 •   SELECT * FROM languages;
14 •   SELECT * FROM multiplayer_modes;
15

```

Result Grid (1 row):

id	checksum	created_at	locale	name	native_name	updated_at
1	1605544000000	2023-05-03 17:23:51	es_ES	Genre	Genre	2023-05-03 17:23:51

Action Output (10 rows):

#	Time	Action	Message	Duration / Fetch
1	23-23:51	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
2	23-23:52	TRUNCATE TABLE languages	0 row(s) affected	0.047 sec
3	23-23:52	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.031 sec
4	23-24:43	SELECT * FROM genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	23-24:43	SELECT * FROM franchises LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
6	23-24:43	SELECT * FROM characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
7	23-24:43	SELECT * FROM languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
8	23-24:43	SELECT * FROM multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23-24:43	SELECT * FROM languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	23-24:43	SELECT * FROM multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Output (1 row):

id	checksum	created_at	locale	name	native_name	updated_at
1	1605544000000	2023-05-03 17:23:51	es_ES	Genre	Genre	2023-05-03 17:23:51

SQLAdditions: Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

multiplayer_modes

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: local

SCHEMAS: bdpractica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Views, Stored Procedures, Functions

Administration Schemas Information

No object selected

Output: Action Output

```

8 • TRUNCATE TABLE multiplayer_modes;
9
10 •   SELECT * from genre;
11 •   SELECT * from franchises;
12 •   SELECT * from characters;
13 •   SELECT * from languages;
14 •   SELECT * from multiplayer_modes;
15

```

Result Grid: Filter Rows: Export/Import: Wrap Cell Content: Result Grid Form Editor

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output:

#	Time	Action	Message
3	23:23:51	TRUNCATE TABLE characters	0 row(s) affected
4	23:23:52	TRUNCATE TABLE languages	0 row(s) affected
5	23:23:52	TRUNCATE TABLE multiplayer_modes	0 row(s) affected
6	23:24:43	SELECT * from genre LIMIT 0, 1000	0 row(s) returned
7	23:24:43	SELECT * from franchises LIMIT 0, 1000	1000 row(s) returned
8	23:24:43	SELECT * from characters LIMIT 0, 1000	0 row(s) returned
9	23:24:43	SELECT * from languages LIMIT 0, 1000	0 row(s) returned
10	23:24:43	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned

Object Info Session

17°C Despejado Búsqueda Herramientas Recientes Captura de pantalla guardada Selección esta opción Imagen

ESP LAA 23:25 5/03/2024

SELECT COUNT(*) FROM cada tabla
genre

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: local

SCHEMAS: bdpractica2

Tables: characters, franchises, genre, languages, multiplayer_modes

Views, Stored Procedures, Functions

Administration Schemas Information

No object selected

Output: Action Output

```

14 •   SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
21

```

Result Grid: Filter Rows: Export: Wrap Cell Content: Result Grid Form Editor

count(*)

Action Output:

#	Time	Action	Message	Duration / Fetch
8	23:24:43	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:24:43	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	23:24:43	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	23:26:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	23:26:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	23:26:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	23:26:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	23:26:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

17°C Despejado Búsqueda Herramientas Recientes Captura de pantalla guardada Selección esta opción Imagen

ESP LAA 23:26 5/03/2024

franchises

MySQL Workbench

Schemas: bdpractica2

```

14 •   SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
21

```

Result Grid: Filter Rows: Export: Wrap Cell Content: Result Grid Form Editor

	count(*)
	1808

No object selected

Output: Action Output

#	Time	Action	Message	Duration / Fetch
8	23:24:43	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:24:43	SELECT count(*) from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	23:24:43	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	23:26:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	23:26:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	23:26:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	23:26:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	23:26:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

17°C Despejado Búsqueda 23:26 5/03/2024 ESP LAA

characters

MySQL Workbench

Schemas: bdpractica2

```

14 •   SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
21

```

Result Grid: Filter Rows: Export: Wrap Cell Content: Result Grid Form Editor

	count(*)
	0

No object selected

Output: Action Output

#	Time	Action	Message	Duration / Fetch
8	23:24:43	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:24:43	SELECT count(*) from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	23:24:43	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	23:26:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	23:26:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	23:26:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	23:26:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	23:26:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

17°C Despejado Búsqueda 23:26 5/03/2024 ESP LAA

languages

MySQL Workbench

Schemas: bdpractica2

```

14 •   SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
21

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result 9 | Read Only | Context Help | Snippets

	count(*)
	0

Action Output

#	Time	Action	Message	Duration / Fetch
8	23:24:43	SELECT `*` from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:24:43	SELECT `*` from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	23:24:43	SELECT `*` from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	23:26:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	23:26:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	23:26:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	23:26:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	23:26:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info | Session | 17°C Despejado | Búsqueda | 23:27 | 5/03/2024 | ESP LAA | Context Help | Snippets

multiplayer_modes

MySQL Workbench

Schemas: bdpractica2

```

14 •   SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
21

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result 9 | Read Only | Context Help | Snippets

	count(*)
	0

Action Output

#	Time	Action	Message	Duration / Fetch
8	23:24:43	SELECT `*` from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	23:24:43	SELECT `*` from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	23:24:43	SELECT `*` from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	23:26:33	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	23:26:33	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	23:26:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	23:26:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	23:26:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info | Session | 17°C Despejado | Búsqueda | 23:27 | 5/03/2024 | ESP LAA | Context Help | Snippets

Día 13:

Eliminación de datos

MySQL Workbench

SQL File 3*

```

1 • use bd2practica2;
2
3 • TRUNCATE TABLE genre;
4 • TRUNCATE TABLE franchises;
5 • TRUNCATE TABLE characters;
6 • TRUNCATE TABLE languages;
7 • TRUNCATE TABLE multiplayer_modes;
8
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;

```

Output

#	Time	Action	Message	Duration / Fetch
1	13:31:04	use bd2practica2	Error Code: 1049 Unknown database 'bd2practica2'	0.000 sec
2	13:31:17	use bd2practica2	0 row(s) affected	0.000 sec
3	13:31:30	TRUNCATE TABLE genre	0 row(s) affected	0.062 sec
4	13:31:30	TRUNCATE TABLE franchises	0 row(s) affected	0.047 sec
5	13:31:30	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
6	13:31:31	TRUNCATE TABLE languages	0 row(s) affected	0.125 sec
7	13:31:31	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.109 sec

No object selected

Object Info Session

Restauración de backup incremental 3

MySQL Workbench

Símbolo del sistema

```

Microsoft Windows [Versión 10.0.22621.3155]
(c) Microsoft Corporation. Todos los derechos reservados.

C:\Users\luisb>mysql -u root -p bd2practica2 < C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\backup_incremental_3.sql
Enter password: *****
C:\Users\luisb>

```

Output

#	Time	Action	Message	Duration / Fetch
5	13:31:30	TRUNCATE TABLE characters	0 row(s) affected	0.000 sec
6	13:31:31	TRUNCATE TABLE languages	0 row(s) affected	0.062 sec
7	13:31:31	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.047 sec

No object selected

Object Info Session

SELECT * FROM cada tabla

genre

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bdpractica2

SQL File 3" x

```

8
9
10 •   SELECT * from genre;
11 •   SELECT * from franchises;
12 •   SELECT * from characters;
13 •   SELECT * from languages;
14 •   SELECT * from multiplayer_modes;
15

```

Result Grid | Filter Rows: Limit to 1000 rows | Edits: Export/Import: Wrap Cell Content: Result Grid Form Editor

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
5	13:31:30	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
6	13:31:31	TRUNCATE TABLE languages	0 row(s) affected	0.125 sec
7	13:31:31	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.109 sec
8	13:36:25	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
9	13:36:25	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	13:36:25	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Output: Action Output

No object selected

Information: No object selected

Object Info Session

25°C UV muy alto 13:36 ESP ES 6/03/2024

franchises

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bdpractica2

SQL File 3" x

```

8
9
10 •   SELECT * from genre;
11 •   SELECT * from franchises;
12 •   SELECT * from characters;
13 •   SELECT * from languages;
14 •   SELECT * from multiplayer_modes;
15

```

Result Grid | Filter Rows: Limit to 1000 rows | Edits: Export/Import: Wrap Cell Content: Result Grid Form Editor

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
5	13:31:30	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
6	13:31:31	TRUNCATE TABLE languages	0 row(s) affected	0.125 sec
7	13:31:31	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.109 sec
8	13:36:25	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
9	13:36:25	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	13:36:25	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Output: Action Output

No object selected

Information: No object selected

Object Info Session

25°C Mayorm. soleado 13:36 ESP ES 6/03/2024

characters

MySQL Workbench

SQL File 3*

```

8
9
10 •   SELECT * FROM genre;
11 •   SELECT * FROM franchises;
12 •   SELECT * FROM characters;
13 •   SELECT * FROM languages;
14 •   SELECT * FROM multiplayer_modes;
15

```

Result Grid

id	alias	checksum	country_name	created_at	description	names	gender
69	6a7135e3-cb4a-d740-5fb1-1c5394dc0991	1394905000	[62]				
70	3d075cc0-3ed0-4c76-effa-31066fc3c116	1394905000	[62]				
73	59e24b65-6e54-4c8e-0295-c1e5e25a02c1	1394905000	[62]				
96	0adec141-f258-49df-8f5c-a65d0e2bc3ca	1394905000	[62]				
504	56cf9fb7-1cfa-eed1-14e5-46a492384313	1397855000	[2765, 2911]				
710	a37f715d-1db0-4e21-dd8a-531f2ab1ee56	1408060800	[18]				
834	6cefc74d7b5-19e8-a7ee-68bb-4f40d32	1408752000	[66, 895, 1279, 2238, 55092, 55189]				
889	f0c53b9e-7e30-bb6c-e2e8-fb082b1390	1409011200	[23681]				

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
5	13:31:30	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
6	13:31:31	TRUNCATE TABLE languages	0 row(s) affected	0.125 sec
7	13:31:31	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.109 sec
8	13:36:25	SELECT * FROM genre LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
9	13:36:25	SELECT * FROM franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	13:36:25	SELECT * FROM characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * FROM languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * FROM multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Mayorm. soleado 25°C 13:36 6/03/2024

languages

MySQL Workbench

SQL File 3*

```

8
9
10 •   SELECT * FROM genre;
11 •   SELECT * FROM franchises;
12 •   SELECT * FROM characters;
13 •   SELECT * FROM languages;
14 •   SELECT * FROM multiplayer_modes;
15

```

Result Grid

id	checksum	created_at	locale	name	native_name	updated_at
1000	1000	1000	1000	1000	1000	1000

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
5	13:31:30	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
6	13:31:31	TRUNCATE TABLE languages	0 row(s) affected	0.125 sec
7	13:31:31	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.109 sec
8	13:36:25	SELECT * FROM genre LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
9	13:36:25	SELECT * FROM franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	13:36:25	SELECT * FROM characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * FROM languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * FROM multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Mayorm. soleado 25°C 13:37 6/03/2024

multiplayer_modes

MySQL Workbench

SQL File 3*

```

8
9
10 •  SELECT * from genre;
11 •  SELECT * from franchises;
12 •  SELECT * from characters;
13 •  SELECT * from languages;
14 •  SELECT * from multiplayer_modes;
15

```

Result Grid

genre	franchises	characters	languages	multiplayer_modes
1	2	3	4	5

Action Output

#	Time	Action	Message	Duration / Fetch
5	13:31:30	TRUNCATE TABLE characters	0 row(s) affected	0.047 sec
6	13:31:31	TRUNCATE TABLE languages	0 row(s) affected	0.125 sec
7	13:31:31	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.109 sec
8	13:36:25	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
9	13:36:25	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
10	13:36:25	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec

Information

No object selected

Object Info Session

25°C Mayorm. soleado 13:37 ESP ES 6/03/2024

SELECT COUNT(*) FROM cada tabla

genre

MySQL Workbench

SQL File 3*

```

14 •  SELECT * from multiplayer_modes;
15
16 •  SELECT count(*) from genre;
17 •  SELECT count(*) from franchises;
18 •  SELECT count(*) from characters;
19 •  SELECT count(*) from languages;
20 •  SELECT count(*) from multiplayer_modes;

```

Result Grid

count(*)
0

Action Output

#	Time	Action	Message	Duration / Fetch
10	13:36:25	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
13	13:37:28	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	13:37:29	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	13:37:29	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	13:37:29	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
17	13:37:29	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Information

No object selected

Object Info Session

25°C Mayorm. soleado 13:37 ESP ES 6/03/2024

franchises

MySQL Workbench

Schemas

- bdpractica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 • SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
  
```

Result Grid

count(*)
0

Output

#	Time	Action	Message	Duration / Fetch
10	13:36:25	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
13	13:37:28	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	13:37:29	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	13:37:29	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	13:37:29	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
17	13:37:29	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info **Session**

25°C Mayorm. soleado

Búsqueda

13:37 6/03/2024

characters

MySQL Workbench

Schemas

- bdpractica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 • SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
  
```

Result Grid

count(*)
383

Output

#	Time	Action	Message	Duration / Fetch
10	13:36:25	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
13	13:37:28	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	13:37:29	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	13:37:29	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	13:37:29	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
17	13:37:29	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info **Session**

25°C Mayorm. soleado

Búsqueda

13:37 6/03/2024

languages

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 •   SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
  
```

Result Grid

count(*)
0

Action Output

#	Time	Action	Message	Duration / Fetch
10	13:36:25	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
13	13:37:28	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	13:37:29	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	13:37:29	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	13:37:29	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
17	13:37:29	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output

No object selected

Result 6 Result 7 Result 8 Result 9 Result 10

Read Only Context Help Snippets

Object Info Session

25°C Mayorm. soleado 13:37 6/03/2024

multiplayer_modes

MySQL Workbench

Schemas

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 •   SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
  
```

Result Grid

count(*)
0

Action Output

#	Time	Action	Message	Duration / Fetch
10	13:36:25	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
11	13:36:25	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec
12	13:36:25	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
13	13:37:28	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	13:37:29	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	13:37:29	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
16	13:37:29	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
17	13:37:29	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output

No object selected

Result 6 Result 7 Result 8 Result 9 Result 10

Read Only Context Help Snippets

Object Info Session

25°C Mayorm. soleado 13:38 6/03/2024

Día 14:

Eliminación de datos

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3" ×

```

1 • use bd2practica2;
2
3 • TRUNCATE TABLE genre;
4 • TRUNCATE TABLE franchises;
5 • TRUNCATE TABLE characters;
6 • TRUNCATE TABLE languages;
7 • TRUNCATE TABLE multiplayer_modes;
8
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;
```

Output

Action	Time	Action	Message	Duration / Fetch
1	22:21:44	use bd2practica2	0 row(s) affected	0.000 sec
2	22:21:49	TRUNCATE TABLE genre	0 row(s) affected	0.047 sec
3	22:21:49	TRUNCATE TABLE franchises	0 row(s) affected	0.047 sec
4	22:21:49	TRUNCATE TABLE characters	0 row(s) affected	0.046 sec
5	22:21:49	TRUNCATE TABLE languages	0 row(s) affected	0.032 sec
6	22:21:49	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.047 sec

Context Help Snippets

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

Object Info Session

20°C Despejado Búsqueda 22:21 7/03/2024

Restauración de backup incremental 4

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS

- bd2practica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

Simbolo del sistema

```

Microsoft Windows [Versión 10.0.22621.3155]
(c) Microsoft Corporation. Todos los derechos reservados.

C:\Users\luisb>mysql -u root -p bd2practica2 < C:\Users\luisb\OneDrive\Escritorio\BD2_1S24_Grupo_4\Practica2\Backups\backup_incremental_4.sql
Enter password: ****

C:\Users\luisb\|
```

Output

Action	Time	Action	Message	Duration / Fetch
5	22:21:49	TRUNCATE TABLE languages	0 row(s) affected	0.000 sec
6	22:21:49	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.047 sec

Snippets

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

Object Info Session

20°C Despejado Búsqueda 22:22 7/03/2024

SELECT * FROM cada tabla

genre

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bdpractica2

SQL File 3" x

```

8
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15

```

Result Grid | Filter Rows: Limit to 1000 rows | Edits: Export/Import: Wrap Cell Content: Result Grid Form Editor

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
4	22:21:49	TRUNCATE TABLE characters	0 row(s) affected	0.046 sec
5	22:21:49	TRUNCATE TABLE languages	0 row(s) affected	0.032 sec
6	22:21:49	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.047 sec
7	22:22:34	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
8	22:22:34	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	22:22:34	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
10	22:22:34	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
11	22:22:34	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec

No object selected

Information

Object Info Session

20°C Despejado Búsqueda 22:22 7/03/2024

franchises

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bdpractica2

SQL File 3" x

```

8
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15

```

Result Grid | Filter Rows: Limit to 1000 rows | Edits: Export/Import: Wrap Cell Content: Result Grid Form Editor

genre 1 franchises 2 characters 3 languages 4 multiplayer_modes 5

Action Output

#	Time	Action	Message	Duration / Fetch
4	22:21:49	TRUNCATE TABLE characters	0 row(s) affected	0.046 sec
5	22:21:49	TRUNCATE TABLE languages	0 row(s) affected	0.032 sec
6	22:21:49	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.047 sec
7	22:22:34	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
8	22:22:34	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	22:22:34	SELECT * from characters LIMIT 0, 1000	383 row(s) returned	0.000 sec / 0.000 sec
10	22:22:34	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.016 sec / 0.000 sec
11	22:22:34	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.015 sec / 0.000 sec

No object selected

Information

Object Info Session

20°C Despejado Búsqueda 22:23 7/03/2024

characters

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bdpractica2

SQL File 3*:

```

8
9
10 •    SELECT * from genre;
11 •    SELECT * from franchises;
12 •    SELECT * from characters;
13 •    SELECT * from languages;
14 •    SELECT * from multiplayer_modes;
15

```

Result Grid: Filter Rows: Edit: Export/Import: Wrap Cell Content: Result Grid Form Editor

genre 11 franchises 12 characters 13 languages 14 multiplayer_modes 15

Action Output:

#	Time	Action	Message	Duration / Fetch
3	22:53:28	TRUNCATE TABLE characters	0 row(s) affected	0.031 sec
4	22:53:29	TRUNCATE TABLE languages	0 row(s) affected	0.094 sec
5	22:53:29	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.047 sec
6	22:54:00	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
7	22:54:00	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
8	22:54:00	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	22:54:00	SELECT * from lang	0 row(s) returned	0.000 sec / 0.000 sec
10	22:54:00	SELECT * from mult	0 row(s) returned	0.000 sec / 0.000 sec

No object selected

Output: Action Output

Object Info Session

20°C Despejado Búsqueda 22:55 7/03/2024

languages

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bdpractica2

SQL File 3*:

```

8
9
10 •    SELECT * from genre;
11 •    SELECT * from franchises;
12 •    SELECT * from characters;
13 •    SELECT * from languages;
14 •    SELECT * from multiplayer_modes;
15

```

Result Grid: Filter Rows: Edit: Export/Import: Wrap Cell Content: Result Grid Form Editor

id checksum created_at locale name native_name updated_at

#	Time	Action	Message	Duration / Fetch
1	22:53:28	TRUNCATE TABLE characters	0 row(s) affected	0.031 sec
2	22:53:29	TRUNCATE TABLE languages	0 row(s) affected	0.094 sec
3	22:53:29	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.047 sec
4	22:54:00	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	22:54:00	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
6	22:54:00	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
7	22:54:00	SELECT * from lang	0 row(s) returned	0.000 sec / 0.000 sec
8	22:54:00	SELECT * from mult	0 row(s) returned	0.000 sec / 0.000 sec

No object selected

Output: Action Output

Object Info Session

20°C Despejado Búsqueda 22:55 7/03/2024

multiplayer_modes

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: mzpractica2

SQL File 3*:

```

8
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15

```

Result Grid | Filter Rows: | Export/Import: | Wrap Cell Content: | Result Grid | Form Editor

Output: Action Output

#	Time	Action	Message	Duration / Fetch
3	22:53:28	TRUNCATE TABLE characters	0 row(s) affected	0.031 sec
4	22:53:29	TRUNCATE TABLE languages	0 row(s) affected	0.094 sec
5	22:53:29	TRUNCATE TABLE multiplayer_modes	0 row(s) affected	0.047 sec
6	22:54:00	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
7	22:54:00	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
8	22:54:00	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	22:54:00	SELECT * from lang	0 row(s) returned	0.000 sec / 0.000 sec
10	22:54:00	SELECT * from mult	0 row(s) returned	0.000 sec / 0.000 sec

Dejar de compartir | Ocultar

Object Info Session

Búsquedas 20°C Despejado 22:55 7/03/2024

SELECT COUNT(*) FROM cada tabla

genre

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: mzpractica2

SQL File 3*:

```

14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;
19 • SELECT count(*) from languages;
20 • SELECT count(*) from multiplayer_modes;

```

Result Grid | Filter Rows: | Export: | Wrap Cell Content: | Result Grid | Form Editor

Output: Action Output

#	Time	Action	Message	Duration / Fetch
8	22:54:00	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	22:54:00	SELECT * from languages LIMIT 0, 1000	29 row(s) returned	0.000 sec / 0.000 sec
10	22:54:00	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	22:55:50	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	22:55:50	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	22:55:50	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	22:55:50	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	22:55:50	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Result 16 | Result 17 | Result 18 | Result 19 | Result 20 | Read Only | Context Help | Snippets

Object Info Session

Búsquedas 20°C Despejado 22:55 7/03/2024

franchises

MySQL Workbench

SQL File 3*

```

14 • SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;

```

Result Grid

count(*)
0

Action Output

#	Time	Action	Message	Duration / Fetch
8	22:54:00	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	22:54:00	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
10	22:54:00	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	22:55:50	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	22:55:50	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	22:55:50	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	22:55:50	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	22:55:50	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output

No object selected

Result 16 Result 17 Result 18 Result 19 Result 20 Read Only Context Help Snippets

20°C Despejado 22:56 7/03/2024

characters

MySQL Workbench

SQL File 3*

```

14 • SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;

```

Result Grid

count(*)
0

Action Output

#	Time	Action	Message	Duration / Fetch
8	22:54:00	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	22:54:00	SELECT * from languages LIMIT 0, 1000	28 row(s) returned	0.000 sec / 0.000 sec
10	22:54:00	SELECT * from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	22:55:50	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	22:55:50	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	22:55:50	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	22:55:50	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	22:55:50	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Output

No object selected

Result 16 Result 17 Result 18 Result 19 Result 20 Read Only Context Help Snippets

20°C Despejado 22:56 7/03/2024

languages

MySQL Workbench

Schemas

- bdpractica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 • SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
```

Result Grid

count(*)
28

Output

#	Time	Action	Message	Duration / Fetch
8	22:54:00	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	22:54:00	SELECT count(*) from languages	28 row(s) returned	0.000 sec / 0.000 sec
10	22:54:00	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	22:55:50	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	22:55:50	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
13	22:55:50	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	22:55:50	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	22:55:50	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info **Session**

20°C Despejado Búsqueda 22:56 7/03/2024

multiplayer_modes

MySQL Workbench

Schemas

- bdpractica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 • SELECT * from multiplayer_modes;
15
16 •   SELECT count(*) from genre;
17 •   SELECT count(*) from franchises;
18 •   SELECT count(*) from characters;
19 •   SELECT count(*) from languages;
20 •   SELECT count(*) from multiplayer_modes;
```

Result Grid

count(*)
0

Output

#	Time	Action	Message	Duration / Fetch
8	22:54:00	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
9	22:54:00	SELECT count(*) from languages	28 row(s) returned	0.000 sec / 0.000 sec
10	22:54:00	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
11	22:55:50	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
12	22:55:50	SELECT count(*) from franchises	1 row(s) returned	0.000 sec / 0.000 sec
13	22:55:50	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
14	22:55:50	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
15	22:55:50	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info **Session**

20°C Despejado Búsqueda 22:56 7/03/2024

Día 15:

Eliminación de datos

```

MySQL Workbench - local
File Edit View Query Database Server Tools Scripting Help
Navigator: Schemas
SCHEMAS
Filter objects
bd2practica2
Tables Views Stored Procedures Functions
sys
Administration Schemas Information
No object selected
Object Info Session
20°C Despejado
Búsqueda
ESP LAA 00:53 8/03/2024
SQL File 3*
1 • use bd2practica2;
2
3 • TRUNCATE TABLE genre;
4 • TRUNCATE TABLE franchises;
5 • TRUNCATE TABLE characters;
6 • TRUNCATE TABLE languages;
7 • TRUNCATE TABLE multiplayer_modes;
8
9
10 • SELECT * from genre;
11 • SELECT * from franchises;
12 • SELECT * from characters;
13 • SELECT * from languages;
14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;

Output
Action Output
# Time Action Message Duration / Fetch
1 00:53:43 use bd2practica2 0.000 sec
2 00:53:49 TRUNCATE TABLE genre 0 rows affected 0.046 sec
3 00:53:49 TRUNCATE TABLE franchises 0 rows affected 0.032 sec
4 00:53:49 TRUNCATE TABLE characters 0 rows affected 0.032 sec
5 00:53:49 TRUNCATE TABLE languages 0 rows affected 0.046 sec
6 00:53:49 TRUNCATE TABLE multiplayer_modes 0 rows affected 0.032 sec

```

Restauración de backup incremental 5

```

MySQL Workbench - local
File Edit View Query Database Server Tools Scripting Help
Navigator: Schemas
SCHEMAS
Filter objects
bd2practica2
Tables Views Stored Procedures Functions
sys
Administration Schemas Information
No object selected
Object Info Session
20°C Despejado
Búsqueda
ESP LAA 00:54 8/03/2024
SQL File 3*
8
Símbolo del sistema
Microsoft Windows [Versión 10.0.22621.3155]
(c) Microsoft Corporation. Todos los derechos reservados.

C:\Users\luisb>mysql -u root -p bd2practica2 < C:\Users\luisb\OneDrive\Escritorio\BD2_IS24_Grupo_4\Practica2\Backups\bac
kup_incremental_5.sql
Enter password: ****
C:\Users\luisb>

```

SELECT * FROM cada tabla

genre

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bdpractica2

SQL File 3*:

```

8
9
10 •  SELECT * from genre;
11 •  SELECT * from franchises;
12 •  SELECT * from characters;
13 •  SELECT * from languages;
14 •  SELECT * from multiplayer_modes;
15

```

Result Grid: Limit to 1000 rows

id	checksum	created_at	name	slug	updated_at	url

Output: Action Output

#	Time	Action	Message	Duration / Fetch
1	00:54:59	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
2	00:54:59	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
3	00:54:59	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	00:54:59	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	00:54:59	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

Genre 6 franchises 7 characters 8 languages 9 multiplayer_modes 10

20°C Despejado Búsqueda ESP LAA 00:55 8/03/2024

franchises

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Navigator: Schemas

SCHEMAS: bdpractica2

SQL File 3*:

```

8
9
10 •  SELECT * from genre;
11 •  SELECT * from franchises;
12 •  SELECT * from characters;
13 •  SELECT * from languages;
14 •  SELECT * from multiplayer_modes;
15

```

Result Grid: Limit to 1000 rows

id	checksum	created_at	games	name	slug	updated_at	url

Output: Action Output

#	Time	Action	Message	Duration / Fetch
1	00:54:59	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
2	00:54:59	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
3	00:54:59	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	00:54:59	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	00:54:59	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec

Object Info Session

genre 6 franchises 7 characters 8 languages 9 multiplayer_modes 10

20°C Despejado Búsqueda ESP LAA 00:55 8/03/2024

characters

MySQL Workbench

Schemas

- bdpractica2
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 - Functions
- sys

SQL File 3*

```

8
9
10 •  SELECT * from genre;
11 •  SELECT * from franchises;
12 •  SELECT * from characters;
13 •  SELECT * from languages;
14 •  SELECT * from multiplayer_modes;
15

```

Result Grid

id	alias	checksum	country_name	created_at	description	games	gender	mug_shot	name	slug	species	updated_at	url

Action Output

#	Time	Action	Message	Duration / Fetch
1	00:54:59	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
2	00:54:59	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
3	00:54:59	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	00:54:59	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	00:54:59	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec

languages

multiplayer_modes

MySQL Workbench

SQL File 3*

```

8
9
10 •  SELECT * from genre;
11 •  SELECT * from franchises;
12 •  SELECT * from characters;
13 •  SELECT * from languages;
14 •  SELECT * from multiplayer_modes;
15

```

Result Grid

id	campaigncoop	checksum	dropin	game	lancoop	offlinecoop	offlinecoymax	offlinemax	onlinecoop
23	False	44bf67d1-44e0-1c55-3223-75295544fe21	False	48675	False	False	0	0	True
24	False	0ca31605-d400-a609-4e08-350144fd0e4d	False	48675	False	False	0	0	True
517	True	320de9e1-bb5c-f4a-c0d8-a1a6c10c4f4d	True	18638	True	False	0	0	True
518	True	c6c539c0-84ed-e9-1310-33f1780e4f75	True	2142	False	True	2	0	False
519	True	774c75a1-2c16-2d9d-1161-ff59f2b6cb	True	13902	False	True	2	0	False
520	True	e9355960-727e-95ab-c716-daa9bd7e3ef7	True	13894	False	True	2	0	False
521	True	fd0abc1-13ef-121e-8597-98d254c4c001	True	984	True	False	0	0	True
522	False	de40843c-05bb-9567-7b0-c37118914f68	False	15122	False	True	4	0	False

Output

#	Time	Action	Message	Duration / Fetch
1	00:54:59	SELECT * from genre LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
2	00:54:59	SELECT * from franchises LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
3	00:54:59	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	00:54:59	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	00:54:59	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec

20°C Despejado

SELECT COUNT(*) FROM cada tabla

genre

MySQL Workbench

SQL File 3*

```

14 •  SELECT * from multiplayer_modes;
15
16 •  SELECT count(*) from genre;
17 •  SELECT count(*) from franchises;
18 •  SELECT count(*) from characters;
19 •  SELECT count(*) from languages;
20 •  SELECT count(*) from multiplayer_modes;

```

Result Grid

count(*)
0

Output

#	Time	Action	Message	Duration / Fetch
3	00:54:59	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	00:54:59	SELECT * from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	00:54:59	SELECT * from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
6	00:58:32	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	00:58:32	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	00:58:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	00:58:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	00:58:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

20°C Despejado

franchises

MySQL Workbench

Schemas

- bdpractica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;
19 • SELECT count(*) from languages;
20 • SELECT count(*) from multiplayer_modes;
  
```

Result Grid

count(*)
0

Output

#	Time	Action	Message	Duration / Fetch
3	00:54:59	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	00:54:59	SELECT count(*) from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	00:54:59	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
6	00:58:32	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	00:58:32	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	00:58:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	00:58:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	00:58:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Context Help Snippets

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

characters

MySQL Workbench

Schemas

- bdpractica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 • SELECT * from multiplayer_modes;
15
16 • SELECT count(*) from genre;
17 • SELECT count(*) from franchises;
18 • SELECT count(*) from characters;
19 • SELECT count(*) from languages;
20 • SELECT count(*) from multiplayer_modes;
  
```

Result Grid

count(*)
0

Output

#	Time	Action	Message	Duration / Fetch
3	00:54:59	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	00:54:59	SELECT count(*) from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	00:54:59	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
6	00:58:32	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	00:58:32	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	00:58:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	00:58:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	00:58:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Context Help Snippets

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

languages

MySQL Workbench

Schemas

- bdpractica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 •  SELECT * from multiplayer_modes;
15
16 •  SELECT count(*) from genre;
17 •  SELECT count(*) from franchises;
18 •  SELECT count(*) from characters;
19 •  SELECT count(*) from languages;
20 •  SELECT count(*) from multiplayer_modes;
```

Result Grid

count(*)
0

Output

#	Time	Action	Message	Duration / Fetch
3	00:54:59	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	00:54:59	SELECT count(*) from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	00:54:59	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
6	00:58:32	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	00:58:32	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	00:58:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	00:58:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	00:58:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info **Session**

20°C Despejado

Búsqueda

Result 11 Result 12 Result 13 Result 14 Result 15

Read Only Context Help Snippets

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

multiplayer_modes

MySQL Workbench

Schemas

- bdpractica2
 - Tables
 - Views
 - Stored Procedures
 - Functions
- sys

SQL File 3*

```

14 •  SELECT * from multiplayer_modes;
15
16 •  SELECT count(*) from genre;
17 •  SELECT count(*) from franchises;
18 •  SELECT count(*) from characters;
19 •  SELECT count(*) from languages;
20 •  SELECT count(*) from multiplayer_modes;
```

Result Grid

count(*)
3830

Output

#	Time	Action	Message	Duration / Fetch
3	00:54:59	SELECT * from characters LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
4	00:54:59	SELECT count(*) from languages LIMIT 0, 1000	0 row(s) returned	0.000 sec / 0.000 sec
5	00:54:59	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1000 row(s) returned	0.000 sec / 0.000 sec
6	00:58:32	SELECT count(*) from genre LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
7	00:58:32	SELECT count(*) from franchises LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
8	00:58:33	SELECT count(*) from characters LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
9	00:58:33	SELECT count(*) from languages LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec
10	00:58:33	SELECT count(*) from multiplayer_modes LIMIT 0, 1000	1 row(s) returned	0.000 sec / 0.000 sec

Object Info **Session**

20°C Despejado

Búsqueda

Result 11 Result 12 Result 13 Result 14 Result 15

Read Only Context Help Snippets

SQLAdditions

Automatic context help is disabled. Use the toolbar to manually get help for the current caret position or to toggle automatic help.

Análisis de los resultados obtenidos

En el transcurso de esta práctica, se ejecutaron una serie de procedimientos para evaluar la efectividad y confiabilidad de los backups completos e incrementales en un ambiente de base de datos. Durante un periodo de quince días, se llevaron a cabo cargas de datos, se ejecutaron consultas para verificar la integridad de los datos, y se realizaron backups completos e incrementales para luego proceder con la restauración de los mismos.

Evaluación de Backups Completos

Los backups completos realizados diariamente mostraron ser una herramienta eficaz para la recuperación de datos. Cada día se llevó a cabo una carga de datos seguida de una verificación mediante `SELECT *` y `SELECT COUNT(*)` para cada tabla, asegurando así la consistencia y completitud de los datos. La restauración de los full backups demostró que, independientemente del día, los datos podían ser recuperados en su totalidad, validando la integridad y la fiabilidad del backup completo.

Sin embargo, se observó que los backups completos, aunque confiables, pueden ser menos eficientes en términos de almacenamiento y tiempo, especialmente cuando el volumen de datos es considerable y las variaciones diarias son mínimas.

Evaluación de Backups Incrementales

Los backups incrementales, diseñados para capturar solo los cambios ocurridos desde el último backup, ya sea completo o incremental, ofrecieron una alternativa más eficiente en términos de almacenamiento. Los resultados mostraron que, al restaurar los backups incrementales, se logró reconstruir el estado de la base de datos para cualquier día específico, combinando el último backup completo con todos los incrementales posteriores hasta la fecha deseada.

A pesar de esta eficiencia, se debe señalar que la complejidad y el tiempo requerido para la restauración aumentan, dado que implica un proceso más elaborado que el requerido para los backups completos. Además, cualquier corrupción o pérdida en la cadena de backups incrementales puede comprometer la restauración completa de los datos.

Conclusiones

Luis Angel Barrera Velásquez

- Los resultados confirman que los backups completos proporcionan una alta confiabilidad para la restauración de datos, asegurando la integridad y la disponibilidad completa de la información ante cualquier eventualidad, lo que resulta crítico para la continuidad del negocio.
- Los backups incrementales demostraron ser una solución eficiente en términos de almacenamiento, al registrar únicamente los cambios ocurridos desde el último backup, optimizando el uso de recursos y permitiendo una gestión más efectiva del espacio de almacenamiento.

Diego André Mazariegos Barrientos

- El análisis sugiere que no existe una solución única para todos los contextos. En cambio, la estrategia de backup debe ser adaptable y personalizable. Se debe tener en cuenta el volumen de datos, la frecuencia de cambios y los requerimientos específicos de tiempo de recuperación y disponibilidad.
- La práctica enfatiza la necesidad de realizar pruebas periódicas de los procedimientos de restauración de backups. Esto no solo es crucial para garantizar la fiabilidad y efectividad de la estrategia de backup, sino que también sirve para identificar y rectificar cualquier problema potencial antes de que se presente una situación crítica real.

Yeinny Melissa Catalán de León

- Aunque los backups incrementales ofrecen ventajas en almacenamiento, el tiempo y la complejidad que existen en la restauración son mayores en comparación con los backups completos, lo que podría ser un factor determinante en entornos donde el tiempo de recuperación es crítico.
- La gestión de riesgos es de importancia en la estrategia de backups, considerando la posibilidad de corrupción o pérdida en los backups incrementales, lo que requiere una planificación cuidadosa y la implementación de medidas de control y verificación.