//山口・渡邉

drop table if exists reward\_level;

drop table if exists reward;

drop table if exists achievement;

create table reward (reward\_id VARCHAR(4) PRIMARY KEY AUTO\_INCREMENT ,user\_id varchar (12),reward\_name varchar (20),reward\_detail varchar (1000),reward\_level\_id char (1));

CREATE TABLE reward\_level (reward\_level\_id char(1),reward\_level\_name varchar(4),required\_point int);

CREATE TABLE achievement(achievement\_id char(1),achievement\_name varchar(2));

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('kawakami', 'アイス', '黒蜜をかける', '1');

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('nakashima', '海外旅行', 'カンクン', '2');

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('ishiguro', '海外旅行', '', '2');

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('kawakami', '宅配ピザ', 'ドミノ', '1');

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('joumaru', '大福', '', '1');

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('nakashima', '猫カフェ', '', '1');

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('watanabe', '知床', 'お盆休みに行く', '2');

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('yamaguchi', 'フェス', 'チケット取る', '1');

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('kawakami', 'アプリ課金', '出るまで引く', '2');

insert into reward(user\_id,reward\_name,reward\_detail, reward\_level\_id) values('kawakami', 'PC買い替え', '', '2');

insert into reward\_level values ('1', 'ささやか', 10);

insert into reward\_level values ('2', '豪華', 50);

INSERT into achievement values('1','達成');

INSERT into achievement values('2','未達');

SELECT  reward.reward\_name,reward.reward\_detail,reward\_level.required\_point

FROM reward

INNER JOIN reward\_level ON reward.reward\_level\_id = reward\_level.reward\_level\_id

WHERE reward.user\_id = 'kawakami' ORDER BY reward\_level.reward\_level\_id ASC;

//河上・石黒

//STEP1.テーブルがすでに存在していれば、削除する。

drop table if exists user;

//STEP2.テーブルを作成する

create table user(

  id VARCHAR(4) PRIMARY KEY AUTO\_INCREMENT,

  user\_id VARCHAR(12) UNIQUE NOT NULL,

  password VARCHAR(20) NOT NULL,

  nickname VARCHAR(20) DEFAULT 'ゲスト' NOT NULL,

  having\_point INT DEFAULT 0 NOT NULL,

  total\_point INT DEFAULT 0 NOT NULL,

  picture VARCHAR(100) DEFAULT 'profile.png'

);

//STEP3.テーブルにテストデータを格納する

insert into user values (null, 'ishiguro', 'aaaaa', 'ミッキー', 6,10,'profile.png');

insert into user values (null, 'kawakami', 'aaaaa', 'ミニー', 30, 40, 'profile.png');

insert into user values (null, 'joumaru', 'aaaaa', 'ドナルド', 7, 30, 'profile.png');

insert into user (user\_id,password)values ('nakashima', 'aaaaa');

insert into user (user\_id,password,nickname, having\_point, total\_point)values ('yamaguchi', 'aaaaa', 'グーフィー',4,10);

insert into user (user\_id,password,nickname, having\_point, total\_point)values ('watanabe', 'aaaaa', 'デイジー',2,8);

//STEP.4テーブルに格納されたデータを確認する

select \* from user;

//STEP1.テーブルがすでに存在していれば、削除する。

drop table if exists difficulty;

//STEP2.テーブルを作成する

create table difficulty(

 difficulty\_id CHAR(1) PRIMARY KEY NOT NULL,

 difficulty\_name VARCHAR(5) NOT NULL,

 goal\_point INT NOT NULL

);

//STEP3.テーブルにテストデータを格納する

insert into difficulty  values ('1','かんたん','2');

insert into difficulty values ('2','むずかしい','5');

//STEP.4テーブルに格納されたデータを確認する

select \* from difficulty;

drop table goal;

drop table goal\_result;

drop table term;

drop table tag;

//目標テーブルを作成するSQL文

CREATE TABLE goal (

goal\_id VARCHAR(4) PRIMARY KEY AUTO\_INCREMENT NOT NULL,

user\_id VARCHAR(12) NOT NULL,

goal\_name VARCHAR(20) NOT NULL,

goal\_detail VARCHAR(1000) ,

tag\_id CHAR NOT NULL,

starting\_date DATE NOT NULL,

ending\_date DATE NOT NULL,

difficulty\_id CHAR NOT NULL,

term\_id CHAR NOT NULL

);

//目標結果テーブル

CREATE TABLE goal\_result (

id VARCHAR(4) PRIMARY KEY AUTO\_INCREMENT NOT NULL,

goal\_id VARCHAR(4) NOT NULL,

achievement\_day DATE,

achievement\_id CHAR NOT NULL

);

//tagテーブルを作成するSQL文

CREATE TABLE tag(

tag\_id CHAR PRIMARY KEY NOT NULL,

tag\_name VARCHAR(3) NOT NULL

);

//tagテーブルにINSERTするSQL文

INSERT INTO tag (tag\_id, tag\_name) VALUES ('1','勉強');

INSERT INTO tag (tag\_id, tag\_name) VALUES ('2','仕事');

INSERT INTO tag (tag\_id, tag\_name) VALUES ('3','家事');

INSERT INTO tag (tag\_id, tag\_name) VALUES ('4','趣味');

INSERT INTO tag (tag\_id, tag\_name) VALUES ('5','その他');

//目標テーブルにINSERTする文章（目標を新規登録するときのやつ）

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('yamaguchi', '顔を洗う', '朝やる', '1', '2022-6-23', '2022-6-23', '1', '1');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('jomaru', '靴を磨く', '朝やる', '2', '2022-5-5', '2022-5-7', '1', '2');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('ishiguro', '落ち葉を拾う', '午後やる', '1', '2022-5-5', '2022-5-7', '1', '3');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('ishiguro', '明日の準備をする', '折りたたみ傘をいれる', '1', '2022-5-15', '2022-5-15', '1', '1');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('ishiguro', '風呂を洗う', 'カビキラーを使う', '1', '2022-5-7', '2022-5-7', '1', '1');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('kawakami', '犬の散歩に行く', 'ペットボトルを持っていく', '2', '2022-5-7', '2022-5-11', '1', '2');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('kawakami', '宿題をやる', 'ドリルを３ページ', '3', '2022-5-7', '2022-5-7', '1', '1');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('nakashima', '300歩歩く', '外にでる', '1', '2022-5-15', '2022-5-18', '1', '2');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('nakashima', 'リングフィットやる', '３０分やる', '1', '2022-5-1', '2022-6-1', '1', '3');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('watanabe', '腕立て伏せをする', 'プロテインを忘れずに！', '4', '2022-5-5', '2022-5-5', '1', '1');

INSERT INTO goal (user\_id ,goal\_name, goal\_detail, tag\_id, starting\_date, ending\_date, difficulty\_id, term\_id) VALUES ('watanabe', '剣を研ぐ', '黒光りが出るまで', '5', '2022-5-4', '2022-5-4', '1', '1');

//目標結果テーブルにINSERTするSQL文

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('1', '2022-05-05', '2');

//城丸・中島

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('2', '2022-05-05', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('2', '2022-05-06', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('2', '2022-05-07', '2');

INSERT INTO goal\_result(goal\_id, achievement\_id) VALUES ('3',  '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('4', '2022-05-05', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('5', '2022-05-07', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('6', '2022-05-07', '1');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('6', '2022-05-08', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('6', '2022-05-09', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('6', '2022-05-10', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('6', '2022-05-11', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('7', '2022-05-07', '1');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('8', '2022-5-15', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('8','2022-5-16', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('8','2022-5-17', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('8', '2022-5-18','2');

INSERT INTO goal\_result(goal\_id, achievement\_id) VALUES ('9', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('10', '2022-05-05', '2');

INSERT INTO goal\_result(goal\_id, achievement\_day, achievement\_id) VALUES ('11', '2022-05-04', '2');

//termテーブルを作成するSQL文

CREATE TABLE term(

term\_id CHAR PRIMARY KEY NOT NULL,

term\_name VARCHAR(4) NOT NULL

);

//termテーブルにINSERTするSQL文

INSERT INTO term (term\_id, term\_name) VALUES ('2', '繰り返し');

INSERT INTO term (term\_id, term\_name) VALUES ('1','終日');

INSERT INTO term (term\_id, term\_name) VALUES ('3','長期');

//Daoファイルに書く加算のためのSQL文

SELECT having\_point,total\_point FROM user WHERE user\_id=?;

UPDATE user SET having\_point=?

having\_point=?,total\_point =?,WHERE user\_id=?;

//今日やることの全表示するた//めのSQL文

SELECT goal\_name,goal\_detail  FROM goal INNER JOIN goal\_result ON goal.goal\_id = goal\_result.goal\_id WHERE user\_id = ? AND starting\_date <= curdate() AND ending\_date >=  curdate() AND achievement\_id = '2'

//目標一覧の全表示をするため//のSQL文

SELECT distinct starting\_date, ending\_date, goal\_name,goal\_detail  FROM goal INNER JOIN goal\_result ON goal.goal\_id = goal\_result.goal\_id WHERE user\_id = ? AND achievement\_id = ?

//Joys一覧表示

SELECT reward.reward\_name,reward.reward\_detail,reward\_level.required\_point FROM reward INNER JOIN reward\_level ON reward.reward\_level\_id = reward\_level.reward\_level\_id WHERE reward.user\_id = ? ORDER BY CAST(reward.reward\_id AS INT) ASC";

//ログインの処理

select count(\*) from user where user\_id = ? and password = ?

//新規登録の処理

select count(\*) from user where user\_id = ? and password = ?

//プロフィール表示の処理

SELECT user\_id, password, nickname, having\_point, total\_point, picture FROM user WHERE user\_id=?

//プロフィール更新の処理

update user set nickname =?  where  user\_id=?

//ゴールポイントを取得する処理

SELECT  goal\_point FROM goal INNER JOIN difficulty ON goal.difficulty\_id = difficulty.difficulty\_id INNER JOIN  goal\_result ON goal.goal\_id = goal\_result.goal\_id WHERE id = ?

//joysポイント取得する処理

SELECT required\_point FROM reward INNER JOIN reward\_level

 ON reward.reward\_level\_id = reward\_level.reward\_level\_id

WHERE reward\_id = ?

//DAOのSELECT文

//プロフィール画面に表示する内容のSELECT文

SELECT id, user\_id, password, nickname, having\_point, total\_point, picture FROM user WHERE user\_id=?;

//達成済みリスト表示

//目標名の中で、達成済みの目標のみをSELECT

SELECT goal\_name FROM goal INNER JOIN goal\_result ON goal.goal\_id=goal\_result.goal\_id WHERE achievement\_id='1' AND user\_id=? ORDER BY CAST(goal.goal\_id AS INT) ASC";

//ランキングを表示

SELECT TOP 5 nickname,  total\_point , RANK() OVER(ORDER BY  total\_point  DESC) AS rank\_result FROM user ORDER BY

    rank\_result ASC;

//ランキング順位順に出るの確認済み

//目標を更新

update goal set goal\_name='落とし物を拾う', goal\_detail='', starting\_date='2022-05-05', ending\_date='2022-05-05', difficulty\_id='1', term\_id='1'  where goal\_id='3'

//目標検索

SELECT distinct starting\_date, ending\_date, goal\_name,goal\_detail  FROM goal INNER JOIN goal\_result ON goal.goal\_id = goal\_result.goal\_id WHERE goal.goal\_id = 3 AND goal\_result.achievement\_id =2;