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[**N** 17](#_Toc72848663)

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# **Task1**

## **A**

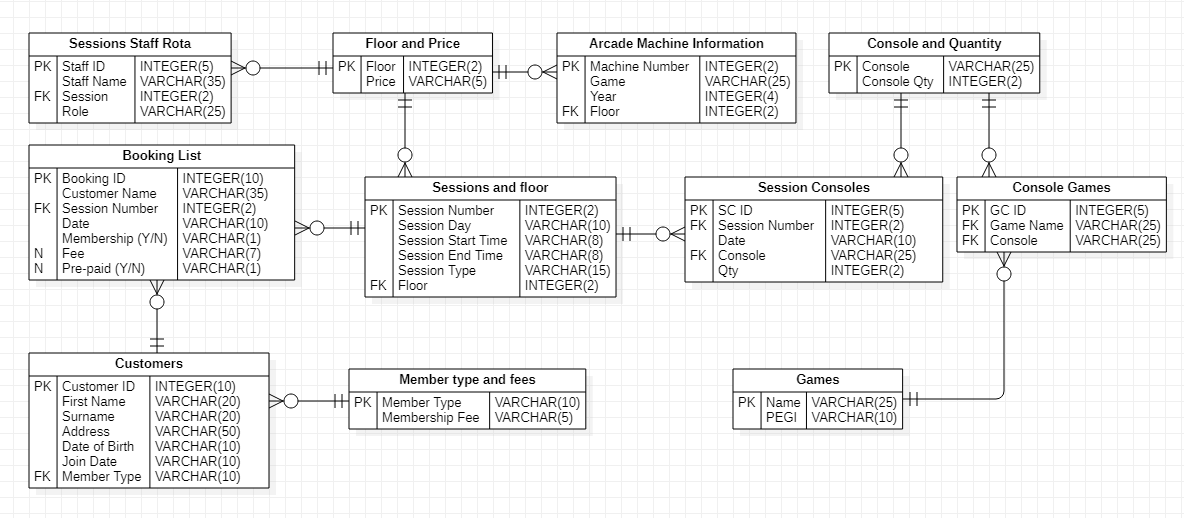


Figure 1: ER Diagram

## **B**



Figure 2:Normalization

## **C**



Figure 3: Data Dictionary

# **Task2**

## **A**

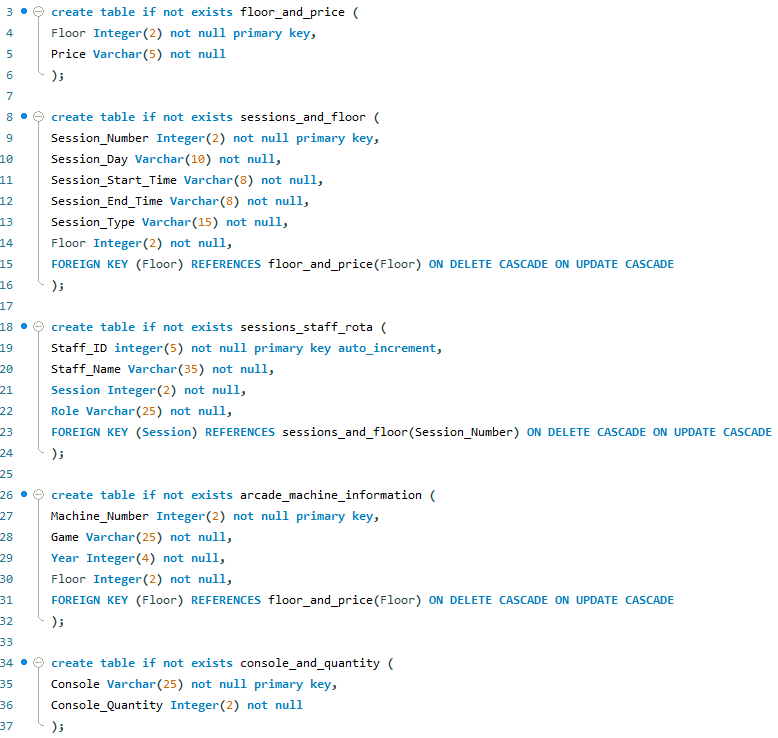


Figure 4:Creating Table SQL Scripts

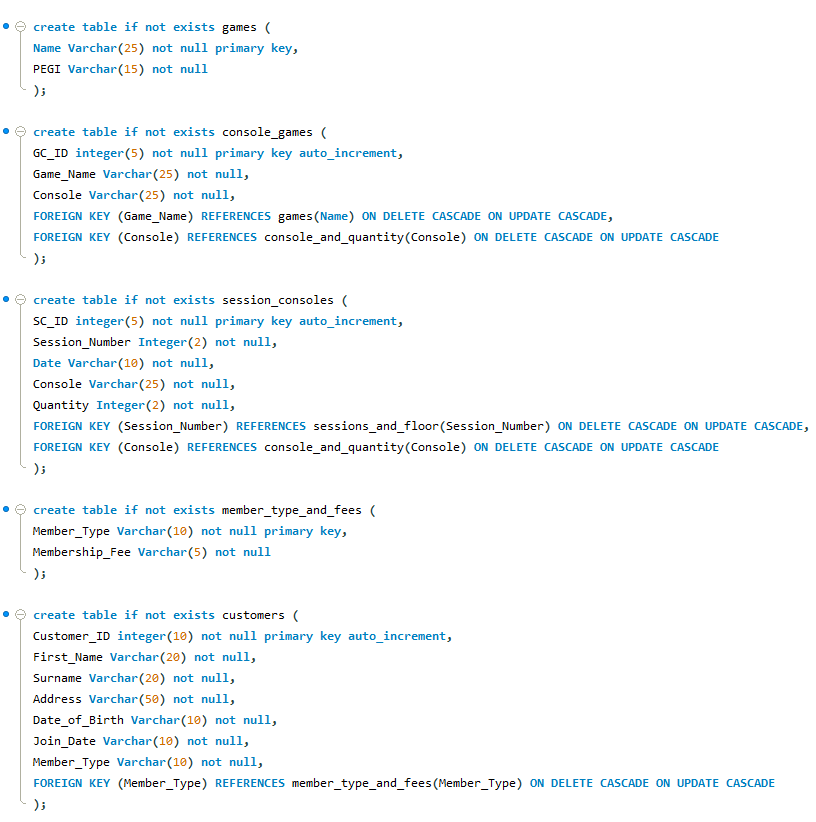


Figure 5: Creating Table SQL Scripts

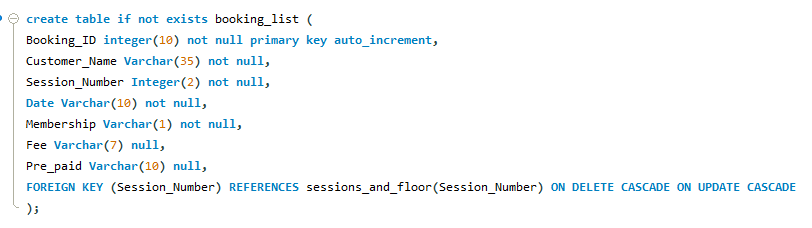


Figure 6: Creating Table SQL Scripts

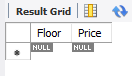


Figure 7: Floor and Price Table

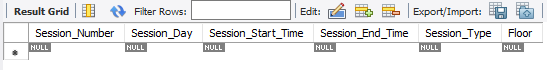


Figure 8: Session and Floor Table

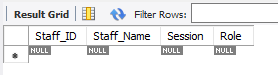


Figure 9: Session Staff Rota Table

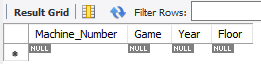


Figure 10: Arcade Machine information Table



Figure 11: Console and Quantity Table

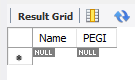


Figure 12: Games Table

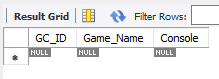


Figure 13: Console Games Table

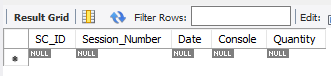


Figure 14: Session Console Table

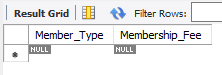


Figure 15: Member Type and Fees Table

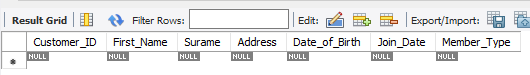


Figure 16: Customers Table

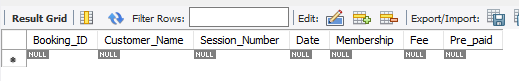


Figure 17: Booking List Table

## **B**

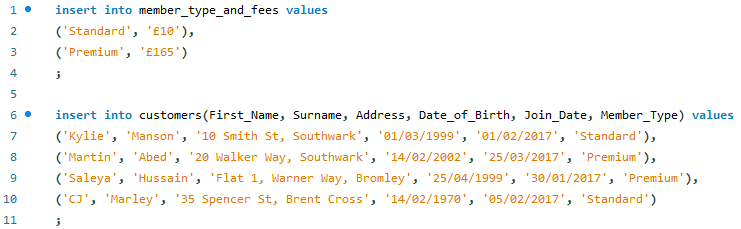


Figure 18: Inserting data on customers and member types tables

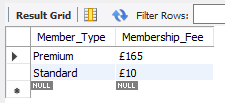


Figure 19:Member Type and Fees Table

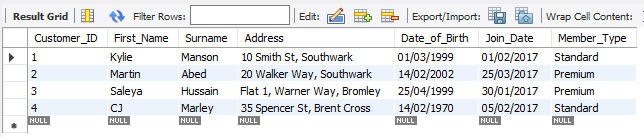


Figure 20: Customers Table

## **C**

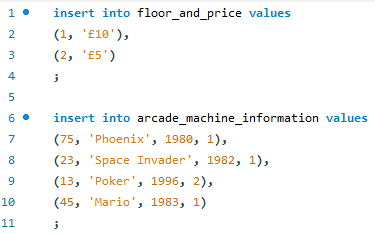


Figure 21: Inserting data on the machines and floors tables

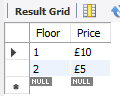


Figure 22: Floor and Price Table

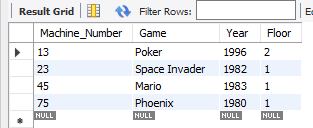


Figure 23: Arcade Machine information Table

## **D**

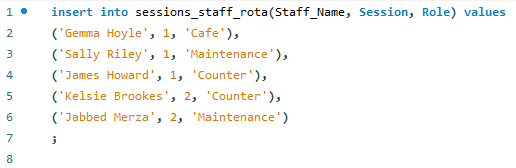


Figure 24: Inserting data on the staff rota table

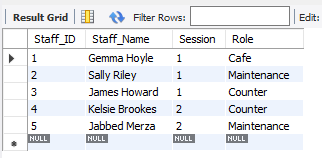


Figure 25: Session Staff Rota Table

## **E**

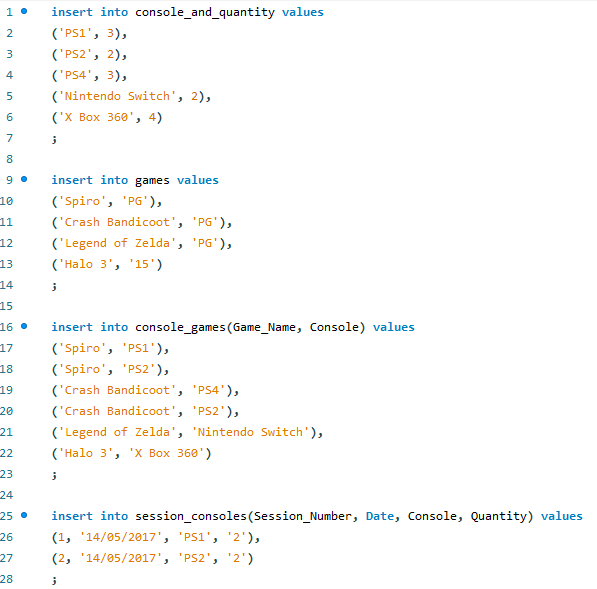


Figure 26: Inserting games and console data

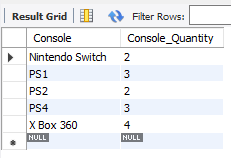


Figure 27: Console and Quantity Table

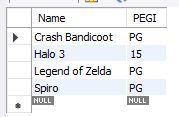


Figure 28: Games Table

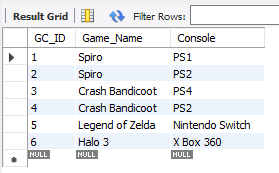


Figure 29: Console Games Table

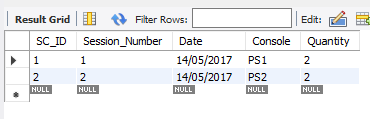


Figure 30: Session Console Table

## **F**

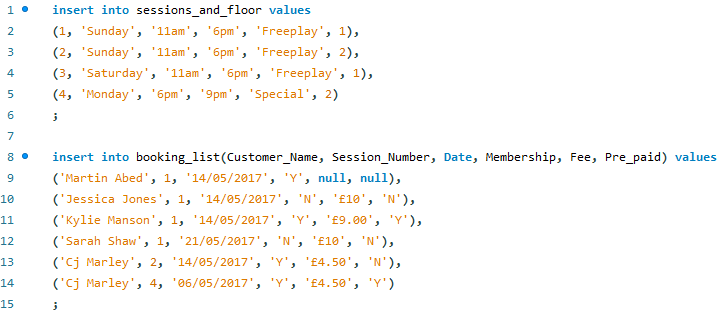


Figure 31: Inserting Session Data

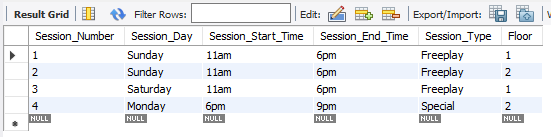


Figure 32: Session and Floor Table

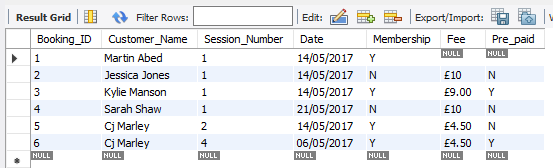


Figure 33: Booking List Table

## **G**



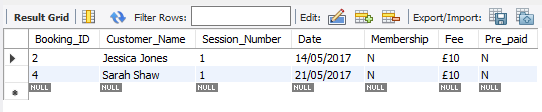


Figure 34: selecting all customers booked on session 1 who have not yet paid

## **H**



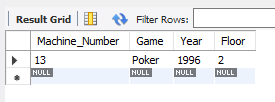


Figure 35: selecting all machines on floor 2 by year in descending order

## **I**



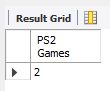


Figure 36: counting all the console games for the PS2

## **J**



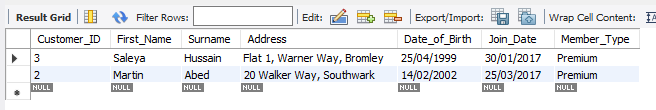


Figure 37: selecting all customers who have a premium membership in descending order of surname

## **K**



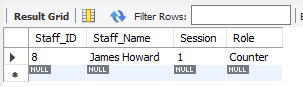


Figure 38:selecting all the staff working on session 1 on the counter

## **L**



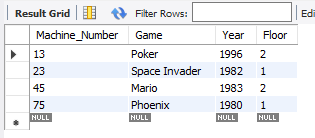


Figure 39: Updating the floor for Mario from floor 1 to floor 2

## **M**



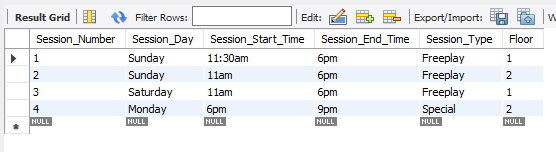


Figure 40: Updating the start time for session 1 to 11.30 am

## **N**



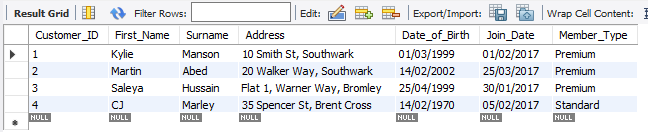


Figure 41: Updating the membership type from standard to premium for the customer ‘Kylie

## **O**



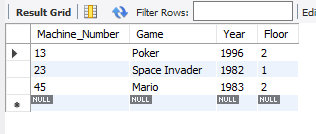


Figure 42: Deleting the machine Phoenix

## **P**



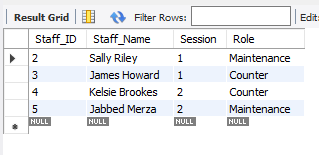


Figure 43: Deleting Gemma Hoyle from the staff rota for session 1