Database (F	un) overv	view		
Abrar Hyder 2022-08-04 *****			*****	*******
Database : ******** Notes:	-	* * * * * * * * *	*****	*******
1. Column a	nd table	descripti	ons are	estimates based on examination of the
2. descript	ion of pl	k is based	on the	tables
************ Tables:	* * * * * * * *	* * * * * * * * *	* * * * * * * *	**********
card_rank card_suit games inventory				
*********** Table: card		* * * * * * * * *	******	***********
Columns (2)	Name	Туре	Comment	
1	rank	string	the	names of each card
2	value	ti	nyint	corresponding value to their names
Sample rank	value			
1 Ace 2 2 3 3	NULL 2 3			
********** Table: card		* * * * * * * * *	******	*************
Columns (2)	Name	Туре	Comment	
1	suit	string	name of	suits of the cards
2	color	str	ing c	olor of each suit of card

Sample										
Jamp	suit	color								
1	Clubs		Black							
2 Diamo 3 Heart			Red							

** Table: games										
Co Lui	mns (8)) Name	Туре	Comment						
1		id	int PK							
2		name	string	Name of the different games						
3		inventor	string	Name of inventor of the games						
4		year	string	year in which the game invented						
		•	_							
5		min_age	tinyint	minimium age limit for a player						
Samp										
1	id 1	name Monopoly	inventor Elizabeth M							
2	2	Scrabble	Alfred Mosh	er Butts 1938 8						
3	3	Clue	Anthony E. Pr	att 1944 8						
	id	min_players	max_play	ers list_price						
1 2	1 2	2 2	6 4	19.99 17.99						
3	3	2	6	9.99						

Tbale: Inventory

Columns (5)

Name Type Comment

1 shop string Name of the shop

2	game	string	Name of the different games				
3	qty	int	Number	of quantitie	es available in shop		
4	aisle	tinyint					
5	price	decimal(5,2)	Different prices for each game in different shops according to the			
quantity.				(units unk	·		
Sample							
shop 1 Dice 2 Dice	У	game qty Monopol Clue		aisle pr 7 3 NULL 9.	ice 17.99 99		
3 Boar	d 'Em	Monopoly	11	2	25.00		
