--------------------------------

--DDL FOR SEQUENCE IGRAC\_ID\_SEQ

--------------------------------

CREATE SEQUENCE "IGRAC\_ID\_SEQ"

MINVALUE 1 MAXVALUE 999999 INCREMENT BY 1

START WITH 100000 CACHE 20 ORDER NOCYCLE;

--------------------------------

--DDL FOR SEQUENCE POMOCNIK\_ID\_SEQ

--------------------------------

CREATE SEQUENCE "POMOCNIK\_ID\_SEQ"

MINVALUE 1 MAXVALUE 999999 INCREMENT BY 1

START WITH 100000 CACHE 20 ORDER NOCYCLE;

--------------------------------

--DDL FOR SEQUENCE SESIJA\_ID\_SEQ

--------------------------------

CREATE SEQUENCE "SESIJA\_ID\_SEQ"

MINVALUE 1 MAXVALUE 999999 INCREMENT BY 1

START WITH 100000 CACHE 20 ORDER NOCYCLE;

--------------------------------

--DDL FOR SEQUENCE LIK\_ID\_SEQ

--------------------------------

CREATE SEQUENCE "LIK\_ID\_SEQ"

MINVALUE 1 MAXVALUE 999999 INCREMENT BY 1

START WITH 100000 CACHE 20 ORDER NOCYCLE;

--------------------------------

--DDL FOR SEQUENCE BORBA\_ID\_SEQ

--------------------------------

CREATE SEQUENCE "BORBA\_ID\_SEQ"

MINVALUE 1 MAXVALUE 9999999999 INCREMENT BY 1

START WITH 1000000000 CACHE 20 ORDER NOCYCLE;

--------------------------------

--DDL FOR SEQUENCE OPREMA\_ID\_SEQ

--------------------------------

CREATE SEQUENCE "OPREMA\_ID\_SEQ"

MINVALUE 1 MAXVALUE 999999 INCREMENT BY 1

START WITH 100000 CACHE 20 ORDER NOCYCLE;

--------------------------------

--DDL FOR SEQUENCE PREDMET\_ID\_SEQ

--------------------------------

CREATE SEQUENCE "PREDMET\_ID\_SEQ"

MINVALUE 1 MAXVALUE 999999 INCREMENT BY 1

START WITH 100000 CACHE 20 ORDER NOCYCLE;

--------------------------------

--DDL FOR SEQUENCE IGRAO\_ID\_SEQ

--------------------------------

CREATE SEQUENCE "IGRAO\_ID\_SEQ"

MINVALUE 1 MAXVALUE 999999 INCREMENT BY 1

START WITH 100000 CACHE 20 ORDER NOCYCLE;

--------------------------------

--DDL FOR SEQUENCE UCESTVOVAO\_U\_ID\_SEQ

--------------------------------

CREATE SEQUENCE "UCESTVOVAO\_U\_ID\_SEQ"

MINVALUE 1 MAXVALUE 999999 INCREMENT BY 1

START WITH 100000 CACHE 20 ORDER NOCYCLE;

------------------------

--DDL FOR TABLE IGRAC

------------------------

CREATE TABLE igrac(

id NUMBER(6, 0),

nadimak VARCHAR2(10 CHAR) NOT NULL,

lozinka VARCHAR2(30 CHAR) NOT NULL,

ime VARCHAR2(10 CHAR),

prezime VARCHAR2(20 CHAR),

pol VARCHAR2(1 CHAR),

uzrast NUMBER(2, 0),

naziv\_tima VARCHAR2(10 CHAR),

id\_lika NUMBER(6, 0)

);

CREATE UNIQUE INDEX igrac\_pk ON igrac(id);

CREATE UNIQUE INDEX igrac\_nadimak ON igrac(nadimak);

ALTER TABLE igrac ADD CONSTRAINT igrac\_pk PRIMARY KEY(id) ENABLE;

ALTER TABLE igrac ADD CONSTRAINT nadimak\_unique UNIQUE (nadimak);

-------------------------

--DDL FOR TABLE SESIJA

-------------------------

CREATE TABLE sesija(

id NUMBER(6, 0),

xp\_poeni INTEGER,

kolicina\_zlato INTEGER,

vreme\_pocetka DATE NOT NULL,

vreme\_trajanja FLOAT NOT NULL,

id\_igraca NUMBER(6, 0)

);

CREATE UNIQUE INDEX sesija\_pk ON sesija(id);

ALTER TABLE sesija ADD CONSTRAINT sesija\_pk PRIMARY KEY(id) ENABLE;

--------------------------

--DDL FOR TABLE LIK

--------------------------

CREATE TABLE lik(

id NUMBER(6, 0),

stepen\_zamora INTEGER NOT NULL,

iskustvo INTEGER NOT NULL,

kolicina\_zlata INTEGER NOT NULL,

nivo\_zdravstvenog\_stanja INTEGER NOT NULL,

naziv\_rase VARCHAR2(15 CHAR),

naziv\_klase VARCHAR2(15 CHAR)

);

CREATE UNIQUE INDEX lik\_pk ON lik(id);

ALTER TABLE lik ADD CONSTRAINT lik\_pk PRIMARY KEY(id) ENABLE;

---------------------------

--DDL FOR TABLE TIM

---------------------------

CREATE TABLE tim(

naziv VARCHAR2(10 CHAR),

max\_igraca INTEGER NOT NULL,

min\_igraca INTEGER NOT NULL,

bonus\_poeni INTEGER

);

CREATE UNIQUE INDEX tim\_pk ON tim(naziv);

ALTER TABLE tim ADD CONSTRAINT tim\_pk PRIMARY KEY(naziv) ENABLE;

---------------------------

--DDL FOR TABLE BORBA

---------------------------

CREATE TABLE borba(

id NUMBER(10, 0),

vreme\_borbe DATE NOT NULL,

pobednik VARCHAR2(10 CHAR) NOT NULL,

bonus\_poeni INTEGER

);

CREATE UNIQUE INDEX borba\_pk ON borba(id);

ALTER TABLE borba ADD CONSTRAINT borba\_pk PRIMARY KEY(id) ENABLE;

-----------------------------

--DDL FOR TABLE STAZA

-----------------------------

CREATE TABLE staza(

naziv VARCHAR2(10 CHAR),

tip\_staze NUMBER(1,0) NOT NULL,

bonus\_poeni INTEGER

);

CREATE UNIQUE INDEX staza\_pk ON staza(naziv);

ALTER TABLE staza ADD CONSTRAINT staza\_pk PRIMARY KEY(naziv) ENABLE;

-----------------------------

--DDL FOR TABLE POMOCNIK

-----------------------------

CREATE TABLE pomocnik(

id NUMBER(6, 0),

id\_igraca NUMBER(6, 0),

ime VARCHAR2(10 CHAR),

bonus\_zastite INTEGER NOT NULL,

naziv\_rase VARCHAR2(15 CHAR) NOT NULL,

naziv\_klase VARCHAR2(15 CHAR) NOT NULL

);

CREATE UNIQUE INDEX pomocnik\_pk ON pomocnik(id);

CREATE UNIQUE INDEX pomocnik\_ime ON pomocnik(ime);

ALTER TABLE pomocnik ADD CONSTRAINT pomocnik\_pk PRIMARY KEY(id) ENABLE;

ALTER TABLE pomocnik ADD CONSTRAINT ime\_unique UNIQUE (ime);

------------------------------

--DDL FOR TABLE RASA

------------------------------

CREATE TABLE rasa(

naziv VARCHAR2(15 CHAR),

tip\_oruzja VARCHAR2(10 CHAR),

umesnost\_u\_skrivanju NUMBER(1, 0),

nivo\_energije INTEGER

);

CREATE UNIQUE INDEX rasa\_pk ON rasa(naziv);

ALTER TABLE rasa ADD CONSTRAINT rasa\_pk PRIMARY KEY(naziv) ENABLE;

--------------------------------

--DDL FOR TABLE KLASA

--------------------------------

CREATE TABLE klasa(

naziv VARCHAR2(15 CHAR),

nivo\_buke INTEGER,

max\_nivo\_zamki INTEGER,

magije VARCHAR2(10 CHAR),

stit NUMBER(1, 0),

oruzje\_u\_obe\_ruke NUMBER(1, 0),

religija VARCHAR2(10 CHAR),

tipovi\_blagoslova VARCHAR2(10 CHAR),

lecenje NUMBER(1, 0),

max\_tezina\_oklopa INTEGER,

luk\_samostrel NUMBER(1, 0)

);

CREATE UNIQUE INDEX klasa\_pk ON klasa(naziv);

ALTER TABLE klasa ADD CONSTRAINT klasa\_pk PRIMARY KEY(naziv) ENABLE;

-------------------------------------

--DDL FOR TABLE OPREMA

--------------------------------------

CREATE TABLE oprema (

id NUMBER(6, 0),

opis VARCHAR2(40 CHAR),

naziv VARCHAR2(15 CHAR) NOT NULL,

tip\_opreme VARCHAR2(10 CHAR) NOT NULL,

napad INTEGER NOT NULL,

odbrana INTEGER NOT NULL,

xp\_bonus INTEGER NOT NULL

);

CREATE UNIQUE INDEX oprema\_pk ON oprema(id);

ALTER TABLE oprema ADD CONSTRAINT oprema\_pk PRIMARY KEY(id) ENABLE;

-----------------------------------

--DDL FOR TABLE PREDMET

-----------------------------------

CREATE TABLE predmet(

id NUMBER(6, 0),

opis VARCHAR2(40 CHAR) NOT NULL,

naziv VARCHAR2(10 CHAR) NOT NULL,

xp\_bonus INTEGER

);

CREATE UNIQUE INDEX predmet\_pk ON predmet(id);

ALTER TABLE predmet ADD CONSTRAINT predmet\_pk PRIMARY KEY(id) ENABLE;

-----------------------------------

--DDL FOR TABLE UCESTVOVAO\_U

-----------------------------------

CREATE TABLE ucestvovao\_u (

id NUMBER(6, 0),

naziv\_tima VARCHAR2(10 CHAR),

id\_borbe NUMBER(10, 0),

plasman INTEGER NOT NULL

);

CREATE UNIQUE INDEX ucestvovao\_u\_pk ON ucestvovao\_u(id);

ALTER TABLE UCESTVOVAO\_U ADD CONSTRAINT ucestvovao\_u\_PK PRIMARY KEY (id) ENABLE;

-----------------------------------

--DDL FOR TABLE IGRAO

-----------------------------------

CREATE TABLE igrao (

id NUMBER(6, 0),

id\_igraca NUMBER(6, 0),

naziv\_staze VARCHAR2(10 CHAR),

broj\_igranja INTEGER,

broj\_savladanih\_neprijatelja INTEGER

);

CREATE UNIQUE INDEX igrao\_pk ON igrao(id);

ALTER TABLE IGRAO ADD CONSTRAINT igrao\_PK PRIMARY KEY(id) ENABLE;

-----------------------------------

--DDL FOR TABLE IGRAO\_TIM

-----------------------------------

CREATE TABLE igrao\_tim (

naziv\_tima VARCHAR2(10 CHAR),

naziv\_staze VARCHAR2(10 CHAR)

);

ALTER TABLE IGRAO\_TIM ADD CONSTRAINT igrao\_tim\_PK PRIMARY KEY(naziv\_tima, naziv\_staze) ENABLE;

-----------------------------------

--DDL FOR TABLE KUPIO

-----------------------------------

CREATE TABLE kupio (

id\_igraca NUMBER(6, 0),

id\_opreme NUMBER(6, 0)

);

ALTER TABLE KUPIO ADD CONSTRAINT kupio\_PK PRIMARY KEY(id\_igraca, id\_opreme) ENABLE;

-----------------------------------

--DDL FOR TABLE NALAZI\_SE\_NA

-----------------------------------

CREATE TABLE nalazi\_se\_na (

id\_predmeta NUMBER(6, 0),

naziv\_staze VARCHAR2(10 CHAR)

);

ALTER TABLE NALAZI\_SE\_NA ADD CONSTRAINT nalazi\_se\_na\_PK PRIMARY KEY(id\_predmeta, naziv\_staze) ENABLE;

-----------------------------------

--DDL FOR TABLE ZAHTEVA\_RASU

-----------------------------------

CREATE TABLE zahteva\_rasu (

naziv\_staze VARCHAR2(10 CHAR),

naziv\_rase VARCHAR2(15 CHAR)

);

ALTER TABLE ZAHTEVA\_RASU ADD CONSTRAINT zahteva\_rasu\_PK PRIMARY KEY(naziv\_staze, naziv\_rase) ENABLE;

-----------------------------------

--DDL FOR TABLE ZAHTEVA\_KLASU

-----------------------------------

CREATE TABLE zahteva\_klasu (

naziv\_staze VARCHAR2(10 CHAR),

naziv\_klase VARCHAR2(15 CHAR)

);

ALTER TABLE ZAHTEVA\_KLASU ADD CONSTRAINT zahteva\_klasu\_PK PRIMARY KEY(naziv\_staze, naziv\_klase) ENABLE;

-----------------------------------

--DDL FOR TABLE MOZE\_KORISTITI\_RASE

-----------------------------------

CREATE TABLE moze\_koristiti\_rase(

id\_opreme NUMBER(6, 0),

naziv\_rase VARCHAR2(15 CHAR)

);

ALTER TABLE MOZE\_KORISTITI\_RASE ADD CONSTRAINT moze\_koristiti\_rase\_PK PRIMARY KEY(id\_opreme, naziv\_rase) ENABLE;

-----------------------------------

--DDL FOR TABLE MOZE\_KORISTITI\_KLASE

-----------------------------------

CREATE TABLE moze\_koristiti\_klase (

id\_opreme NUMBER(6, 0),

naziv\_klase VARCHAR2(15 CHAR)

);

ALTER TABLE MOZE\_KORISTITI\_KLASE ADD CONSTRAINT moze\_koristiti\_klase\_PK PRIMARY KEY(id\_opreme, naziv\_klase) ENABLE;

-----------------------------------

--DDL FOR TABLE MOZE\_ISKORISTITI

-----------------------------------

CREATE TABLE moze\_iskoristiti (

id\_predmeta NUMBER(6, 0),

naziv\_rase VARCHAR2(15 CHAR)

);

ALTER TABLE MOZE\_ISKORISTITI ADD CONSTRAINT moze\_iskoristiti\_PK PRIMARY KEY(id\_predmeta, naziv\_rase) ENABLE;

-----------------------------------

--DDL FOR TABLE KORISTI

-----------------------------------

CREATE TABLE koristi (

id\_igraca NUMBER(6, 0),

id\_kljucnog\_predmeta NUMBER(6, 0)

);

ALTER TABLE koristi ADD CONSTRAINT koristi\_PK PRIMARY KEY(id\_igraca, id\_kljucnog\_predmeta) ENABLE;

-----------------------------------

--DDL FOR TABLE KLJUCNI\_ZA

-----------------------------------

CREATE TABLE kljucni\_za (

naziv\_staze VARCHAR2(10 CHAR),

id\_kljucnog\_predmeta NUMBER(6, 0)

);

ALTER TABLE kljucni\_za ADD CONSTRAINT kljucni\_za\_PK PRIMARY KEY(naziv\_staze, id\_kljucnog\_predmeta) ENABLE;

-----------------------------------

--DDL FOR TABLE CAROBNJAK\_MAGIJE

-----------------------------------

CREATE TABLE carobnjak\_magije (

id\_carobnjaka VARCHAR2(15 CHAR),

magija VARCHAR2(10 CHAR)

);

ALTER TABLE carobnjak\_magije ADD CONSTRAINT carobnjak\_magije\_PK PRIMARY KEY(id\_carobnjaka, magija) ENABLE;

-----------------------------------

--DDL FOR TABLE SVESTENIK\_BLAGOSLOV

-----------------------------------

CREATE TABLE svestenik\_blagoslov (

id\_svestenika VARCHAR2(15 CHAR),

tip\_blagoslova VARCHAR2(10 CHAR)

);

ALTER TABLE svestenik\_blagoslov ADD CONSTRAINT svestenik\_blagoslov\_PK PRIMARY KEY(id\_svestenika, tip\_blagoslova) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE IGRAC

----------------------------------

ALTER TABLE igrac ADD CONSTRAINT igrac\_pol\_chk CHECK (pol IN ('M', 'Z')) ENABLE;

ALTER TABLE igrac ADD CONSTRAINT naziv\_tima\_FK FOREIGN KEY (naziv\_tima) REFERENCES tim(naziv) ENABLE;

ALTER TABLE igrac ADD CONSTRAINT id\_lika\_FK FOREIGN KEY (id\_lika) REFERENCES lik(id) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE SESIJA

----------------------------------

ALTER TABLE sesija ADD CONSTRAINT id\_igraca\_FK FOREIGN KEY (id\_igraca) REFERENCES igrac(id) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE LIK

----------------------------------

ALTER TABLE lik ADD CONSTRAINT naziv\_rase\_FK FOREIGN KEY (naziv\_rase) REFERENCES rasa(naziv) ENABLE;

ALTER TABLE lik ADD CONSTRAINT naziv\_klase\_FK FOREIGN KEY (naziv\_klase) REFERENCES klasa(naziv) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE STAZA

----------------------------------

ALTER TABLE staza ADD CONSTRAINT tip\_staze\_chk CHECK (tip\_staze IN(0,1)) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE POMOCNIK

----------------------------------

ALTER TABLE pomocnik ADD CONSTRAINT pomocnik\_igrac\_FK FOREIGN KEY (id\_igraca) REFERENCES igrac(id) ENABLE;

ALTER TABLE pomocnik ADD CONSTRAINT pomocnik\_rasa\_FK FOREIGN KEY (naziv\_rase) REFERENCES rasa(naziv) ENABLE;

ALTER TABLE pomocnik ADD CONSTRAINT pomocnik\_klasa\_FK FOREIGN KEY (naziv\_klase) REFERENCES klasa(naziv) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE RASA

----------------------------------

ALTER TABLE rasa ADD CONSTRAINT rasa\_umesnost\_u\_skrivanju\_chk CHECK (umesnost\_u\_skrivanju IN(0,1)) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE KLASA

----------------------------------

ALTER TABLE klasa ADD CONSTRAINT klasa\_stit\_chk CHECK (stit IN(0,1)) ENABLE;

ALTER TABLE klasa ADD CONSTRAINT oruzje\_u\_obe\_ruke CHECK (oruzje\_u\_obe\_ruke IN(0,1)) ENABLE;

ALTER TABLE klasa ADD CONSTRAINT lecenje CHECK (lecenje IN(0,1)) ENABLE;

ALTER TABLE klasa ADD CONSTRAINT luk\_samostrel CHECK (luk\_samostrel IN(0,1)) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE UCESTVOVAO\_U

----------------------------------

ALTER TABLE UCESTVOVAO\_U ADD CONSTRAINT ucestvovao\_tim\_FK FOREIGN KEY(naziv\_tima) REFERENCES tim(naziv) ENABLE;

ALTER TABLE UCESTVOVAO\_U ADD CONSTRAINT ucestvovao\_u\_borbi\_FK FOREIGN KEY(id\_borbe) REFERENCES borba(id) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE IGRAO

----------------------------------

ALTER TABLE IGRAO ADD CONSTRAINT igrao\_igrac\_FK FOREIGN KEY(id\_igraca) REFERENCES igrac(id) ENABLE;

ALTER TABLE IGRAO ADD CONSTRAINT igrao\_na\_stazi\_FK FOREIGN KEY(naziv\_staze) REFERENCES staza(naziv) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE IGRAO\_TIM

----------------------------------

ALTER TABLE IGRAO\_TIM ADD CONSTRAINT igrao\_tim\_FK FOREIGN KEY(naziv\_tima) REFERENCES tim(naziv) ENABLE;

ALTER TABLE IGRAO\_TIM ADD CONSTRAINT igrao\_tim\_na\_stazi\_FK FOREIGN KEY(naziv\_staze) REFERENCES staza(naziv) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE KUPIO

----------------------------------

ALTER TABLE KUPIO ADD CONSTRAINT igrac\_kupio\_FK FOREIGN KEY(id\_igraca) REFERENCES igrac(id) ENABLE;

ALTER TABLE KUPIO ADD CONSTRAINT igrac\_kupio\_opremu\_FK FOREIGN KEY(id\_opreme) REFERENCES oprema(id) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE NALAZI\_SE\_NA

----------------------------------

ALTER TABLE NALAZI\_SE\_NA ADD CONSTRAINT predmet\_se\_nalazi\_FK FOREIGN KEY(id\_predmeta) REFERENCES predmet(id) ENABLE;

ALTER TABLE NALAZI\_SE\_NA ADD CONSTRAINT nalazi\_se\_na\_stazi\_FK FOREIGN KEY(naziv\_staze) REFERENCES staza(naziv) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE ZAHTEVA\_RASU

----------------------------------

ALTER TABLE ZAHTEVA\_RASU ADD CONSTRAINT zahtevana\_na\_stazi\_FK FOREIGN KEY(naziv\_staze) REFERENCES staza(naziv) ENABLE;

ALTER TABLE ZAHTEVA\_RASU ADD CONSTRAINT zahtevana\_rasa\_FK FOREIGN KEY(naziv\_rase) REFERENCES rasa(naziv) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE ZAHTEVA\_KLASU

----------------------------------

ALTER TABLE ZAHTEVA\_KLASU ADD CONSTRAINT zahtevana\_klasa\_na\_stazi\_FK FOREIGN KEY(naziv\_staze) REFERENCES staza(naziv) ENABLE;

ALTER TABLE ZAHTEVA\_KLASU ADD CONSTRAINT zahtevana\_klasa\_FK FOREIGN KEY(naziv\_klase) REFERENCES klasa(naziv) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE MOZE\_KORISTITI\_RASE

----------------------------------

ALTER TABLE MOZE\_KORISTITI\_RASE ADD CONSTRAINT koristi\_opremu\_FK FOREIGN KEY(id\_opreme) REFERENCES oprema(id) ENABLE;

ALTER TABLE MOZE\_KORISTITI\_RASE ADD CONSTRAINT rasa\_koristi\_FK FOREIGN KEY(naziv\_rase) REFERENCES rasa(naziv) ENABLE;

----------------------------------

--CONTRAINTS FOR TABLE MOZE\_KORISTITI\_KLASE

----------------------------------

ALTER TABLE MOZE\_KORISTITI\_KLASE ADD CONSTRAINT koristi\_opremu\_klasa\_FK FOREIGN KEY(id\_opreme) REFERENCES oprema(id) ENABLE;

ALTER TABLE MOZE\_KORISTITI\_KLASE ADD CONSTRAINT klasa\_koristi\_FK FOREIGN KEY(naziv\_klase) REFERENCES klasa(naziv) ENABLE;

----------------------------------------

--CONTRAINTS FOR TABLE MOZE\_ISKORISTITI

----------------------------------------

ALTER TABLE MOZE\_ISKORISTITI ADD CONSTRAINT iskoristi\_predmet\_FK FOREIGN KEY(id\_predmeta) REFERENCES predmet(id) ENABLE;

ALTER TABLE MOZE\_ISKORISTITI ADD CONSTRAINT rasa\_iskoristi\_FK FOREIGN KEY(naziv\_rase) REFERENCES rasa(naziv) ENABLE;

----------------------------------------

--CONTRAINTS FOR TABLE KORISTI

----------------------------------------

ALTER TABLE koristi ADD CONSTRAINT koristi\_igrac\_FK FOREIGN KEY(id\_igraca) REFERENCES igrac(id) ENABLE;

ALTER TABLE koristi ADD CONSTRAINT predmet\_koristi\_FK FOREIGN KEY(id\_kljucnog\_predmeta) REFERENCES predmet(id) ENABLE;

----------------------------------------

--CONTRAINTS FOR TABLE KLJUCNI\_ZA

----------------------------------------

ALTER TABLE kljucni\_za ADD CONSTRAINT kljucan\_za\_stazu\_FK FOREIGN KEY(naziv\_staze) REFERENCES staza(naziv) ENABLE;

ALTER TABLE kljucni\_za ADD CONSTRAINT predmet\_kljucni\_za\_FK FOREIGN KEY(id\_kljucnog\_predmeta) REFERENCES predmet(id) ENABLE;

----------------------------------------

--CONTRAINTS FOR TABLE CAROBNJAK\_MAGIJE

----------------------------------------

ALTER TABLE carobnjak\_magije ADD CONSTRAINT carobnjak\_FK FOREIGN KEY(id\_carobnjaka) REFERENCES klasa(naziv) ENABLE;

-------------------------------------------

--CONTRAINTS FOR TABLE SVESTENIK\_BLAGOSLOV

-------------------------------------------

ALTER TABLE svestenik\_blagoslov ADD CONSTRAINT svestenik\_FK FOREIGN KEY(id\_svestenika) REFERENCES klasa(naziv) ENABLE;

----------------------------

--DDL FOR TRIGGER IGRAC\_PK

----------------------------

CREATE OR REPLACE TRIGGER "IGRAC\_PK"

BEFORE INSERT ON igrac

REFERENCING NEW AS NEW

FOR EACH ROW

BEGIN

SELECT IGRAC\_ID\_SEQ.NEXTVAL INTO :NEW.id FROM DUAL;

END;

/

ALTER TRIGGER "IGRAC\_PK" ENABLE;

----------------------------

--DDL FOR TRIGGER POMOCNIK\_PK

----------------------------

CREATE OR REPLACE TRIGGER "POMOCNIK\_PK"

BEFORE INSERT ON pomocnik

REFERENCING NEW AS NEW

FOR EACH ROW

BEGIN

SELECT POMOCNIK\_ID\_SEQ.NEXTVAL INTO :NEW.id FROM DUAL;

END;

/

ALTER TRIGGER "POMOCNIK\_PK" ENABLE;

----------------------------

--DDL FOR TRIGGER SESIJA\_PK

----------------------------

CREATE OR REPLACE TRIGGER "SESIJA\_PK"

BEFORE INSERT ON sesija

REFERENCING NEW AS NEW

FOR EACH ROW

BEGIN

SELECT SESIJA\_ID\_SEQ.NEXTVAL INTO :NEW.id FROM DUAL;

END;

/

ALTER TRIGGER "SESIJA\_PK" ENABLE;

----------------------------

--DDL FOR TRIGGER LIK\_PK

----------------------------

CREATE OR REPLACE TRIGGER "LIK\_PK"

BEFORE INSERT ON lik

REFERENCING NEW AS NEW

FOR EACH ROW

BEGIN

SELECT LIK\_ID\_SEQ.NEXTVAL INTO :NEW.id FROM DUAL;

END;

/

ALTER TRIGGER "LIK\_PK" ENABLE;

----------------------------

--DDL FOR TRIGGER BORBA\_PK

----------------------------

CREATE OR REPLACE TRIGGER "BORBA\_PK"

BEFORE INSERT ON borba

REFERENCING NEW AS NEW

FOR EACH ROW

BEGIN

SELECT BORBA\_ID\_SEQ.NEXTVAL INTO :NEW.id FROM DUAL;

END;

/

ALTER TRIGGER "BORBA\_PK" ENABLE;

----------------------------

--DDL FOR TRIGGER OPREMA\_PK

----------------------------

CREATE OR REPLACE TRIGGER "OPREMA\_PK"

BEFORE INSERT ON oprema

REFERENCING NEW AS NEW

FOR EACH ROW

BEGIN

SELECT OPREMA\_ID\_SEQ.NEXTVAL INTO :NEW.id FROM DUAL;

END;

/

ALTER TRIGGER "OPREMA\_PK" ENABLE;

----------------------------

--DDL FOR TRIGGER PREDMET\_PK

----------------------------

CREATE OR REPLACE TRIGGER "PREDMET\_PK"

BEFORE INSERT ON predmet

REFERENCING NEW AS NEW

FOR EACH ROW

BEGIN

SELECT PREDMET\_ID\_SEQ.NEXTVAL INTO :NEW.id FROM DUAL;

END;

/

ALTER TRIGGER "PREDMET\_PK" ENABLE;

----------------------------

--DDL FOR TRIGGER UCESTVOVAO\_U\_PK

----------------------------

CREATE OR REPLACE TRIGGER "UCESTVOVAO\_U\_PK"

BEFORE INSERT ON ucestvovao\_u

REFERENCING NEW AS NEW

FOR EACH ROW

BEGIN

SELECT UCESTVOVAO\_U\_ID\_SEQ.NEXTVAL INTO :NEW.id FROM DUAL;

END;

/

ALTER TRIGGER "UCESTVOVAO\_U\_PK" ENABLE;

----------------------------

--DDL FOR TRIGGER IGRAO\_PK

----------------------------

CREATE OR REPLACE TRIGGER "IGRAO\_PK"

BEFORE INSERT ON igrao

REFERENCING NEW AS NEW

FOR EACH ROW

BEGIN

SELECT IGRAO\_ID\_SEQ.NEXTVAL INTO :NEW.id FROM DUAL;

END;

/

ALTER TRIGGER "IGRAO\_PK" ENABLE;

----------------------------------------------------

-- 1. RASA

----------------------------------------------------

REM INSERTING into RASA

SET DEFINE OFF;

INSERT INTO rasa (naziv, tip\_oruzja, umesnost\_u\_skrivanju, nivo\_energije) VALUES ('Covek', NULL, 1, NULL);

INSERT INTO rasa (naziv, tip\_oruzja, umesnost\_u\_skrivanju, nivo\_energije) VALUES ('Patuljak', 'Sekira', NULL, NULL);

INSERT INTO rasa (naziv, tip\_oruzja, umesnost\_u\_skrivanju, nivo\_energije) VALUES ('Ork', 'Topuz', NULL, NULL);

INSERT INTO rasa (naziv, tip\_oruzja, umesnost\_u\_skrivanju, nivo\_energije) VALUES ('Demon', NULL, NULL, 100);

INSERT INTO rasa (naziv, tip\_oruzja, umesnost\_u\_skrivanju, nivo\_energije) VALUES ('Vilenjak', NULL, NULL, 85);

----------------------------------------------------

-- 2. KLASA

----------------------------------------------------

REM INSERTING into KLASA

SET DEFINE OFF;

INSERT INTO klasa (naziv, nivo\_buke, max\_nivo\_zamki, magije, stit, oruzje\_u\_obe\_ruke, religija, tipovi\_blagoslova, lecenje, max\_tezina\_oklopa, luk\_samostrel)

VALUES ('Lopov', 2, 5, NULL, NULL, NULL, NULL, NULL, NULL, NULL, NULL);

INSERT INTO klasa (naziv, nivo\_buke, max\_nivo\_zamki, magije, stit, oruzje\_u\_obe\_ruke, religija, tipovi\_blagoslova, lecenje, max\_tezina\_oklopa, luk\_samostrel)

VALUES ('Carobnjak', NULL, NULL, 'Vatra', NULL, NULL, NULL, NULL, NULL, NULL, NULL);

INSERT INTO klasa (naziv, nivo\_buke, max\_nivo\_zamki, magije, stit, oruzje\_u\_obe\_ruke, religija, tipovi\_blagoslova, lecenje, max\_tezina\_oklopa, luk\_samostrel)

VALUES ('Borac', NULL, NULL, NULL, 1, 0, NULL, NULL, NULL, NULL, NULL);

INSERT INTO klasa (naziv, nivo\_buke, max\_nivo\_zamki, magije, stit, oruzje\_u\_obe\_ruke, religija, tipovi\_blagoslova, lecenje, max\_tezina\_oklopa, luk\_samostrel)

VALUES ('Svestenik', NULL, NULL, NULL, NULL, NULL, 'Svetlo', 'Snaga', 1, NULL, NULL);

INSERT INTO klasa (naziv, nivo\_buke, max\_nivo\_zamki, magije, stit, oruzje\_u\_obe\_ruke, religija, tipovi\_blagoslova, lecenje, max\_tezina\_oklopa, luk\_samostrel)

VALUES ('Oklopnik', NULL, NULL, NULL, NULL, NULL, NULL, NULL, NULL, 80, NULL);

INSERT INTO klasa (naziv, nivo\_buke, max\_nivo\_zamki, magije, stit, oruzje\_u\_obe\_ruke, religija, tipovi\_blagoslova, lecenje, max\_tezina\_oklopa, luk\_samostrel)

VALUES ('Strelac', NULL, NULL, NULL, NULL, NULL, NULL, NULL, NULL, NULL, 1);

----------------------------------------------------

-- 3. TIM

----------------------------------------------------

REM INSERTING into TIM

SET DEFINE OFF;

INSERT INTO tim (naziv, max\_igraca, min\_igraca, bonus\_poeni) VALUES ('Vitezovi', 10, 3, 50);

INSERT INTO tim (naziv, max\_igraca, min\_igraca, bonus\_poeni) VALUES ('Senke', 8, 2, 40);

INSERT INTO tim (naziv, max\_igraca, min\_igraca, bonus\_poeni) VALUES ('SILA', 12, 4, 60);

----------------------------------------------------

-- 4. STAZA

----------------------------------------------------

REM INSERTING into STAZA

SET DEFINE OFF;

INSERT INTO staza (naziv, tip\_staze, bonus\_poeni) VALUES ('Suma', 0, 30);

INSERT INTO staza (naziv, tip\_staze, bonus\_poeni) VALUES ('Pustinja', 0, 20);

INSERT INTO staza (naziv, tip\_staze, bonus\_poeni) VALUES ('Planina', 1, 50);

INSERT INTO staza (naziv, tip\_staze, bonus\_poeni) VALUES ('Mocvara', 1, 80);

----------------------------------------------------

-- 5. OPREMA (triger puni ID)

----------------------------------------------------

REM INSERTING into OPREMA

SET DEFINE OFF;

INSERT INTO oprema (opis, naziv, tip\_opreme, napad, odbrana, xp\_bonus) VALUES ('Mocni dvosek', 'SekiraGroma', 'Oruzje', 80, 10, 15);

INSERT INTO oprema (opis, naziv, tip\_opreme, napad, odbrana, xp\_bonus) VALUES ('Magican stit svetlosti', 'StitSvetlosti', 'Stit', 10, 80, 20);

INSERT INTO oprema (opis, naziv, tip\_opreme, napad, odbrana, xp\_bonus) VALUES ('Luk vilenjaka', 'ZeleniLuk', 'Oruzje', 60, 5, 10);

----------------------------------------------------

-- 6. PREDMET (triger puni ID)

----------------------------------------------------

REM INSERTING into PREDMET

SET DEFINE OFF;

INSERT INTO predmet (opis, naziv, xp\_bonus) VALUES ('Magican prsten nevidljivosti', 'Prsten', NULL);

INSERT INTO predmet (opis, naziv, xp\_bonus) VALUES ('Ocarana amajlija', 'Amajlia', NULL);

INSERT INTO predmet (opis, naziv, xp\_bonus) VALUES ('Sveti svitak', 'Svitak', NULL);

INSERT INTO predmet (opis, naziv, xp\_bonus) VALUES ('Bozanska ogrlica', 'Ogrlica', 100);

INSERT INTO predmet (opis, naziv, xp\_bonus) VALUES ('Carobnjakov plast', 'Plast', 85);

----------------------------------------------------

-- 7. BORBA (triger puni ID)

----------------------------------------------------

REM INSERTING into BORBA

SET DEFINE OFF;

INSERT INTO borba (vreme\_borbe, pobednik, bonus\_poeni) VALUES (TO\_DATE('2024-05-01','YYYY-MM-DD'), 'Vitezovi', 100);

INSERT INTO borba (vreme\_borbe, pobednik, bonus\_poeni) VALUES (TO\_DATE('2024-06-15','YYYY-MM-DD'), 'Senke', 80);

INSERT INTO borba (vreme\_borbe, pobednik, bonus\_poeni) VALUES (TO\_DATE('2024-07-20','YYYY-MM-DD'), 'SILA', 120);

-- =========================================================

-- 8. lik (triger puni ID)

-- =========================================================

REM INSERTING INTO lik

SET DEFINE OFF;

INSERT INTO lik ( stepen\_zamora, iskustvo, kolicina\_zlata, nivo\_zdravstvenog\_stanja, naziv\_rase, naziv\_klase) values (50,150,170,100,'Vilenjak','Oklopnik');

INSERT INTO lik ( stepen\_zamora, iskustvo, kolicina\_zlata, nivo\_zdravstvenog\_stanja, naziv\_rase, naziv\_klase) values (40,170,200,200,'Patuljak','Carobnjak');

INSERT INTO lik ( stepen\_zamora, iskustvo, kolicina\_zlata, nivo\_zdravstvenog\_stanja, naziv\_rase, naziv\_klase) values (30,100,120,80,'Ork','Lopov');

INSERT INTO lik ( stepen\_zamora, iskustvo, kolicina\_zlata, nivo\_zdravstvenog\_stanja, naziv\_rase, naziv\_klase) values (20,300,250,300,'Covek','Svestenik');

-- =========================================================

-- 9. IGRAC

-- =========================================================

REM INSERTING into IGRAC

SET DEFINE OFF;

INSERT INTO IGRAC (ime, prezime, pol, nadimak, lozinka, uzrast, naziv\_tima, id\_lika) VALUES ('Stefan', 'Petkovic', 'M', 'stefy', 'stefy123', 25, 'SILA', 100000);

INSERT INTO IGRAC (ime, prezime, pol, nadimak, lozinka, uzrast, naziv\_tima, id\_lika) VALUES ('Anastasija', 'Popovic', 'Z', 'asija', 'asija456', 21, 'SILA', 100001);

INSERT INTO IGRAC (ime, prezime, pol, nadimak, lozinka, uzrast, naziv\_tima, id\_lika) VALUES ('Lazar', 'Markovic', 'M', 'laza', 'laza789', 24, 'SILA', 100002);

INSERT INTO IGRAC (ime, prezime, pol, nadimak, lozinka, uzrast, naziv\_tima, id\_lika) values ('Ivana','Rajkovic','Z', 'rivana','rivana246',22,'SILA', 100003);

-- =========================================================

-- 10. POMOCNIK

-- =========================================================

REM INSERTING into POMOCNIK

SET DEFINE OFF;

INSERT INTO POMOCNIK (id\_igraca, ime, bonus\_zastite, naziv\_rase, naziv\_klase) VALUES (100000, 'Stanca', 100, 'Demon', 'Oklopnik');

INSERT INTO POMOCNIK (id\_igraca, ime, bonus\_zastite, naziv\_rase, naziv\_klase) VALUES (100001, 'Lola', 90, 'Vilenjak', 'Lopov');

INSERT INTO POMOCNIK (id\_igraca, ime, bonus\_zastite, naziv\_rase, naziv\_klase) VALUES (100002, 'Boka', 100, 'Covek', 'Carobnjak');

INSERT INTO POMOCNIK (id\_igraca, ime, bonus\_zastite, naziv\_rase, naziv\_klase) VALUES (100002, 'Ika', 140, 'Vilenjak', 'Borac');

-- =========================================================

-- 11. SESIJA

-- =========================================================

REM INSERTING into SESIJA

SET DEFINE OFF;

INSERT INTO SESIJA (xp\_poeni, kolicina\_zlato, vreme\_pocetka, vreme\_trajanja, id\_igraca) VALUES (400, 90, TO\_DATE('2024-05-01','YYYY-MM-DD'), 100.5, 100000);

INSERT INTO SESIJA (xp\_poeni, kolicina\_zlato, vreme\_pocetka, vreme\_trajanja, id\_igraca) VALUES (500, 180, TO\_DATE('2024-05-02','YYYY-MM-DD'), 120.8, 100001);

INSERT INTO SESIJA (xp\_poeni, kolicina\_zlato, vreme\_pocetka, vreme\_trajanja, id\_igraca) VALUES (600, 150, TO\_DATE('2024-05-01','YYYY-MM-DD'), 150.9, 100002);

INSERT INTO SESIJA (xp\_poeni, kolicina\_zlato, vreme\_pocetka, vreme\_trajanja, id\_igraca) VALUES (300, 80, TO\_DATE('2024-05-02','YYYY-MM-DD'), 80.6, 100003);

-- =========================================================

-- 12. CAROBNJAK\_MAGIJE

-- =========================================================

REM INSERTING into CAROBNJAK\_MAGIJE

SET DEFINE OFF;

INSERT INTO carobnjak\_magije (id\_carobnjaka, magija) VALUES ('Carobnjak', 'Vatra');

-- =========================================================

-- 13. SVESTENIK\_BLAGOSLOV

-- =========================================================

REM INSERTING into SVESTENIK\_BLAGOSLOV

SET DEFINE OFF;

INSERT INTO svestenik\_blagoslov (id\_svestenika, tip\_blagoslova) VALUES ('Svestenik', 'Snaga');

-- =========================================================

-- 14. IGRAO

-- =========================================================

REM INSERTING into IGRAO

SET DEFINE OFF;

INSERT INTO igrao (id\_igraca, naziv\_staze, broj\_igranja, broj\_savladanih\_neprijatelja) VALUES (100000, 'Pustinja', 3, 10);

INSERT INTO igrao (id\_igraca, naziv\_staze, broj\_igranja, broj\_savladanih\_neprijatelja) VALUES (100000, 'Suma', 5, 50);

INSERT INTO igrao (id\_igraca, naziv\_staze, broj\_igranja, broj\_savladanih\_neprijatelja) VALUES (100001, 'Pustinja', 1, 3);

INSERT INTO igrao (id\_igraca, naziv\_staze, broj\_igranja, broj\_savladanih\_neprijatelja) VALUES (100002, 'Suma', 2, 4);

INSERT INTO igrao (id\_igraca, naziv\_staze, broj\_igranja, broj\_savladanih\_neprijatelja) VALUES (100001, 'Suma', 3, 10);

INSERT INTO igrao (id\_igraca, naziv\_staze, broj\_igranja, broj\_savladanih\_neprijatelja) VALUES (100003, 'Pustinja', 10, 100);

-- =========================================================

-- 13. IGRAO TIM

-- =========================================================

REM INSERTING into IGRAO\_TIM

SET DEFINE OFF;

INSERT INTO igrao\_tim (naziv\_tima, naziv\_staze) VALUES ('SILA', 'Planina');

INSERT INTO igrao\_tim (naziv\_tima, naziv\_staze) VALUES ('Senke', 'Mocvara');

INSERT INTO igrao\_tim (naziv\_tima, naziv\_staze) VALUES ('Vitezovi', 'Planina');

-- =========================================================

-- 14. KORISTI

-- =========================================================

REM INSERTING into KORISTI

SET DEFINE OFF;

INSERT INTO koristi (id\_igraca, id\_kljucnog\_predmeta) VALUES (100000, 100003);

INSERT INTO koristi (id\_igraca, id\_kljucnog\_predmeta) VALUES (100002, 100004);

INSERT INTO koristi (id\_igraca, id\_kljucnog\_predmeta) VALUES (100003, 100003);

-- =========================================================

-- 15. KLJUCNI\_ZA

-- =========================================================

REM INSERTING into KLJUCNI\_ZA

SET DEFINE OFF;

INSERT INTO kljucni\_za (naziv\_staze, id\_kljucnog\_predmeta) VALUES ('Suma', 100004);

INSERT INTO kljucni\_za (naziv\_staze, id\_kljucnog\_predmeta) VALUES ('Pustinja', 100003);

-- =========================================================

-- 15. KUPIO

-- =========================================================

REM INSERTING into KUPIO

SET DEFINE OFF;

INSERT INTO kupio (id\_igraca, id\_opreme) VALUES (100000, 100000);

INSERT INTO kupio (id\_igraca, id\_opreme) VALUES (100001, 100001);

INSERT INTO kupio (id\_igraca, id\_opreme) VALUES (100002, 100002);

INSERT INTO kupio (id\_igraca, id\_opreme) VALUES (100003, 100002);

-- =========================================================

-- 16. MOZE\_ISKORISTITI

-- =========================================================

REM INSERTING into MOZE\_ISKORISTITI

SET DEFINE OFF;

INSERT INTO moze\_iskoristiti (id\_predmeta, naziv\_rase) VALUES (100000, 'Vilenjak');

INSERT INTO moze\_iskoristiti (id\_predmeta, naziv\_rase) VALUES (100000, 'Ork');

INSERT INTO moze\_iskoristiti (id\_predmeta, naziv\_rase) VALUES (100002, 'Covek');

-- =========================================================

-- 17. MOZE\_KORISTITI\_RASE

-- =========================================================

REM INSERTING into MOZE\_KORISTITI\_RASE

SET DEFINE OFF;

INSERT INTO MOZE\_KORISTITI\_RASE (id\_opreme, naziv\_rase)VALUES (100000, 'Vilenjak');

INSERT INTO MOZE\_KORISTITI\_RASE (id\_opreme, naziv\_rase)VALUES (100001, 'Patuljak');

INSERT INTO MOZE\_KORISTITI\_RASE (id\_opreme, naziv\_rase)VALUES (100002, 'Ork');

INSERT INTO MOZE\_KORISTITI\_RASE (id\_opreme, naziv\_rase)VALUES (100002, 'Covek');

-- =========================================================

-- 18. MOZE\_KORISTITI\_RASE

-- =========================================================

REM INSERTING into MOZE\_KORISTITI\_KLASE

SET DEFINE OFF;

INSERT INTO MOZE\_KORISTITI\_KLASE (id\_opreme, naziv\_klase)VALUES (100000, 'Oklopnik');

INSERT INTO MOZE\_KORISTITI\_KLASE (id\_opreme, naziv\_klase)VALUES (100001, 'Carobnjak');

INSERT INTO MOZE\_KORISTITI\_KLASE (id\_opreme, naziv\_klase)VALUES (100002, 'Lopov');

INSERT INTO MOZE\_KORISTITI\_KLASE (id\_opreme, naziv\_klase)VALUES (100002, 'Svestenik');

-- =========================================================

-- 19. NALAZI\_SE\_NA

-- =========================================================

REM INSERTING into NALAZI\_SE\_NA

SET DEFINE OFF;

INSERT INTO NALAZI\_SE\_NA (id\_predmeta, naziv\_staze) VALUES (100004, 'Pustinja');

INSERT INTO NALAZI\_SE\_NA (id\_predmeta, naziv\_staze) VALUES (100003, 'Suma');

INSERT INTO NALAZI\_SE\_NA (id\_predmeta, naziv\_staze) VALUES (100003, 'Pustinja');

-- =========================================================

-- 20. UCESTVOVAO\_U

-- =========================================================

REM INSERTING into UCESTVOVAO\_U

SET DEFINE OFF;

INSERT INTO UCESTVOVAO\_U (naziv\_tima, id\_borbe, plasman) VALUES ('Vitezovi', 1000000000, 1);

INSERT INTO UCESTVOVAO\_U (naziv\_tima, id\_borbe, plasman) VALUES ('Senke', 1000000001, 1);

INSERT INTO UCESTVOVAO\_U (naziv\_tima, id\_borbe, plasman) VALUES ('SILA', 1000000002, 1);

INSERT INTO UCESTVOVAO\_U (naziv\_tima, id\_borbe, plasman) VALUES ('SILA', 1000000000, 2);

INSERT INTO UCESTVOVAO\_U (naziv\_tima, id\_borbe, plasman) VALUES ('SILA', 1000000001, 3);

-- =========================================================

-- 21. ZAHTEVA\_KLASU

-- =========================================================

REM INSERTING into ZAHTEVA\_KLASU

SET DEFINE OFF;

INSERT INTO ZAHTEVA\_KLASU (naziv\_staze, naziv\_klase) VALUES ('Pustinja', 'Oklopnik');

INSERT INTO ZAHTEVA\_KLASU (naziv\_staze, naziv\_klase) VALUES ('Suma', 'Carobnjak');

INSERT INTO ZAHTEVA\_KLASU (naziv\_staze, naziv\_klase) VALUES ('Planina', 'Lopov');

-- =========================================================

-- 22. ZAHTEVA\_RASU

-- =========================================================

REM INSERTING into ZAHTEVA\_RASU

SET DEFINE OFF;

INSERT INTO ZAHTEVA\_RASU (naziv\_staze, naziv\_rase) VALUES ('Suma', 'Patuljak');

INSERT INTO ZAHTEVA\_RASU (naziv\_staze, naziv\_rase) VALUES ('Mocvara', 'Ork');