```
create table MEMBER (
        BIGINT not null,
 ID
           VARCHAR(36) not null,
 EMAIL
 PASSWORD VARCHAR(128) not null,
                VARCHAR(36) not null,
 FIRSTNAME
               VARCHAR(36) not null,
LASTNAME
ALTER table MEMBER ALTER COLUMN EMAIL TYPE TEXT;
ALTER table MEMBER ALTER COLUMN PASSWORD TYPE
TEXT;
ALTER table MEMBER ALTER COLUMN FIRSTNAME TYPE
TEXT:
ALTER table MEMBER ALTER COLUMN LASTNAME TYPE
TEXT;
ALTER table MEMBER ALTER COLUMN id ADD GENERATED
ALWAYS AS IDENTITY;
alter table MEMBER add constraint MEMBER_PK primary
key (ID);
alter table MEMBER add constraint MEMBER UK unique
(EMAIL);
ALTER TABLE MEMBER DROP COLUMN FIRSTNAME;
ALTER TABLE MEMBER DROP COLUMN LASTNAME;
ALTER TABLE MEMBER ADD COLUMN phone TEXT;
ALTER TABLE MEMBER ADD COLUMN Description TEXT;
ALTER TABLE MEMBER ADD COLUMN City TEXT;
ALTER TABLE MEMBER ADD COLUMN photo TEXT;
ALTER TABLE MEMBER ADD COLUMN imagedata BYTEA;
```

create table MEMBER(ID BIGINT, EMAIL VARCHAR(36), PASSWORD VARCHAR(36), FIRSTNAME VARCHAR(36), LASTNAME VARCHAR(36));

## ALTER TABLE ROLE RENAME COLUMN ROLE NAME TO NAME;

Create table ROLE(Id BIGINT, NAME VARCHAR(30));

ALTER table ROLE ALTER COLUMN NAME TYPE TEXT;

ALTER table ROLE ALTER COLUMN id ADD GENERATED ALWAYS AS IDENTITY;

alter table ROLE add constraint ROLE\_PK primary key (Id);

alter table ROLE add constraint ROLE\_UK unique (ROLE\_NAME);

create table MEMBER\_ROLES(ID BIGINT, MEMBER\_EMAIL VARCHAR(36),
ROLE\_NAME VARCHAR(36));

ALTER table MEMBER\_ROLES ALTER COLUMN MEMBER\_EMAIL TYPE TEXT;

ALTER table MEMBER\_ROLES ALTER COLUMN ROLE\_NAME TYPE TEXT;

ALTER table MEMBER\_ROLES ALTER COLUMN id ADD GENERATED ALWAYS AS IDENTITY;

alter table MEMBER\_ROLES add constraint MEMBER\_ROLE\_PK primary key (ID);

alter table MEMBER\_ROLES add constraint MEMBER\_ROLE\_UK unique (MEMBER\_EMAIL, ROLE\_NAME);

alter table MEMBER\_ROLES add constraint MEMBER\_ROLE\_FK1 foreign key (MEMBER\_EMAIL) references MEMBER (EMAIL);

alter table MEMBER\_ROLES add constraint MEMBER\_ROLE\_FK2 foreign key (ROLE\_NAME) references ROLE (NAME);