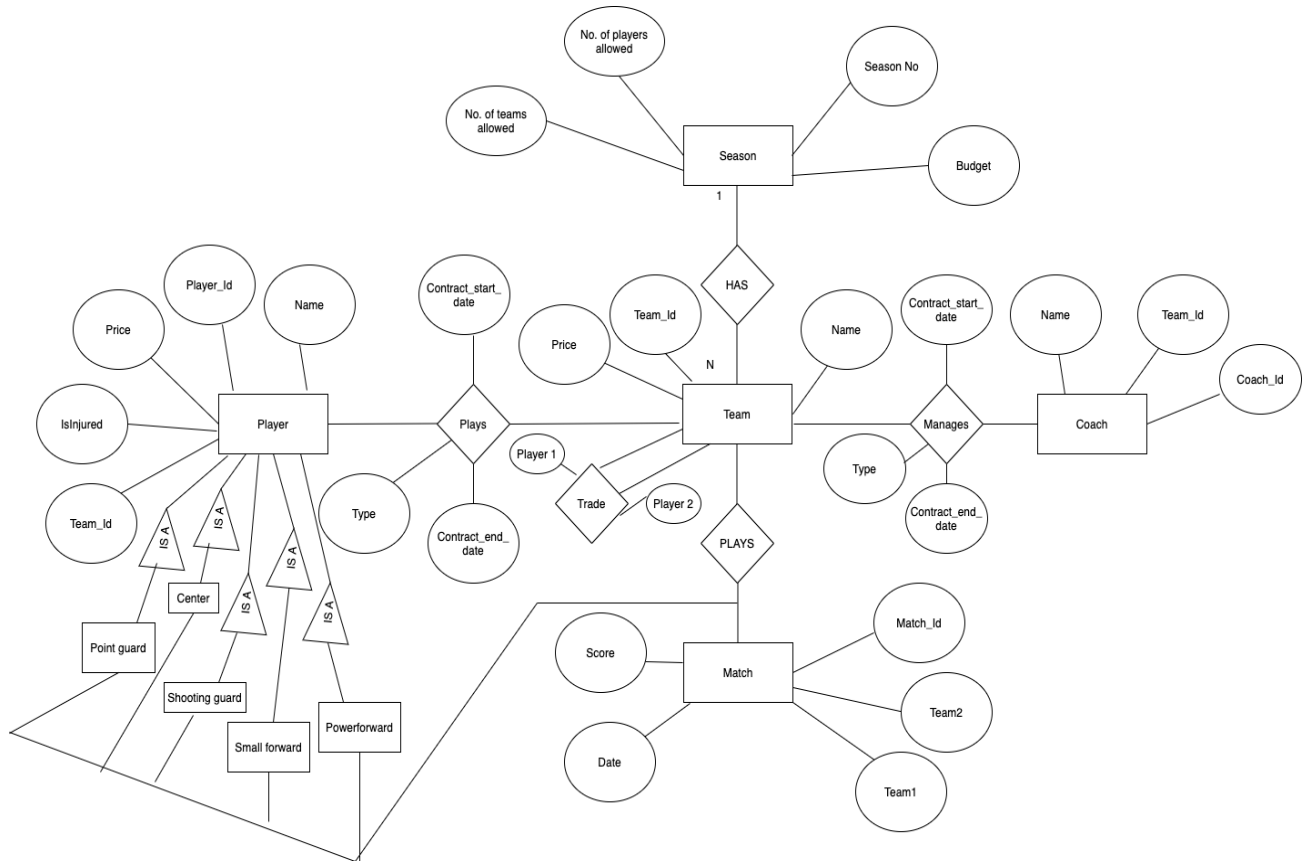


Assignment 2

Q1.



Q2.

```
CREATE DATABASE basketball;
```

```
USE basketball;
```

```
CREATE TABLE IF NOT EXISTS league(
    season_no int NOT NULL AUTO_INCREMENT,
    no_of_teams int NOT NULL CHECK(no_of_teams > 0),
    no_of_players int NOT NULL CHECK(no_of_players > 6),
    budget double int NULL CHECK(budget > 0),
```

```
PRIMARY KEY (season_no)
);
CREATE TABLE IF NOT EXISTS team(
    team_id int NOT NULL,
    team_name varchar(255) NOT NULL ,
    team_price int NOT NULL,
    team_coach int NOT NULL,
    PRIMARY KEY (id),
    FOREIGN KEY (team_price) REFERENCES player(player_price),
    FOREIGN KEY (team_coach) REFERENCES coach(coach_id)
);
```

```
CREATE TABLE IF NOT EXISTS player(
    player_id int NOT NULL ,
    player_name varchar(255) NOT NULL,
    player_price double NOT NULL,
    team_id INT,
    is_injured boolean NOT NULL DEFAULT 0,
    contract_start_date DATE NOT NULL,
    contract_end_date DATE NOT NULL,
    contract_type varchar(12) NOT NULL,
    position int position_id NOT NULL,
    PRIMARY KEY (player_id),
    FOREIGN KEY (team_id) REFERENCES team(team_id)
);
```

```
CREATE TABLE IF NOT EXISTS position(  
    id int NOT NULL,  
    name varchar(255) NOT NULL,  
    PRIMARY KEY (id),  
);
```

```
CREATE TABLE IF NOT EXISTS contract(  
    contract_id int NOT NULL,  
    team_id int NOT NULL,  
    player_id int NOT NULL,  
    PRIMARY KEY (id),  
    FOREIGN KEY (team_id) REFERENCES team(team_id),  
    FOREIGN KEY (player_id) REFERENCES player(player_id)  
);
```

```
CREATE TABLE IF NOT EXISTS coach(  
    coach_id int NOT NULL,  
    coach_name varchar(255) NOT NULL ,  
    team_id int NOT NULL,  
    contract_start_date DATE NOT NULL,  
    contract_end_date DATE NOT NULL,  
    contract_type varchar(12) NOT NULL,  
    PRIMARY KEY (coach_id),  
    FOREIGN KEY (team_id) REFERENCES team(team_id),  
);
```

```
CREATE TABLE IF NOT EXISTS matches(  
    match_id int NOT NULL ,  
    team1_name varchar(255) NOT NULL,  
    team2_name varchar(255) NOT NULL,  
    score_team1 int NOT NULL,  
    score_team2 int NOT NULL.  
    PRIMARY KEY (match_id),  
    FOREIGN KEY (team1_name) REFERENCES team(team_name),  
    FOREIGN KEY (team2_name) REFERENCES team(team_name)  
);
```

Q3.

```
INSERT INTO league(season_no, no_of_teams, no_of_players, budget) SELECT  
FLOOR(RAND()*(25-10+1))+10,
```

```
FLOOR(RAND()*(10-5+1))+5,  
FLOOR(RAND()*(15-6+1))+6,  
1000000 + (CONVERT(INT, CRYPT_GEN_RANDOM(3)) % 1000000);
```

Q4.

a. CREATE FUNCTION add_injury_list(plyr_id int) RETURNS void AS \$\$

```
DECLARE
```

```
BEGIN
```

```
UPDATE player SET is_injured = true WHERE player_id = plyr_id
```

```
END;
```

```
$$ LANGUAGE plpgsql;
```

CREATE FUNCTION remove_injury_list(plyr_id int) RETURNS void AS \$\$

```
DECLARE
```

```
BEGIN
```

```
UPDATE player SET is_injured = false WHERE player_id = plyr_id
```

```
END;
```

```
$$ LANGUAGE plpgsql;
```

b. CREATE FUNCTION player_trade(team1_id int, plyr1_id int, team2_id int, plyr2_id int)
RETURNS void AS \$\$

```
DECLARE
```

```
BEGIN
```

```
UPDATE player SET team_id = team2_id WHERE player_id = plyr1_id;
```

```
UPDATE player SET team_id = team1_id WHERE player_id = plyr2_id;
```

```
UPDATE contract SET player_id = player2_id WHERE team_id = team1_id;
```

```
UPDATE contract SET player_id = player1_id WHERE team_id = team2_id;
```

```
END;
```

```
$$ LANGUAGE plpgsql;
```

c. Select

```
(SELECT player_id FROM player WHERE team_id=1 AND position=1 ORDER by price DESC  
LIMIT 1) AS "PointGuard"
```

```
(SELECT player_id FROM player WHERE team_id=1 AND position=2 ORDER by price DESC  
LIMIT 1) AS "ShootingGuard"
```

```
(SELECT player_id FROM player WHERE team_id=1 AND position=3 ORDER by price DESC  
LIMIT 1) AS "SmallForward"
```

```
(SELECT player_id FROM player WHERE team_id=1 AND position=4 ORDER by price DESC  
LIMIT 1) AS "PowerForward"
```

```
(SELECT player_id FROM player WHERE team_id=1 AND position=5 ORDER by price DESC  
LIMIT 1) AS "Center"
```

d. SELECT * FROM team ORDER BY team_price DESC

SELECT * FROM player ORDER BY player_price DESC