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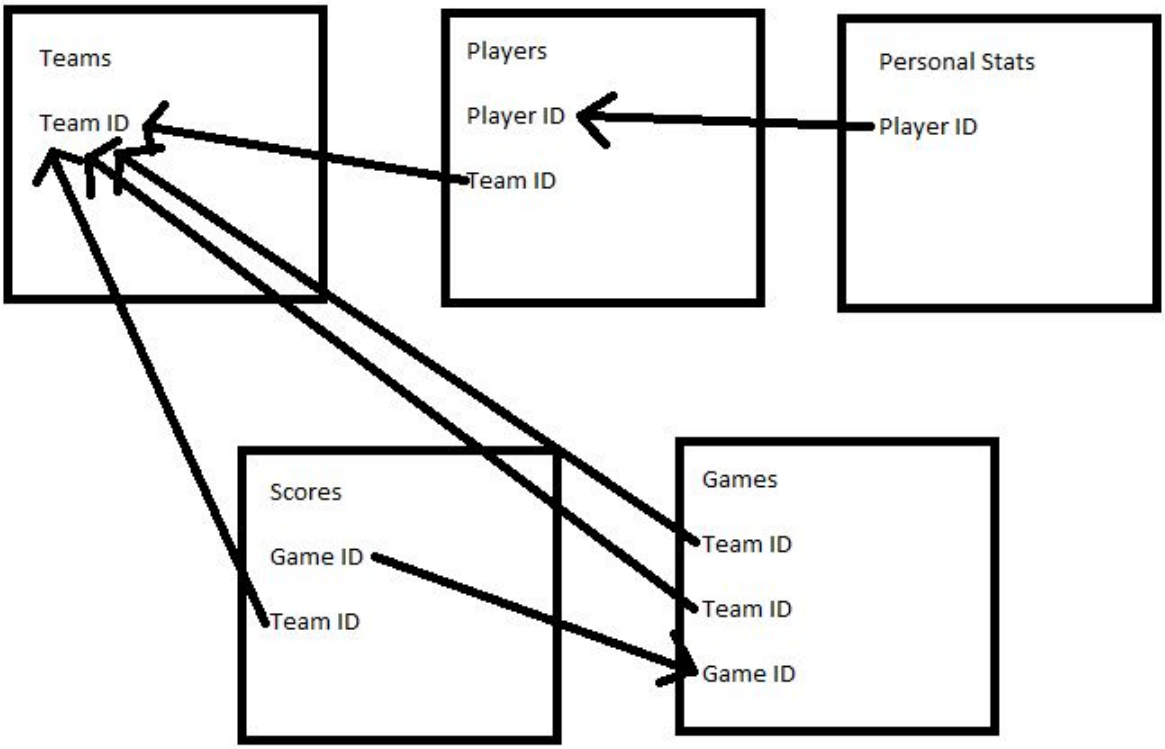
Current Module: SQL
Project Name: Sports League

Project Goals:
Build tables in a database to represent a league and its stats, fill the tables, and build queries to pull data from the tables.

Considerations:
o SQL queries are unwieldy.
o Good design here involves interconnected tables.
o Use fewest hard-coded values as possible.

Initial Design:
There are tables representing teams, players, players vital statistics, games, and scores. Players have team-ids to connect them to a team, and player ids/player-numbers to represent jersey numbers and connect them to their stats. Games have game-ids to connect to their scores, and scores have team-ids to identify the team that achieved the score.



Data Flow:
Arguments are entered into the tables by the step06.sql file, or at the mysql command prompt. Data is extracted via subsequent .sql files, or mysql command prompt.

Communication Protocol:
None.

Potential Pitfalls:
o Awkward, clunky SQL language.

Test Plan:

User Test:

Multiple runs of the program, using every variation/combination of options and inputs the user can think of.

Test Cases:

All test cases completed with correct output.

Conclusion:
SQL may be fast, effective, and space/processing efficient, however the language is far from straightforward, and is difficult to work with. Or rather to work around. Ultimately a user can do a great deal of entry, storage, and complex referencing of data into the SQL database, but the command structure leaves much to be desired. I'd really enjoy loops, if statements, and the ability to reference things by index, for example. Perhaps the python library we're soon to be introduced to will add these much needed features.