Práctica 3-1

Realizado por: Jesús Padilla Crespo

Interfaz de usuario gráfica, Aplicación

Descripción generada automáticamente con confianza media

Interfaz de usuario gráfica

Descripción generada automáticamente con confianza mediaInterfaz de usuario gráfica

Descripción generada automáticamente con confianza bajaInterfaz de usuario gráfica, Aplicación

Descripción generada automáticamenteInterfaz de usuario gráfica, Aplicación

Descripción generada automáticamente con confianza media

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[1:N]

1. Plantea un enunciado (piensa en como mínimo el proyecto debe contener 3 tablas)

ENUNCIADO-Queremos crear una base de datos sobre el videojuego Pokémon 1 Generación.

En la base de datos debe constar las ubicaciones del juego, de las cuales nos interesa saber su ID, nombre, Si tiene gimnasio el ID del gimnasio, si la ubicación tiene un evento legendario y la población. El segundo aspecto del juego que nos interesa almacenar son los Pokémon, de los cuales queremos saber su N.º de Pokedex, su nombre, su 1 tipo, y si tiene segundo también queremos almacenarlo, si tienen o no evolución, su ID de Ubicación donde poder capturarlos y el ID de pokeball que recomiendan para capturar dicho Pokémon.

Respecto a las pokeball, queremos almacenar su ID, su nombre, precio y Porcentaje de captura.

En los gimnasios queremos almacenar el ID, los nombres de los líderes de cada gimnasio, el tipo de gimnasio, la medalla y si tienen evento de MO y su ID de ubicación en la que se encuentran. Por último queremos almacenar los datos de la MO, tales como su ID, su nombre, Objetivo y el ID donde se puede obtener.

Además tenemos información adicional respecto a ciertos datos de la base.

Conocemos que en todas las ubicaciones hay varios Pokémon y varios Pokémon en todas las ubicaciones. Sólo algunas ubicaciones tienen gimnasio y solo hay un gimnasio por ubicación. En los gimnasios algunos entregan MO pero no todos, y sólo se entrega una MO por gimnasio con permiso de entrega.

Respecto los Pokémon, sólo se pueden capturar por una Pokeball pero se pueden utilizar varias pokeball por Pokémon (depende de si se ha capturado o no).

2. Obtener el modelo ER.

3. A partir del Modelo ER obtener el modelo Relacional.

Utilizaré Modelo Realacional con Propagación:

**GIMNASIO**(**ID\_Gimansio**,Nombre\_Líder,Tipo\_Gimnasio,**ID\_Ubicación**,ID\_MO)

**UBICACIÓN**(**ID\_Ubicación**,Nombre\_Ubicación,Tiene\_Gimnasio,Población,**ID\_Gimnasio**)

**MOs**(**ID\_MO**,Nombre\_MO,Objetivo, **ID\_Ubicación**)

**POKEMON**(**Nº\_Pokedex**,Nombre,Tipo1,Tipo2,Evolución, **ID\_Ubicación**,**ID\_Pokeball**)

**POKEBALL**(**ID\_Pokeball**,Nombre\_Pokeball,Precio,Porcentaje\_Captura)

4. Crea en Mysql todas las tablas (La parte de DDL)

5. Inserta un mínimo de 5 filas por tabla.

6. Consultas:

a. Crea 10 búsquedas sencillas usando IN, BETWEEN, ...

b. Crea 5 búsquedas con Subselect

c. Crea 5 búsquedas con Join

d. Haz 5 Actualizaciones de las tablas con condiciones.

e. Borra alguna fila

7. Uso de Funciones. Aplica 5 funciones de las vistas en clase en algún ejemplo.

Create database practica31;

use practica31;

CREATE TABLE POKEMON (

  N\_POKEDEX int(3) NOT NULL,

  NOMBRE varchar(20) NOT NULL,

  TIPO1 varchar(20) NOT NULL,

  TIPO2 varchar(20),

  EVOLUCION ENUM("SI","NO") DEFAULT "NO" NOT NULL,

  ID\_UBICACION VARCHAR(3)NOT NULL,

  ID\_POKEBALL VARCHAR (2)NOT NULL,

  PRIMARY KEY (N\_POKEDEX)

);

INSERT INTO POKEMON VALUES(1,"Bulbasaur","PLANTA","VENENO","SI","PBS","PB");

INSERT INTO POKEMON VALUES(2,"Ivysaur","PLANTA","VENENO","SI","PBS","SB");

INSERT INTO POKEMON VALUES(3,"Venusaur","PLANTA","VENENO","NO","ISP","UB");

INSERT INTO POKEMON VALUES(4,"Charmander","FUEGO",NULL,"SI","CDV","PB");

INSERT INTO POKEMON VALUES(5,"Charmeleon","FUEGO",NULL,"NO","CDK","SB");

INSERT INTO POKEMON VALUES(6,"Charizard","FUEGO","VOLADOR","NO","CDV","UB");

INSERT INTO POKEMON VALUES(7,"Squirtle","AGUA",NULL,"SI","PBL","PB");

INSERT INTO POKEMON VALUES(8,"Wartortle","AGUA",NULL,"NO","CDP","SB");

INSERT INTO POKEMON VALUES(9,"Blastoise","AGUA",NULL,"NO","ISP","UB");

INSERT INTO POKEMON VALUES(10,"Caterpie","BICHO",NULL,"SI","CDP","PB");

INSERT INTO POKEMON VALUES(11,"Metapod","BICHO",NULL,"SI","CDK","SB");

INSERT INTO POKEMON VALUES(12,"Butterfree","BICHO","VOLADOR","NO","CDP","UB");

INSERT INTO POKEMON VALUES(13,"Weedle","BICHO","VENENO ","SI","CDF","PB");

INSERT INTO POKEMON VALUES(14,"Kakuna","BICHO","VENENO ","SI","ISC","SB");

INSERT INTO POKEMON VALUES(15,"Beedrill","BICHO","VENENO ","NO","ISC","UB");

INSERT INTO POKEMON VALUES(16,"Pidgey","NORMAL","VOLADOR","SI","CDP","PB");

INSERT INTO POKEMON VALUES(17,"Pidgeotto","NORMAL","VOLADOR","SI","PBL","SB");

INSERT INTO POKEMON VALUES(18,"Pidgeot","NORMAL","VOLADOR","NO","CDP","UB");

INSERT INTO POKEMON VALUES(19,"Rattata","NORMAL",NULL,"SI","CDK","PB");

INSERT INTO POKEMON VALUES(20,"Raticate","NORMAL",NULL,"NO","ISC","SB");

INSERT INTO POKEMON VALUES(21,"Spearow","NORMAL","VOLADOR","SI","ISP","PB");

INSERT INTO POKEMON VALUES(22,"Fearow","NORMAL","VOLADOR","NO","ISC","SB");

INSERT INTO POKEMON VALUES(23,"Ekans","VENENO ",NULL,"SI","CDA","PB");

INSERT INTO POKEMON VALUES(24,"Arbok","VENENO ",NULL,"NO","CDC","SB");

INSERT INTO POKEMON VALUES(25,"Pikachu","ELECTRICO",NULL,"SI","CDF","PB");

INSERT INTO POKEMON VALUES(26,"Raichu","ELECTRICO",NULL,"NO","PBS","SB");

INSERT INTO POKEMON VALUES(27,"Sandshrew","TIERRA",NULL,"SI","ISF","PB");

INSERT INTO POKEMON VALUES(28,"Sandslash","TIERRA",NULL,"NO","CDF","SB");

INSERT INTO POKEMON VALUES(29,"Nidoran♀","VENENO ",NULL,"SI","ISC","PB");

INSERT INTO POKEMON VALUES(30,"Nidorina","VENENO ",NULL,"SI","CDC","SB");

INSERT INTO POKEMON VALUES(31,"Nidoqueen","VENENO ","TIERRA","NO","CDP","UB");

INSERT INTO POKEMON VALUES(32,"Nidoran♂","VENENO ",NULL,"SI","ISF","PB");

INSERT INTO POKEMON VALUES(33,"Nidorino","VENENO ",NULL,"SI","ISP","SB");

INSERT INTO POKEMON VALUES(34,"Nidoking","VENENO ","TIERRA","NO","CDA","UB");

INSERT INTO POKEMON VALUES(35,"Clefairy","HADA",NULL,"SI","CDK","PB");

INSERT INTO POKEMON VALUES(36,"Clefable","HADA",NULL,"NO","PBP","SB");

INSERT INTO POKEMON VALUES(37,"Vulpix","FUEGO",NULL,"SI","ISF","PB");

INSERT INTO POKEMON VALUES(38,"Ninetales","FUEGO",NULL,"NO","PBP","SB");

INSERT INTO POKEMON VALUES(39,"Jigglypuff","NORMAL",NULL,"SI","PBP","PB");

INSERT INTO POKEMON VALUES(40,"Wigglytuff","NORMAL",NULL,"NO","ISC","SB");

INSERT INTO POKEMON VALUES(41,"Zubat","VENENO ","VOLADOR","SI","CDA","PB");

INSERT INTO POKEMON VALUES(42,"Golbat","VENENO ","VOLADOR","NO","ISF","SB");

INSERT INTO POKEMON VALUES(43,"Oddish","PLANTA","VENENO ","SI","PBP","PB");

INSERT INTO POKEMON VALUES(44,"Gloom","PLANTA","VENENO ","SI","CDF","SB");

INSERT INTO POKEMON VALUES(45,"Vileplume","PLANTA","VENENO ","SI","CDK","UB");

INSERT INTO POKEMON VALUES(46,"Paras","BICHO","PLANTA","NO","PBL","PB");

INSERT INTO POKEMON VALUES(47,"Parasect","BICHO","PLANTA","NO","ISC","SB");

INSERT INTO POKEMON VALUES(48,"Venonat","BICHO","VENENO ","SI","ISF","PB");

INSERT INTO POKEMON VALUES(49,"Venomoth","BICHO","VENENO ","NO","PBS","SB");

INSERT INTO POKEMON VALUES(50,"Diglett","TIERRA",NULL,"SI","CDA","PB");

INSERT INTO POKEMON VALUES(51,"Dugtrio","TIERRA",NULL,"NO","CDK","SB");

INSERT INTO POKEMON VALUES(52,"Meowth","NORMAL",NULL,"SI","PBL","PB");

INSERT INTO POKEMON VALUES(53,"Persian","NORMAL",NULL,"NO","CDV","SB");

INSERT INTO POKEMON VALUES(54,"Psyduck","AGUA",NULL,"SI","CDA","PB");

INSERT INTO POKEMON VALUES(55,"Golduck","AGUA",NULL,"NO","PBS","SB");

INSERT INTO POKEMON VALUES(56,"Mankey","LUCHA",NULL,"SI","CDV","PB");

INSERT INTO POKEMON VALUES(57,"Primeape","LUCHA",NULL,"NO","CDA","SB");

INSERT INTO POKEMON VALUES(58,"Growlithe","FUEGO",NULL,"SI","CDC","PB");

INSERT INTO POKEMON VALUES(59,"Arcanine","FUEGO",NULL,"NO","PBL","SB");

INSERT INTO POKEMON VALUES(60,"Poliwag","AGUA",NULL,"SI","PBP","PB");

INSERT INTO POKEMON VALUES(61,"Poliwhirl","AGUA",NULL,"SI","PBL","SB");

INSERT INTO POKEMON VALUES(62,"Poliwrath","AGUA","LUCHA","NO","ISF","UB");

INSERT INTO POKEMON VALUES(63,"Abra","PSIQUICO",NULL,"SI","CDP","PB");

INSERT INTO POKEMON VALUES(64,"Kadabra","PSIQUICO",NULL,"SI","CDV","SB");

INSERT INTO POKEMON VALUES(65,"Alakazam","PSIQUICO",NULL,"NO","CDV","UB");

INSERT INTO POKEMON VALUES(66,"Machop","LUCHA",NULL,"SI","CDF","PB");

INSERT INTO POKEMON VALUES(67,"Machoke","LUCHA",NULL,"SI","CDC","SB");

INSERT INTO POKEMON VALUES(68,"Machamp","LUCHA",NULL,"NO","PBS","UB");

INSERT INTO POKEMON VALUES(69,"Bellsprout","PLANTA","VENENO ","SI","CDP","PB");

INSERT INTO POKEMON VALUES(70,"Weepinbell","PLANTA","VENENO ","SI","CDK","SB");

INSERT INTO POKEMON VALUES(71,"Victreebel","PLANTA","VENENO ","NO","ISC","UB");

INSERT INTO POKEMON VALUES(72,"Tentacool","AGUA","VENENO ","SI","CDP","PB");

INSERT INTO POKEMON VALUES(73,"Tentacruel","AGUA","VENENO ","NO","ISC","SB");

INSERT INTO POKEMON VALUES(74,"Geodude","ROCA","TIERRA","SI","CDF","PB");

INSERT INTO POKEMON VALUES(75,"Graveler","ROCA","TIERRA","NO","CDK","SB");

INSERT INTO POKEMON VALUES(76,"Golem","ROCA","TIERRA","NO","CDK","UB");

INSERT INTO POKEMON VALUES(77,"Ponyta","FUEGO",NULL,"SI","CDF","PB");

INSERT INTO POKEMON VALUES(78,"Rapidash","FUEGO",NULL,"NO","CDC","SB");

INSERT INTO POKEMON VALUES(79,"Slowpoke","AGUA","PSIQUICO","SI","CDA","PB");

INSERT INTO POKEMON VALUES(80,"Slowbro","AGUA","PSIQUICO","NO","CDV","SB");

INSERT INTO POKEMON VALUES(81,"Magnemite","ELECTRICO","ACERO","SI","CDK","PB");

INSERT INTO POKEMON VALUES(82,"Magneton","ELECTRICO","ACERO","NO","ISC","SB");

INSERT INTO POKEMON VALUES(83,"Farfetch'd","NORMAL","VOLADOR","NO","PBS","PB");

INSERT INTO POKEMON VALUES(84,"Doduo","NORMAL","VOLADOR","SI","CDA","PB");

INSERT INTO POKEMON VALUES(85,"Dodrio","NORMAL","VOLADOR","NO","CDV","PB");

INSERT INTO POKEMON VALUES(86,"Seel","AGUA",NULL,"SI","ISF","GB");

INSERT INTO POKEMON VALUES(87,"Dewgong","AGUA","HIELO","NO","PBP","PB");

INSERT INTO POKEMON VALUES(88,"Grimer","VENENO ",NULL,"SI","PBL","GB");

INSERT INTO POKEMON VALUES(89,"Muk","VENENO ",NULL,"NO","ISP","PB");

INSERT INTO POKEMON VALUES(90,"Shellder","AGUA",NULL,"SI","ISP","GB");

INSERT INTO POKEMON VALUES(91,"Cloyster","AGUA","HIELO","NO","ISF","GB");

INSERT INTO POKEMON VALUES(92,"Gastly","FANTASMA","VENENO ","SI","ISP","PB");

INSERT INTO POKEMON VALUES(93,"Haunter","FANTASMA","VENENO ","SI","CDV","SB");

INSERT INTO POKEMON VALUES(94,"Gengar","FANTASMA","VENENO ","NO","CDA","UB");

INSERT INTO POKEMON VALUES(95,"Onix","ROCA","TIERRA","NO","CDC","UB");

INSERT INTO POKEMON VALUES(96,"Drowzee","PSIQUICO",NULL,"SI","CDA","PB");

INSERT INTO POKEMON VALUES(97,"Hypno","PSIQUICO",NULL,"NO","PBS","SB");

INSERT INTO POKEMON VALUES(98,"Krabby","AGUA",NULL,"SI","PBS","PB");

INSERT INTO POKEMON VALUES(99,"Kingler","AGUA",NULL,"NO","ISF","SB");

INSERT INTO POKEMON VALUES(100,"Voltorb","ELECTRICO",NULL,"SI","CDF","SB");

INSERT INTO POKEMON VALUES(101,"Electrode","ELECTRICO",NULL,"NO","ISP","PB");

INSERT INTO POKEMON VALUES(102,"Exeggcute","PLANTA","PSIQUICO","SI","CDC","SB");

INSERT INTO POKEMON VALUES(103,"Exeggutor","PLANTA","PSIQUICO","NO","ISP","PB");

INSERT INTO POKEMON VALUES(104,"Cubone","TIERRA",NULL,"SI","CDF","SB");

INSERT INTO POKEMON VALUES(105,"Marowak","TIERRA",NULL,"NO","CDV","SB");

INSERT INTO POKEMON VALUES(106,"Hitmonlee","LUCHA",NULL,"NO","PBP","UB");

INSERT INTO POKEMON VALUES(107,"Hitmonchan","LUCHA",NULL,"NO","PBS","UB");

INSERT INTO POKEMON VALUES(108,"Lickitung","NORMAL",NULL,"NO","ISC","SB");

INSERT INTO POKEMON VALUES(109,"Koffing","VENENO ",NULL,"SI","ISP","PB");

INSERT INTO POKEMON VALUES(110,"Weezing","VENENO ",NULL,"NO","PBL","PB");

INSERT INTO POKEMON VALUES(111,"Rhyhorn","TIERRA","ROCA","SI","CDC","SB");

INSERT INTO POKEMON VALUES(112,"Rhydon","TIERRA","ROCA","NO","ISP","PB");

INSERT INTO POKEMON VALUES(113,"Chansey","NORMAL",NULL,"NO","CDV","PB");

INSERT INTO POKEMON VALUES(114,"Tangela","PLANTA",NULL,"NO","PBL","PB");

INSERT INTO POKEMON VALUES(115,"Kangaskhan","NORMAL",NULL,"NO","ISP","SB");

INSERT INTO POKEMON VALUES(116,"Horsea","AGUA",NULL,"SI","CDA","SB");

INSERT INTO POKEMON VALUES(117,"Seadra","AGUA",NULL,"NO","PBL","PB");

INSERT INTO POKEMON VALUES(118,"Goldeen","AGUA",NULL,"SI","CDC","PB");

INSERT INTO POKEMON VALUES(119,"Seaking","AGUA",NULL,"NO","PBP","SB");

INSERT INTO POKEMON VALUES(120,"Staryu","AGUA",NULL,"SI","PBL","PB");

INSERT INTO POKEMON VALUES(121,"Starmie","AGUA",NULL,"NO","ISF","PB");

INSERT INTO POKEMON VALUES(122,"Mr. Mime","PSIQUICO","HADA","NO","CDC","PB");

INSERT INTO POKEMON VALUES(123,"Scyther","BICHO",NULL,"NO","ISP","SB");

INSERT INTO POKEMON VALUES(124,"Jynx","HIELO","PSIQUICO","NO","PBP","PB");

INSERT INTO POKEMON VALUES(125,"Electabuzz","ELECTRICO",NULL,"NO","PBP","SB");

INSERT INTO POKEMON VALUES(126,"Magmar","FUEGO",NULL,"NO","CDA","SB");

INSERT INTO POKEMON VALUES(127,"Pinsir","BICHO",NULL,"NO","CDK","PB");

INSERT INTO POKEMON VALUES(128,"Tauros","NORMAL",NULL,"NO","PBL","PB");

INSERT INTO POKEMON VALUES(129,"Magikarp","AGUA",NULL,"SI","CDC","PB");

INSERT INTO POKEMON VALUES(130,"Gyarados","AGUA","VOLADOR","NO","PBS","UB");

INSERT INTO POKEMON VALUES(131,"Lapras","AGUA","HIELO","NO","CDF","UB");

INSERT INTO POKEMON VALUES(132,"Ditto","NORMAL",NULL,"NO","CDP","PB");

INSERT INTO POKEMON VALUES(133,"Eevee","NORMAL",NULL,"SI","ISF","UB");

INSERT INTO POKEMON VALUES(134,"Vaporeon","AGUA",NULL,"NO","PBS","SB");

INSERT INTO POKEMON VALUES(135,"Jolteon","ELECTRICO",NULL,"NO","CDF","SB");

INSERT INTO POKEMON VALUES(136,"Flareon","FUEGO",NULL,"NO","PBP","UB");

INSERT INTO POKEMON VALUES(137,"Porygon","NORMAL",NULL,"NO","CDA","SB");

INSERT INTO POKEMON VALUES(138,"Omanyte","ROCA","AGUA","SI","ISF","PB");

INSERT INTO POKEMON VALUES(139,"Omastar","ROCA","AGUA","NO","PBS","PB");

INSERT INTO POKEMON VALUES(140,"Kabuto","ROCA","AGUA","NO","CDP","PB");

INSERT INTO POKEMON VALUES(141,"Kabutops","ROCA","AGUA","NO","CDK","UB");

INSERT INTO POKEMON VALUES(142,"Aerodactyl","ROCA","VOLADOR","NO","CDV","UB");

INSERT INTO POKEMON VALUES(143,"Snorlax","NORMAL",NULL,"NO","ISF","UB");

INSERT INTO POKEMON VALUES(144,"Articuno","HIELO","VOLADOR","NO","ISC","MB");

INSERT INTO POKEMON VALUES(145,"Zapdos","ELECTRICO","VOLADOR","NO","ISP","MB");

INSERT INTO POKEMON VALUES(146,"Moltres","FUEGO","VOLADOR","NO","ISF","MB");

INSERT INTO POKEMON VALUES(147,"Dratini","DRAGÓN",NULL,"SI","PBL","PB");

INSERT INTO POKEMON VALUES(148,"Dragonair","DRAGÓN",NULL,"SI","CDP","SB");

INSERT INTO POKEMON VALUES(149,"Dragonite","DRAGÓN","VOLADOR","NO","ISC","UB");

INSERT INTO POKEMON VALUES(150,"Mewtwo","PSIQUICO",NULL,"NO","CDC","MB");

INSERT INTO POKEMON VALUES(151,"Mew","PSIQUICO",NULL,"NO","CDF","MB");

*---------------------------------------------------*

CREATE TABLE POKEBALL (

  ID\_POKEBALL VARCHAR (2)NOT NULL,

  NOMBRE\_POKEBALL varchar(30) NOT NULL,

  CAPTURA\_PORCENTAJE int(3) NOT NULL,

  PRECIO INT(10) NOT NULL,

  PRIMARY KEY (ID\_POKEBALL)

);

INSERT INTO POKEBALL VALUES("PB","POKEBALL",42,100);

INSERT INTO POKEBALL VALUES("SB","SUPERBALL",57,200);

INSERT INTO POKEBALL VALUES("UB","ULTRABALL",73,3000);

INSERT INTO POKEBALL VALUES("MB","MASTERBALL",100,1000000);

*---------------------------------------------------*

CREATE TABLE MOS (

  ID\_MO INT(2)NOT NULL AUTO\_INCREMENT,

  NOMBRE\_MO varchar(30) NOT NULL,

  ID\_UBICACION VARCHAR(3) NOT NULL,

  OBJETIVO VARCHAR(10) NOT NULL,

  PRIMARY KEY (ID\_MO)

);

INSERT INTO MOS (NOMBRE\_MO,ID\_UBICACION,OBJETIVO) VALUES("CORTE","CDK","ARBOL");

INSERT INTO MOS (NOMBRE\_MO,ID\_UBICACION,OBJETIVO) VALUES("VUELO","PBL","AIRE");

INSERT INTO MOS (NOMBRE\_MO,ID\_UBICACION,OBJETIVO) VALUES("SURF","ISF","LAGO");

INSERT INTO MOS (NOMBRE\_MO,ID\_UBICACION,OBJETIVO) VALUES("FUERZA","CDF","CAJA");

INSERT INTO MOS (NOMBRE\_MO,ID\_UBICACION,OBJETIVO) VALUES("ROMPE\_ROCAS","PBP","ROCA");

*---------------------------------------------------*

CREATE TABLE UBICACION (

  ID\_UBICACION VARCHAR (3)NOT NULL,

  NOMBRE\_UBICACION varchar(30) NOT NULL,

  ID\_GIMNASIO VARCHAR(10),

  TIENE\_LEGENDARIO ENUM("SI","NO") DEFAULT "NO" NOT NULL,

  POBLACION INT(10) NOT NULL,

  PRIMARY KEY (ID\_UBICACION)

);

INSERT INTO UBICACION VALUES("PBP","Pueblo Paleta","NPC2","NO",1520);

INSERT INTO UBICACION VALUES("CDV","Ciudad Verde",NULL,"NO",65841);

INSERT INTO UBICACION VALUES("CDP","Ciudad Plateada","NPC3","NO",147992);

INSERT INTO UBICACION VALUES("CDC","Ciudad Celeste",NULL,"SI",26328);

INSERT INTO UBICACION VALUES("CDK","Ciudad Carmín","NPC1","NO",25476);

INSERT INTO UBICACION VALUES("PBL","Pueblo Lavanda","NPC4","NO",856);

INSERT INTO UBICACION VALUES("CDA","Ciudad Azafrán",NULL,"NO",73223);

INSERT INTO UBICACION VALUES("CDF","Ciudad Fucsia","NPC5","SI",253689);

INSERT INTO UBICACION VALUES("ISC","Isla Canela","NPC6","SI",562);

INSERT INTO UBICACION VALUES("PBS","Pueblo Sésamo",NULL,"NO",115);

INSERT INTO UBICACION VALUES("ISP","Isla Petalia","NPC7","SI",4656);

INSERT INTO UBICACION VALUES("ISF","Isla Flaurelia","NPC8","SI",3571);

*---------------------------------------------------*

CREATE TABLE GIMNASIO (

  ID\_GIMNASIO VARCHAR(10)NOT NULL,

  NOMBRE\_LIDER varchar(50) NOT NULL,

  TIPO\_GIMNASIO VARCHAR(30) NOT NULL,

  NOMBRE\_MEDALLA VARCHAR(10) NOT NULL,

  ID\_UBICACION VARCHAR (3)NOT NULL,

  ID\_MO INT(2),

  PRIMARY KEY (ID\_GIMNASIO)

);

INSERT INTO GIMNASIO VALUES("NPC1","BROCK","ROCA","MARMOLITA","CDK",01);

INSERT INTO GIMNASIO VALUES("NPC2","CAPITAN\_ANTHONY","ELECTRICO","CHISPITA","PBP",05);

INSERT INTO GIMNASIO VALUES("NPC3","LANA","HIELO","CARAMBANITA","CDP",NULL);

INSERT INTO GIMNASIO VALUES("NPC4","SURFISTA\_FU","AGUA","OLEADITA","PBL",02);

INSERT INTO GIMNASIO VALUES("NPC5","CELIA","FUEGO","LLAMITA","CDF",04);

INSERT INTO GIMNASIO VALUES("NPC6","CHARLES","PLANTA","MARGARITA","ISC",NULL);

INSERT INTO GIMNASIO VALUES("NPC7","MIA","NORMAL","NORMALITA","ISP",NULL);

INSERT INTO GIMNASIO VALUES("NPC8","GIOVANNI","TIERRA","FANGONITA","ISF",03);

*---------------------------------------------------*

*---6. Consultas:*

*---a. Crea 10 búsquedas sencillas usando IN, BETWEEN, ...*

    SELECT ID\_POKEBALL FROM POKEBALL WHERE PRECIO BETWEEN 50 AND 800 ORDER BY NOMBRE\_POKEBALL;

    SELECT NOMBRE\_POKEBALL FROM POKEBALL WHERE NOT CAPTURA\_PORCENTAJE BETWEEN 60 AND 80;

    SELECT TIPO1,TIPO2 FROM POKEMON WHERE N\_POKEDEX BETWEEN 20 AND 30 ORDER BY 2;

        +*--------------+*

        | NOMBRE\_LIDER |

        +*--------------+*

        | CELIA        |

        | MIA          |

        | BROCK        |

        +*--------------+*

        3 rows in set (0.00 sec)

    SELECT N\_POKEDEX FROM POKEMON WHERE TIPO1 IN ("HIELO","TIERRA") ORDER BY NOMBRE;

    SELECT POBLACION FROM UBICACION WHERE ID\_UBICACION IN("ISC","ISF","ISP");

    SELECT NOMBRE\_UBICACION FROM UBICACION WHERE POBLACION BETWEEN 8000 AND 80000;

    SELECT ID\_GIMNASIO FROM GIMNASIO WHERE NOT ID\_MO BETWEEN 3 AND 5;

    SELECT NOMBRE\_LIDER FROM GIMNASIO WHERE NOMBRE\_MEDALLA IN ("NORMALITA","MARMOLITA","LLAMITA") ORDER BY TIPO\_GIMNASIO;

*-------------------*

    SELECT ID\_MO FROM MOS WHERE NOT OBJETIVO IN ("ARBOL","CAJA");

          +*-------+*

          | ID\_MO |

          +*-------+*

          |     2 |

          |     3 |

          |     5 |

          +*-------+*

      3 rows in set (0.00 sec)

    SELECT NOMBRE FROM POKEMON WHERE EVOLUCION IN("SI") LIMIT 10;

    SELECT \* FROM POKEMON LIMIT 10;

    SELECT N\_POKEDEX FROM POKEMON WHERE NOMBRE LIKE"B%" ORDER BY TIPO1;

    +*-----------+*

    | N\_POKEDEX |

    +*-----------+*

    |        12 |

    |        15 |

    |         1 |

    |        69 |

    +*-----------+*

    4 rows in set (0.00 sec)

    SELECT NOMBRE\_UBICACION AS"UBICACIONES IMPORTANTES" FROM UBICACION WHERE TIENE\_LEGENDARIO="SI" OR ID\_GIMNASIO IS NOT NULL;

    SELECT TIPO\_GIMNASIO  FROM GIMNASIO WHERE ID\_MO IS NULL;

    +*---------------+*

    | TIPO\_GIMNASIO |

    +*---------------+*

    | HIELO         |

    | PLANTA        |

    | NORMAL        |

    +*---------------+*

    3 rows in set (0.00 sec)

    SELECT ID\_UBICACION FROM UBICACION WHERE POBLACION>5200;

    +*--------------+*

    | ID\_UBICACION |

    +*--------------+*

    | CDA          |

    | CDC          |

    | CDF          |

    | CDK          |

    | CDP          |

    | CDV          |

    +*--------------+*

    6 rows in set (0.00 sec)

*---b. Crea 5 búsquedas con Subselect*

    SELECT NOMBRE\_POKEBALL,ID\_POKEBALL FROM POKEBALL WHERE PRECIO = (SELECT MAX(PRECIO) FROM POKEBALL);

    +*-----------------+-------------+*

    | NOMBRE\_POKEBALL | ID\_POKEBALL |

    +*-----------------+-------------+*

    | MASTERBALL      | MB          |

    +*-----------------+-------------+*

    1 row in set (0.00 sec)

    SELECT N\_POKEDEX,TIPO1,TIPO2 FROM POKEMON WHERE NOT CHAR\_LENGTH(NOMBRE) < (SELECT AVG(CHAR\_LENGTH(NOMBRE))FROM POKEMON);

    SELECT ID\_UBICACION,TIENE\_LEGENDARIO FROM UBICACION WHERE POBLACION > (SELECT MIN(POBLACION)FROM UBICACION) LIMIT 3;

    +*--------------+------------------+*

    | ID\_UBICACION | TIENE\_LEGENDARIO |

    +*--------------+------------------+*

    | CDA          | NO               |

    | CDC          | SI               |

    | CDF          | SI               |

    +*--------------+------------------+*

    3 rows in set (0.00 sec)

    SELECT NOMBRE\_LIDER FROM GIMNASIO WHERE (ID\_UBICACION LIKE "I%" AND ID\_MO IS NOT NULL) OR (ID\_MO > (SELECT AVG(ID\_MO)FROM GIMNASIO));

    SELECT NOMBRE\_MO,OBJETIVO FROM MOS WHERE ID\_MO>=(SELECT MIN(ID\_MO)\*3 FROM MOS);

    +*-------------+----------+*

    | NOMBRE\_MO   | OBJETIVO |

    +*-------------+----------+*

    | SURF        | LAGO     |

    | FUERZA      | CAJA     |

    | ROMPE\_ROCAS | ROCA     |

    +*-------------+----------+*

    3 rows in set (0.00 sec)

*---c. Crea 5 búsquedas con Join*

    SELECT GIMNASIO.NOMBRE\_LIDER,GIMNASIO.ID\_GIMNASIO,UBICACION.NOMBRE\_UBICACION FROM GIMNASIO,UBICACION WHERE GIMNASIO.ID\_UBICACION=UBICACION.ID\_UBICACION;

    +*-----------------+-------------+------------------+*

    | NOMBRE\_LIDER    | ID\_GIMNASIO | NOMBRE\_UBICACION |

    +*-----------------+-------------+------------------+*

    | BROCK           | NPC1        | Ciudad Carmín    |

    | CAPITAN\_ANTHONY | NPC2        | Pueblo Paleta    |

    | LANA            | NPC3        | Ciudad Plateada  |

    | SURFISTA\_FU     | NPC4        | Pueblo Lavanda   |

    | CELIA           | NPC5        | Ciudad Fucsia    |

    | CHARLES         | NPC6        | Isla Canela      |

    | MIA             | NPC7        | Isla Petalia     |

    | GIOVANNI        | NPC8        | Isla Flaurelia   |

    +*-----------------+-------------+------------------+*

    8 rows in set (0.00 sec)

    SELECT POKEMON.N\_POKEDEX,POKEMON.NOMBRE,POKEBALL.CAPTURA\_PORCENTAJE FROM POKEMON,POKEBALL WHERE POKEMON.ID\_POKEBALL=POKEBALL.ID\_POKEBALL AND PRECIO > 300;

    SELECT POKEMON.NOMBRE,POKEMON.ID\_POKEBALL,GIMNASIO.NOMBRE\_MEDALLA FROM POKEMON,GIMNASIO WHERE POKEMON.TIPO2=GIMNASIO.TIPO\_GIMNASIO;

    SELECT UBICACION.ID\_UBICACION,GIMNASIO.ID\_GIMNASIO,UBICACION.POBLACION FROM UBICACION,GIMNASIO WHERE UBICACION.ID\_UBICACION=GIMNASIO.ID\_UBICACION AND UBICACION.POBLACION>(SELECT AVG(POBLACION)FROM UBICACION);

    +*--------------+-------------+-----------+*

    | ID\_UBICACION | ID\_GIMNASIO | POBLACION |

    +*--------------+-------------+-----------+*

    | CDP          | NPC3        |    147992 |

    | CDF          | NPC5        |    253689 |

    +*--------------+-------------+-----------+*

    2 rows in set (0.00 sec)

    SELECT GIMNASIO.ID\_GIMNASIO,GIMNASIO.NOMBRE\_LIDER,UBICACION.TIENE\_LEGENDARIO,MOS.NOMBRE\_MO,MOS.OBJETIVO FROM GIMNASIO,UBICACION,MOS WHERE UBICACION.ID\_UBICACION=GIMNASIO.ID\_UBICACION AND GIMNASIO.ID\_MO=MOS.ID\_MO AND GIMNASIO.TIPO\_GIMNASIO NOT LIKE ("T%");

    +*-------------+-----------------+------------------+-------------+----------+*

    | ID\_GIMNASIO | NOMBRE\_LIDER    | TIENE\_LEGENDARIO | NOMBRE\_MO   | OBJETIVO |

    +*-------------+-----------------+------------------+-------------+----------+*

    | NPC1        | BROCK           | NO               | CORTE       | ARBOL    |

    | NPC2        | CAPITAN\_ANTHONY | NO               | ROMPE\_ROCAS | ROCA     |

    | NPC4        | SURFISTA\_FU     | NO               | VUELO       | AIRE     |

    | NPC5        | CELIA           | SI               | FUERZA      | CAJA     |

    +*-------------+-----------------+------------------+-------------+----------+*

    4 rows in set (0.00 sec)

*---d. Haz 5 Actualizaciones de las tablas con condiciones.*

    UPDATE POKEBALL SET PRECIO=1.5\*PRECIO;

    Query OK, 4 rows affected (0.06 sec)

    Rows matched: 4  Changed: 4  Warnings: 0

    UPDATE UBICACION SET POBLACION=POBLACION/1.2 WHERE POBLACION>12000;

    INSERT INTO POKEMON VALUES(152,"GROUDON","FUEGO","TIERRA","NO","ISF","MB");

    Query OK, 1 row affected (0.02 sec)

    UPDATE POKEMON SET TIPO2="OSCURIDAD" WHERE NOMBRE="GENGAR";

    UPDATE POKEMON SET TIPO1="SEXY" WHERE NOMBRE="GROUDON";

    UPDATE GIMNASIO SET NOMBRE\_LIDER="Sergi-Guapo" WHERE ID\_MO=4;

    Query OK, 1 row affected (0.05 sec)

    Rows matched: 1  Changed: 1  Warnings: 0

*---e. Borra alguna fila*

    DELETE FROM POKEMON WHERE TIPO2 IS NULL;

    Query OK, 88 rows affected (0.03 sec)

*---7. Uso de Funciones. Aplica 5 funciones de las vistas en clase en algún ejemplo.*

    SELECT GROUP\_CONCAT(DISTINCT TIPO1) AS "TODOS LOS TIPOS DE POKEMON QUE EXISTEN" FROM POKEMON;

    +*---------------------------------------------------------------------------------------------+*

    | TODOS LOS TIPOS DE POKEMON QUE EXISTEN                                                      |

    +*---------------------------------------------------------------------------------------------+*

    | PLANTA,FUEGO,BICHO,NORMAL,VENENO ,AGUA,ROCA,ELECTRICO,FANTASMA,TIERRA,PSIQUICO,HIELO,DRAGÓN |

    +*---------------------------------------------------------------------------------------------+*

    1 row in set (0.02 sec)

    SELECT LEFT(NOMBRE\_MEDALLA,6) FROM GIMNASIO;

    +*------------------------+*

    | LEFT(NOMBRE\_MEDALLA,6) |

    +*------------------------+*

    | MARMOL                 |

    | CHISPI                 |

    | CARAMB                 |

    | OLEADI                 |

    | LLAMIT                 |

    | MARGAR                 |

    | NORMAL                 |

    | FANGON                 |

    +*------------------------+*

    8 rows in set (0.02 sec)

    SELECT LOWER(ID\_UBICACION),LOWER(NOMBRE\_UBICACION) FROM UBICACION;

    +*---------------------+-------------------------+*

    | LOWER(ID\_UBICACION) | LOWER(NOMBRE\_UBICACION) |

    +*---------------------+-------------------------+*

    | cda                 | ciudad azafrán          |

    | cdc                 | ciudad celeste          |

    | cdf                 | ciudad fucsia           |

    | cdk                 | ciudad carmín           |

    | cdp                 | ciudad plateada         |

    | cdv                 | ciudad verde            |

    | isc                 | isla canela             |

    | isf                 | isla flaurelia          |

    | isp                 | isla petalia            |

    | pbl                 | pueblo lavanda          |

    | pbp                 | pueblo paleta           |

    | pbs                 | pueblo sésamo           |

    +*---------------------+-------------------------+*

    12 rows in set (0.01 sec)

    SELECT SUBSTRING\_INDEX(NOMBRE\_POKEBALL,"B",1) AS "CALIDAD",SUBSTRING(NOMBRE\_POKEBALL,-4) FROM POKEBALL;

    +*---------+-------------------------------+*

    | CALIDAD | SUBSTRING(NOMBRE\_POKEBALL,-4) |

    +*---------+-------------------------------+*

    | MASTER  | BALL                          |

    | POKE    | BALL                          |

    | SUPER   | BALL                          |

    | ULTRA   | BALL                          |

    +*---------+-------------------------------+*

    4 rows in set (0.00 sec)

    SELECT CONCAT(ID\_UBICACION,POBLACION,TIENE\_LEGENDARIO) AS "SUPERCODIGO UBICACION"FROM UBICACION;

    +*-----------------------+*

    | SUPERCODIGO UBICACION |

    +*-----------------------+*

    | CDA73223NO            |

    | CDC26328SI            |

    | CDF253689SI           |

    | CDK25476NO            |

    | CDP147992NO           |

    | CDV65841NO            |

    | ISC562SI              |

    | ISF3571SI             |

    | ISP4656SI             |

    | PBL856NO              |

    | PBP1520NO             |

    | PBS115NO              |

    +*-----------------------+*

    12 rows in set (0.00 sec)