

USE BUDT703_Project_0507_05

--SQL drop tables:

```
DROP TABLE IF EXISTS [TerrapinTactics.Play]
DROP TABLE IF EXISTS [TerrapinTactics.OpponentTeam];
DROP TABLE IF EXISTS [TerrapinTactics.GameVenue];
DROP TABLE IF EXISTS [TerrapinTactics.GameResult];
DROP TABLE IF EXISTS [TerrapinTactics.IndividualGame];
```

--SQL create tables:

```
CREATE TABLE [TerrapinTactics.IndividualGame] (
    gamId CHAR (5) NOT NULL,
    gamDate DATE,
    gamSeason VARCHAR (10),
    gamVenCategory VARCHAR (10),
    CONSTRAINT pk_IndividualGame_gamId PRIMARY KEY (gamId)
)
```

```
CREATE TABLE [TerrapinTactics.GameResult] (
    resId CHAR (5) NOT NULL,
    resUmdScore INT,
    resOptScore INT,
    gamId CHAR (5),
    CONSTRAINT pk_GameResult_resId PRIMARY KEY (resId),
    CONSTRAINT fk_GameResult_gamId FOREIGN KEY (gamId)
        REFERENCES [TerrapinTactics.IndividualGame] (gamId)
        ON DELETE NO ACTION
        ON UPDATE NO ACTION )
```

```
CREATE TABLE [TerrapinTactics.GameVenue] (
    venId CHAR (5) NOT NULL,
    venName VARCHAR (50),
    CONSTRAINT pk_GameVenue_venId PRIMARY KEY (venId)
)
```

```
CREATE TABLE [TerrapinTactics.OpponentTeam] (
    optId CHAR (5) NOT NULL,
    optName VARCHAR (50),
    CONSTRAINT pk_OpponentTeam_optId PRIMARY KEY (optId),
)
```

```
CREATE TABLE [TerrapinTactics.Play] (
    gamId CHAR (5),
    optId CHAR (5),
    venId CHAR (5),
    CONSTRAINT pk_Play_gamId_optId_venId PRIMARY KEY (gamId,optId,venId),
    CONSTRAINT fk_Play_gamId FOREIGN KEY (gamId)
        REFERENCES [TerrapinTactics.IndividualGame] (gamId)
        ON DELETE NO ACTION
        ON UPDATE NO ACTION,
    CONSTRAINT fk_Play_optId FOREIGN KEY (optId)
        REFERENCES [TerrapinTactics.OpponentTeam] (optId)
        ON DELETE NO ACTION
        ON UPDATE NO ACTION,
    CONSTRAINT fk_Play_venId FOREIGN KEY (venId)
        REFERENCES [TerrapinTactics.GameVenue] (venId)
        ON DELETE NO ACTION
        ON UPDATE CASCADE
```

