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Advanced Objected oriented programming

Homework 9

1. Write an SQL statement that creates a table 'Monsters' that holds the monsters the player encounters in the game. Use for SQL appropriate datatypes. The table should have the following columns: MonsterID, Name, Location, Hit points, Attack, Defense, and ItemID (a monster in KoL usually drops more than one item when defeated, but for the sake of this exercise we have only one).

CREATE TABLE Monsters (

MonsterID INT,

Name CHAR(64),

Location CHAR(64),

HitPoints INT,

Attack INT,

Defense INT,

ItemID INT

);

1. Write an SQL statement that creates a table 'Items' that holds items a player can use in the game. It should have the following columns: ItemID, Name, and Type.

CREATE TABLE Items (

ItemID INT,

Name CHAR(64),

Type CHAR(16)

);

1. What is the primary key and what is the foreign key in the 'Monsters' table?
   1. Primary Key:
      1. MonsterID – each monster has its own unique number to identify them.
   2. Foreign Key:
      1. ItemID – Because it’s has a unique value, but it refers to the primary key in the other table
2. Write one SQL statement for each table that inserts one of the entries from the HW9 excel spreadsheet into the respective table.
   1. Table Monsters:

INSERT INTO Monsters VALUES (136, ‘Evil Olive’, ‘Inside the Palindome’, 140, 145, 130, 758);

* 1. Table Items:

INSERT INTO Items VALUES (758, ‘Ghost Cucumber’, ‘food’);

1. Write an SQL query that returns the names of all monsters that drop food items (you need to join both tables here).

SELECT Monsters.Name

FROM Monsters, Items

WHERE Monsters.ItemID = Items.ItemID

AND Items.Type = ‘food’