

## Database Overview

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Database: Fun

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### Notes:

1. Column and table descriptions are estimates based on examination of the tables, not descriptions from the data sources.
  2. Column descriptions of PK, FK, and references are descriptions of assumed relationships between tables, not database constraints.
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### Tables:

card_rank	Ranks of cards
card_suit	Suit of cards
games	Games List
inventory	Inventory List

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### Table: card\_rank

#### Columns

1	rank	string	Rank of Cards
2	value	tinyint	"Value can be NULL"

#### Sample : -

	rank	value
1	Ace	NULL
2	2	2
3	3	3

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### Table : card\_suit

#### Columns

	Name	Type	
1	suit	string	Suit of cards
2	color	string	Colour of cards

Sample

	suit	color
1	Clubs	Black
2	Diamonds	Red
3	Hearts	Red

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Table: games

	Name	Type	
1	id	int	PK*, id given to games
2	name	string	Name of the game
3	inventor	string	Inventor of the game
4	year	string	Year in which game was invented
5	min_age	tinyint	minimum age of the player
6	min_players	tinyint	minimum players in the game
7	max_players	tinyint	maximum players In the game
8	list_price	decimal(4,2)	Decimal number with 2 digits after numbers

Sample:

id	name	inventor	year	min_age	min_players	max_players	list_price
1	Monopoly	Elizabeth Magie	1903	8	2	6	19.99
2	Scrabble	Alfred Mosher Butts	1938	8	2	4	17.99
3	Clue	Anthony E. Pratt	1944	8	2	6	9.99

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Table : inventory

	Name	Type	
1	shop	string	PK
2	game	string	Name of the game
3	qty	int	
4	aisle	tinyint	
5	price	decimal(5,2)	Decimal number with 2 digits after numbers

## Sample

1	shop	game	qty	aisle	price
2	Dicey	Monopoly	7	3	17.99
3	Dicey	Clue	3	NULL	9.99
4	Board 'Em	Monopoly	11	2	25.00