Requêtes SQL pour la création de la base de données

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1. Affiche Couleur

```
CREATE TABLE AffectationCouleur(
	idJoueur integer NOT NULL,
	nomCouleur character varying(5),
	nomTour varchar(20) NOT NULL,
	numRencontre integer NOT NULL,
	primary key(idJoueur,nomTour,numRencontre,nomCouleur),
	foreign key(nomCouleur) REFERENCES Couleur(nomCouleur),
	foreign key(numRencontre,nomTour) REFERENCES
		Rencontre(numRencontre,nomTour),
	foreign key(idJoueur) REFERENCES Joueur(idJoueur)
```

2. Couleur

```
CREATE TABLE Couleur(
	nomCouleur character varying(5) check(nomCouleur in('blanc',
		'noir')),
	primary key(nomCouleur))
```

3. Historique

```
CREATE TABLE Historique(
	idCoup integer not null,
	nomTour varchar(20) NOT NULL,
	numRencontre integer not null,
	posX character check(posX in ('A','B','C','D','E','F','G','H')),
	posY integer check(posY<9),
	oldX character check(oldX in ('A','B','C','D','E','F','G','H')),
	oldY integer check(oldY<9),
	primary key(idCoup),
	foreign key(numRencontre,nomTour) REFERENCES
		Rencontre(numRencontre,nomTour))
```

4. Joueur

```
CREATE TABLE Joueur(
	idJoueur integer,
	nomJoueur character varying(30),
	prenomJoueur character varying(30),
	dateNaissance character varying(30),
	adresseJoueur character varying(30),
	PRIMARY KEY(idJoueur))
```

5. Piece

```
CREATE TABLE Piece(idPiece INTEGER NOT NULL,
	typePiece varchar(20) NOT NULL CHECK(typePiece
	in('roi','reine','tour','fou','cavalier','pion')),
	posX character check(posX in ('A','B','C','D','E','F','G','H')),
	posY integer check(posY<9),
	oldX character check(oldX in ('A','B','C','D','E','F','G','H')),
	oldY integer check(oldY<9),
	couleur character varying(5) check(couleur in('blanc','noir')),
	numRencontre integer not null,
	nomTour varchar(20) not null,
	PRIMARY KEY(idPiece),
	foreign key(numRencontre,nomTour) REFERENCES
	Rencontre(numRencontre,nomTour)), `
	constraint mouvment CHECK(
		if(typePiece = 'roi') then check ((posY between oldY-1 and
			oldY+1)and (ascii(posX) between ascii(oldX)-1 and
			ascii(oldX)+1))
		else if(typePiece = 'reine') then check ((abs(ascii(posX) -
			 ascii(oldX)) = abs(posY - oldY)) or (ascii(posX) =
			 ascii(oldX)) or (posY = oldY))
		else if(typePiece = 'tour') then check ((ascii(posX) =
			 ascii(oldX)) or (posY = oldY))
		else if(typePiece = 'fou') then check (abs(ascii(posX) -
			 ascii(oldX)) = abs(posY - oldY))
		else if(typePiece = 'cavalier') then check (
		((ascii(posX) = (ascii(oldX) + 1)) and (posY = (oldY + 2))) or
		((ascii(posX) = (ascii(oldX) + 1)) and (posY = (oldY - 2))) or
		((ascii(posX) = (ascii(oldX) - 1)) and (posY = (oldY + 2))) or
		((ascii(posX) = (ascii(oldX) - 1)) and (posY = (oldY - 2))) or
		((ascii(posX) = (ascii(oldX) + 2)) and (posY = (oldY + 1))) or
		((ascii(posX) = (ascii(oldX) + 2)) and (posY = (oldY - 1))) or
```

```
            ((ascii(posX) = (ascii(oldX) - 2)) and (posY = (oldY + 1))) or
            ((ascii(posX) = (ascii(oldX) - 2)) and (posY = (oldY - 1))))
```

6. Rencontre

```
CREATE TABLE Rencontre(
      numRencontre integer NOT NULL,
      nomTour varchar(20) NOT NULL,
      idJoueur integer NOT NULL,
      PRIMARY KEY(numRencontre, nomTour),
      FOREIGN KEY(nomTour) REFERENCES Tour(nomTour),
      FOREIGN KEY(idJoueur) REFERENCES Joueur(idJoueur))
```

7. Tour

```
CREATE TABLE Tour(
      nomTour varchar(20) NOT NULL CHECK( nomTour in
            ('finale','demiFinale','quartFinale','qualifications')),
      PRIMARY KEY(nomTour))
```