-- These are some Database Manipulation queries for a partially implemented Project Website

-- Trainer Table [All queries are successfully
-- Add new trainers
INSERT INTO `Trainer` (`Name`, `Gender`, `Money`) VALUES ('Ash', 0, 500);
INSERT INTO `Trainer` (`Name`, `Gender`, `Money`) VALUES ('Misty', 1, 800);
INSERT INTO `Trainer` (`Name`, `Gender`, `Money`) VALUES ('Brock', 0, 600);

-- Pokemon Table [All queries are successfully]
-- Add new Pokemon
INSERT INTO `Pokemon` (`SpeciesName`, `Number`, `Nickname`, `Level`, `Gender`, `TrainerID`)
VALUES ('Pikachu', 25, 'Pika', 6, 0, 1);
INSERT INTO `Pokemon` (`SpeciesName`, `Number`, `Nickname`, `Level`, `Gender`, `TrainerID`)
VALUES ('Starmie', 121, NULL, 6, 1, 2);
INSERT INTO `Pokemon` (`SpeciesName`, `Number`, `Nickname`, `Level`, `Gender`, `TrainerID`)
VALUES ('Pidgey', 16, NULL, 5, 0, NULL);
INSERT INTO `Pokemon` (`SpeciesName`, `Number`, `Nickname`, `Level`, `Gender`, `TrainerID`)
VALUES ('Bulbasaur', 1, 'Bulby', 6, 1, NULL);
INSERT INTO `Pokemon` (`SpeciesName`, `Number`, `Nickname`, `Level`, `Gender`, `TrainerID`)
VALUES ('Jigglypuff', 39, NULL, 7, 1, NULL);
INSERT INTO `Pokemon` (`SpeciesName`, `Number`, `Nickname`, `Level`, `Gender`, `TrainerID`)
VALUES ('Snorlax', 143, NULL, 23, 1, NULL);
INSERT INTO `Pokemon` (`SpeciesName`, `Number`, `Nickname`, `Level`, `Gender`, `TrainerID`)
VALUES ('Onyx', 95, NULL, 9, 0, 3);

-- Update Starmie's nickname
UPDATE `Pokemon` SET Nickname='Starfish' WHERE SpeciesName='Starmie';

-- Delete entire row where pokemon name is specified
DELETE FROM `Pokemon` WHERE SpeciesName='Pikachu';
DELETE FROM `Pokemon` WHERE SpeciesName='Starmie';

-- Get entire Pokemon Table
SELECT * FROM `Pokemon`;

-- Get all Pokemon ID from Pokemon Table
SELECT `ID` FROM `Pokemon`;

-- Delete entire row where trainer is named ash
DELETE FROM `Trainer` WHERE `Name`='Ash';

-- Get entire trainer table
SELECT * FROM `Trainer`;
-- Get all trainer's id
SELECT `ID` FROM `Trainer`;

-- Move Table [All queries are successfully]
INSERT INTO `Move`(`Name`, `AttackPower`, `PP`, `Description`)
VALUES ('Tackle', 40, 35, 'A physical attack in which the user charges, full body, into the foe.');
INSERT INTO `Move`(`Name`, `AttackPower`, `PP`, `Description`)
VALUES ('Ember', 40, 25, 'The foe is attacked with small flames. The foe may suffer a burn.');
INSERT INTO `Move`(`Name`, `AttackPower`, `PP`, `Description`)
VALUES ('Water Gun', 40, 25, 'Squirts water to attack the foe.');

-- Get entire Move Table
SELECT * FROM `Move`;
-- Get all Move's ID
SELECT `ID` FROM `Move`;
-- Delete entire row where move name is ember
DELETE FROM `Move` WHERE `Name`='Ember';
-- Update move attack power
UPDATE `Move` SET `AttackPower`=80 WHERE `ID`=1;

-- Add to Pokemon-Move Table
INSERT INTO `Pokemon-Move` VALUES (3, 1);

-- Item Table
INSERT INTO `Item`(`Name`, `ActionType`, `ActionValue`, `Description`)
VALUES ('Potion', 2, 20, 'Restores the HP of a Pokemon by 20 points.');

-- Add to ItemHolder Table
INSERT INTO `ItemHolder`(`PokemonID`, `TrainerID`)
VALUES (NULL, 2);

-- Update Potion Action Value
UPDATE `Item` SET `ActionValue`=25 WHERE `Name`='Potion';

-- Delete items named potion

```
DELETE FROM `Item` WHERE `Name`='Potion';
```

-- Get entire Item Table
```
SELECT * FROM `Item`;
```
-- Get all Item's ID
```
SELECT `ID` FROM `Item`;
```