

-- DATA DEFINITION QUERIES-----

```
-- Create table successfully
DROP TABLE IF EXISTS `Trainer`;
CREATE TABLE `Trainer` (
  `ID` INT NOT NULL AUTO_INCREMENT,
  `Name` VARCHAR(20) NOT NULL,
  `Gender` TINYINT UNSIGNED NOT NULL,
  `Money` INT UNSIGNED NOT NULL DEFAULT 0,
  PRIMARY KEY (`ID`)
);

-- Create table successfully
DROP TABLE IF EXISTS `Pokemon`;
CREATE TABLE `Pokemon` (
  `ID` INT NOT NULL AUTO_INCREMENT,
  `SpeciesName` VARCHAR(20) NOT NULL,
  `Number` INT NOT NULL,
  `Nickname` VARCHAR(20),
  `Level` INT UNSIGNED NOT NULL DEFAULT 1,
  `Gender` TINYINT UNSIGNED NOT NULL,
  `TrainerID` INT,
  PRIMARY KEY (`ID`),
  FOREIGN KEY (`TrainerID`) REFERENCES Trainer(`ID`)
);

-- Create table successfully
DROP TABLE IF EXISTS `Move`;
CREATE TABLE `Move` (
  `ID` INT NOT NULL AUTO_INCREMENT,
  `Name` VARCHAR(20) NOT NULL,
  `AttackPower` INT DEFAULT 0,
  `PP` INT UNSIGNED NOT NULL,
  `Description` VARCHAR(256) NOT NULL,
  PRIMARY KEY(`ID`),
  CHECK (PP >= 100)
);

-- Create table successfully
DROP TABLE IF EXISTS `ItemHolder`;
CREATE TABLE `ItemHolder` (
```

```

    `ID` INT NOT NULL AUTO_INCREMENT,
    `PokemonID` INT,
    `TrainerID` INT,
    PRIMARY KEY (`ID`),
    FOREIGN KEY (`TrainerID`) REFERENCES Trainer(`ID`),
    FOREIGN KEY (`PokemonID`) REFERENCES Pokemon(`ID`)
);

-- Create table successfully
DROP TABLE IF EXISTS `Item`;
CREATE TABLE `Item` (
    `ID` INT NOT NULL AUTO_INCREMENT,
    `Name` VARCHAR(20) NOT NULL,
    `ActionType` INT UNSIGNED NOT NULL,
    `ActionValue` INT NOT NULL,
    `Description` VARCHAR(256) NOT NULL,
    `ItemHolderID` INT,
    PRIMARY KEY(`ID`),
    FOREIGN KEY (`ItemHolderID`) REFERENCES ItemHolder(`ID`)
);

-- Create table successfully
DROP TABLE IF EXISTS `Pokemon-Move`;
CREATE TABLE `Pokemon-Move` (
    `PokemonID` INT NOT NULL,
    `MoveID` INT NOT NULL,
    FOREIGN KEY (`PokemonID`) REFERENCES Pokemon(`ID`),
    FOREIGN KEY (`MoveID`) REFERENCES Move(`ID`)
);

```