delimiter //

create trigger newStrike before insert on frame for each row

begin

if new.strike=1 then

update playerstats, frame, game

set playerstats.numStrikes = IFNULL(playerstats.numStrikes,0)+1 where

(playerstats.playerID = game.playerID and new.gameID = game.gameID);

end if;

end //

delimiter //

create trigger newSpare before insert on frame for each row

begin

if new.spare=1 then

update playerstats, frame, game

set playerstats.numSpares = IFNULL(playerstats.numSpares,0)+1 where

(playerstats.playerID = game.playerID and new.gameID = game.gameID);

end if;

end //

delimiter //

create trigger newHighScoreInsert before insert on game for each row

begin

if new.score > 0 then

update playerstats, game

set playerstats.highScore = new.score where

(playerstats.playerID = game.playerID and new.gameID = game.gameID

and new.score > IFNULL(playerstats.highScore,0));

end if;

end //

delimiter //

create trigger newHighScoreUpdate before update on game for each row

begin

if new.score > 0 then

update playerstats, game

set playerstats.highScore = new.score where

(playerstats.playerID = game.playerID and new.gameID = game.gameID

and new.score > IFNULL(playerstats.highScore,0));

end if;

end //

delimiter //

create trigger newTeamWin before insert on tournamentresults for each row

begin

if (new.teamPlace in (1,2,3)) then

update playerstats as ps, tournamentresults as tr, team as t, player as p

set ps.wins = IFNULL(ps.wins, 0) + 1 where

(p.teamID = t.teamID and t.teamID = tr.teamID and p.playerID = ps.playerID);

end if;

end //

delimiter //

create trigger newTeamLoss before insert on tournamentresults for each row

begin

if (new.teamPlace not in (1,2,3)) then

update playerstats as ps, tournamentresults as tr, team as t, player as p

set ps.losses = IFNULL(ps.losses, 0) + 1 where

(p.teamID = t.teamID and t.teamID = tr.teamID and p.playerID = ps.playerID);

end if;

end //