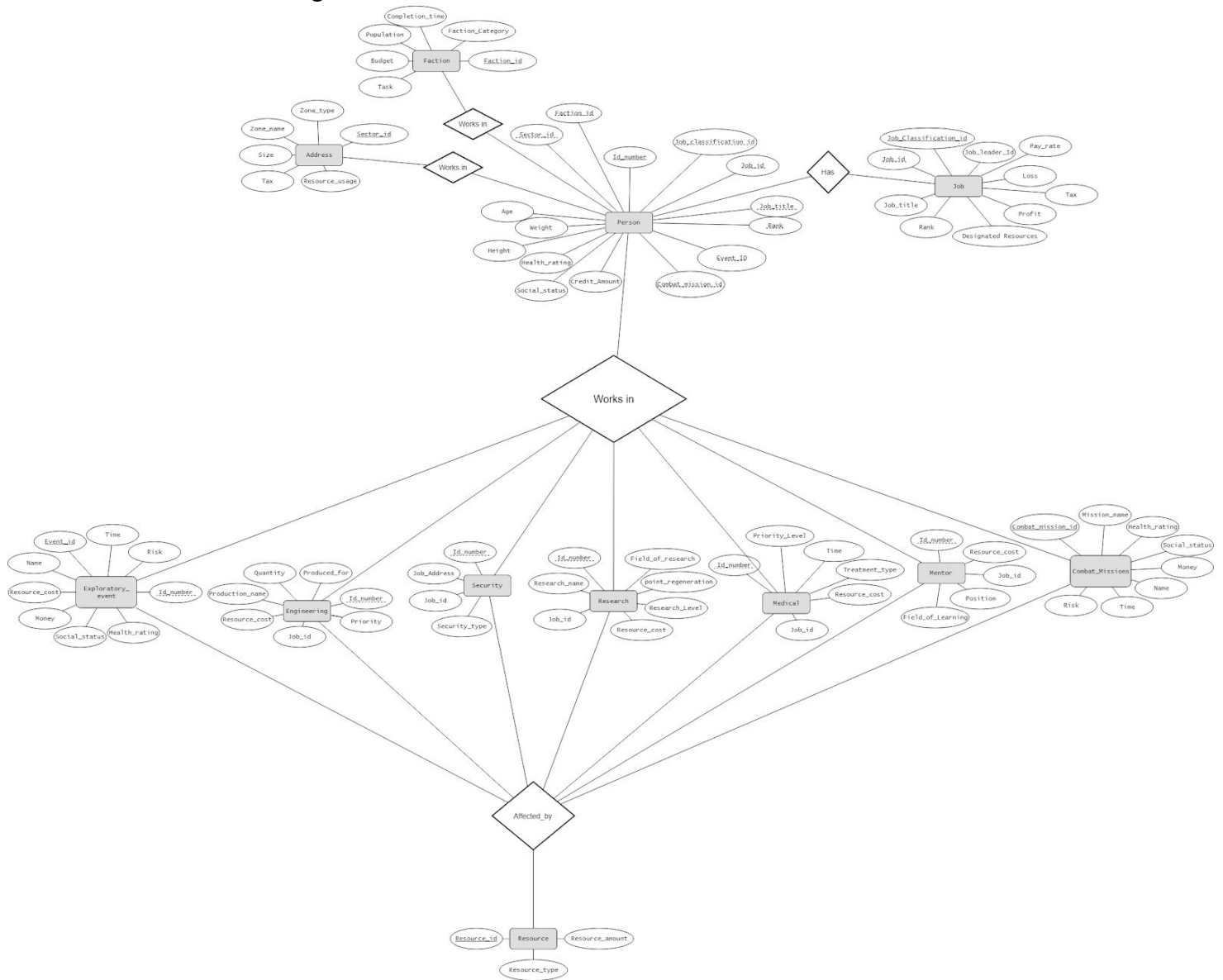


Team 6 Part 2 Deliverable

Soksivateara Eng, Md Siamul Islam, Devin Mensah, Gary Stone

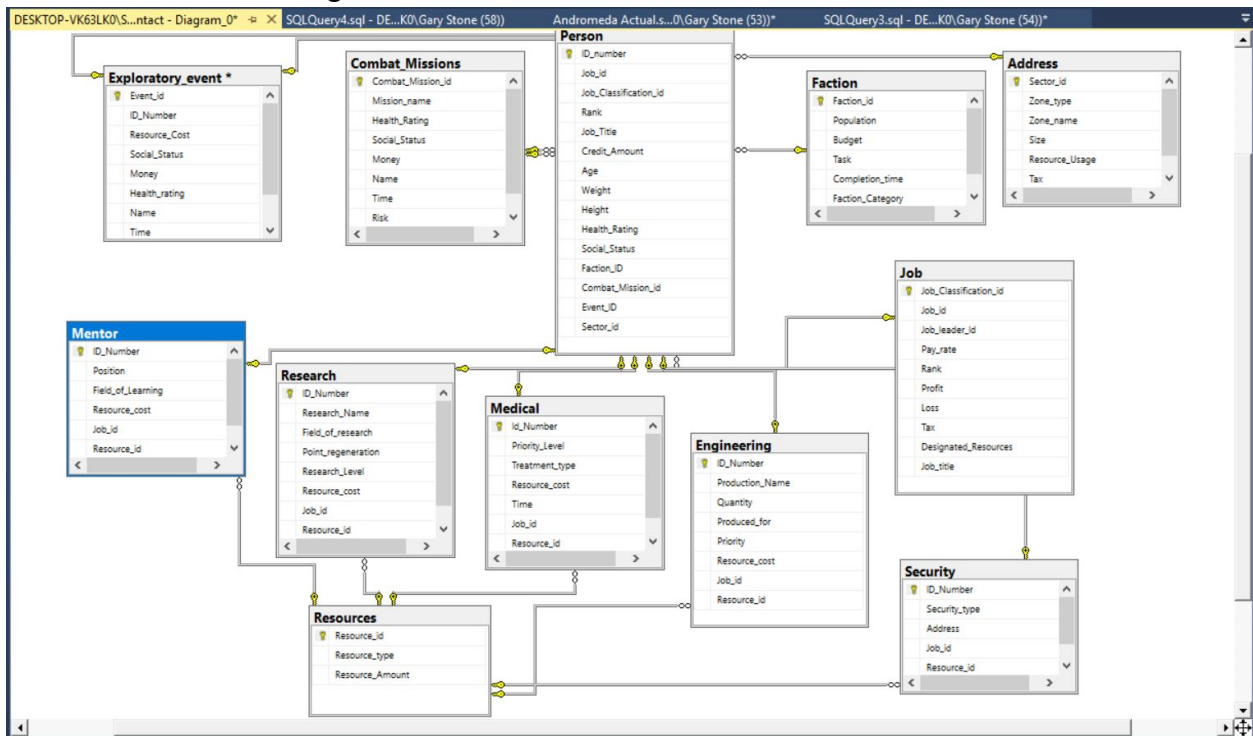
Part 2

- Final ERD Diagram

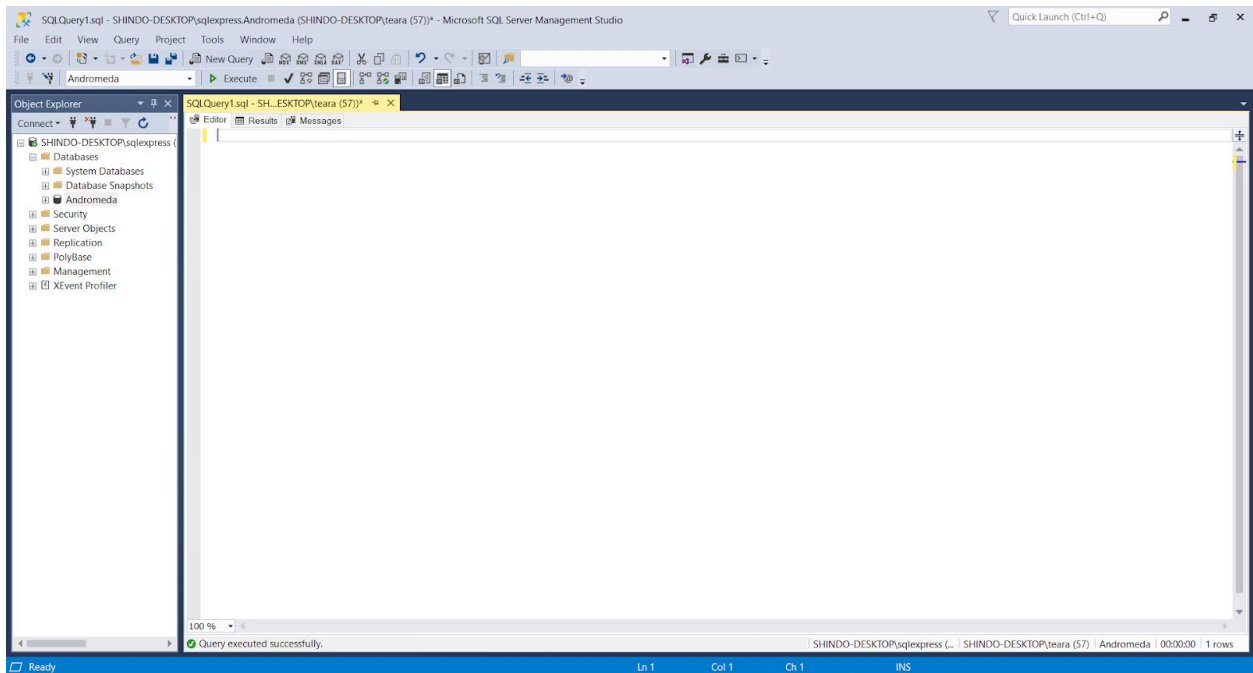


<https://drive.google.com/open?id=1Py1UuVov4kZeuem7PKGeOQ8QKQ1eVuN>

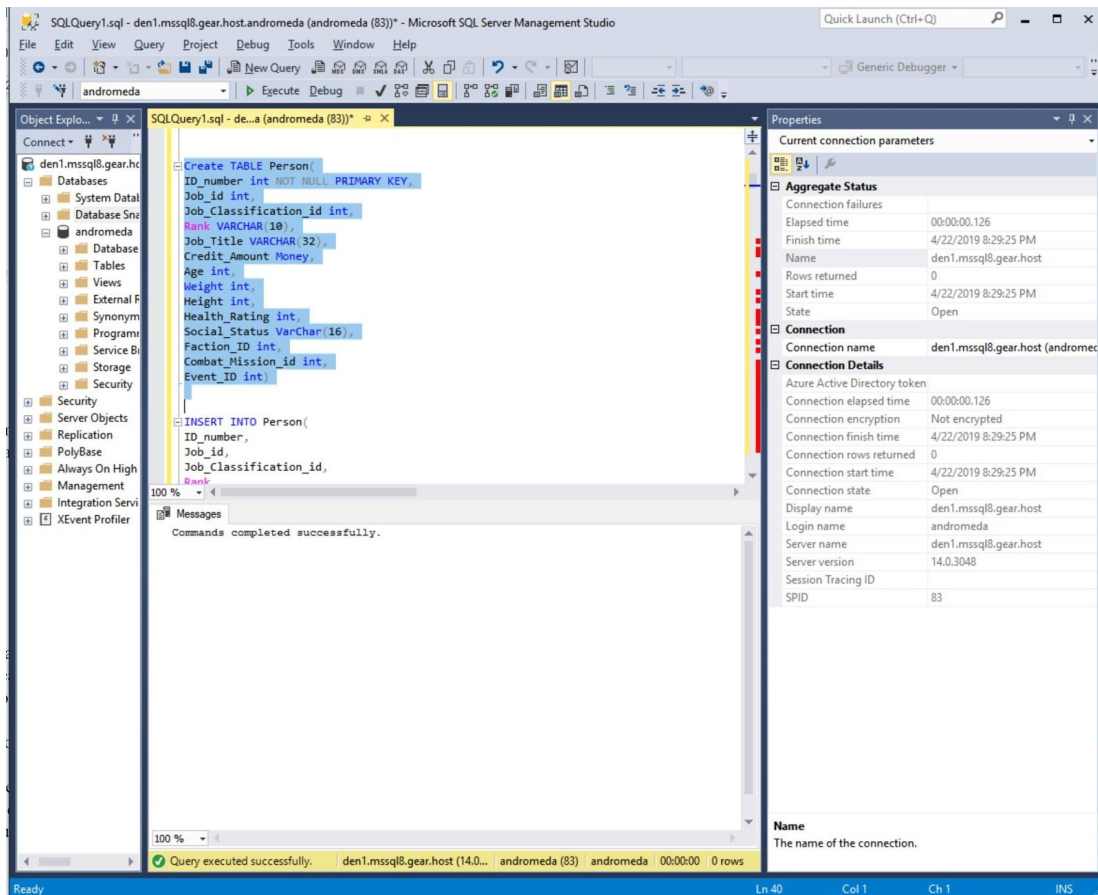
- Final Schema Diagram



- Screenshot of the Database tool work area



- CREATE



• SELECT

SQLQuery1.sql - den1.mssql8.gear.host.andromeda (andromeda (83)) - Microsoft SQL Server Management Studio

File Edit View Query Project Debug Tools Window Help

andromeda Execute Debug

Object Explorer: den1.mssql8.gear.host (Server) > Databases > andromeda > Tables

SQLQuery1.sql - de...a (andromeda (83))

```

Faction_ID int
*/
DROP TABLE Person
DELETE FROM Person WHERE ID_number=388;
SELECT * FROM Person;
--ALTER TABLE Person
--ADD FOREIGN KEY (Job_Id) REFERENCES Job(Job_Id)
Create TABLE Person(
ID_number int NOT NULL PRIMARY KEY,
Job_id int,
Job_Classification_id int,
Rank VARCHAR(10),
Job_Title VARCHAR(32),
Credit_Amount Money,
Age int,
Weight int,
Height int,
Health_Rating int,
Social_Status VARCHAR(16),
Faction_ID int,
Combat_Mission_id int,
Event_ID int)
  
```

Properties: Current connection parameters

Aggregate Status

Connection failures	
Elapsed time	00:00:00.453
Finish time	4/22/2019 8:42:56 PM
Name	den1.mssql8.gear.host
Rows returned	51
Start time	4/22/2019 8:42:55 PM
State	Open

Connection

Connection name: den1.mssql8.gear.host (andromeda)

Connection Details

Azure Active Directory token	
Connection elapsed time	00:00:00.453
Connection encryption	Not encrypted
Connection finish time	4/22/2019 8:42:56 PM
Connection rows returned	51
Connection start time	4/22/2019 8:42:55 PM
Connection state	Open
Display name	den1.mssql8.gear.host
Login name	andromeda
Server name	den1.mssql8.gear.host
Server version	14.0.3048
Session Tracing ID	
SPID	83

Results

ID_number	Job_id	Job_Classification_id	Rank	Job_Title	Credit_Amount	Age	Weight	Height	Health_Rating	Social_Status	Faction_ID	Combat_Mission_id	Event_ID
1	1	100	1	ENGINEERING	700.00	45	200	69	1				
2	1	101	2	ENGINEERING	600.00	32	180	78	1				
3	5	102	3	ENGINEERING	500.00	27	170	72	1				
4	2	200	1	SECURITY	570.00	36	205	80	1				
5	2	201	2	SECURITY	450.00	21	170	78	9				
6	2	202	3	SECURITY	350.00	21	170	71	8				
7	3	300	1	Mentor	720.00	45	170	73	1				
8	3	301	2	Mentor	600.00	38	180	68	1				
9	3	302	3	Mentor	500.00	30	170	71	1				
10	4	400	1	RESEARCH	790.00	50	187	67	1				
11	4	401	2	RESEARCH	670.00	40	174	78	1				
12	4	402	3	RESEARCH	555.00	24	165	65	1				
13	5	500	1	MEDICAL	820.00	38	171	78	1				
14	5	501	2	MEDICAL	720.00	31	192	78	1				
15	5	502	3	MEDICAL	670.00	28	1850	78	1				
16	1	111	3	Engineering	500.00	27	170	72	1				
17	1	110	2	Engineering	600.00	32	180	78	1				
18	1	109	1	Engineering	700.00	45	200	69	1				
19	1	108	3	Engineering	500.00	27	170	72	1				
20	1	107	2	Engineering	600.00	32	180	78	1				

Query executed successfully. den1.mssql8.gear.host (14.0... andromeda (83) andromeda 00:00:00 51 rows

Ready Ln 23 Col 1 Ch 1 INS

● INSERT

SQLQuery1.sql - den1.mssql8.gear.host.andromeda (andromeda (83)) - Microsoft SQL Server Management Studio

File Edit View Query Project Debug Tools Window Help

andromeda Execute Debug

Object Explorer

den1.mssql8.gear.host

Databases

System Databases

Database Snapshots

andromeda

Database

Tables

Views

External Full Text Catalogs

Synonyms

Programs

Service Broker

Storage

Security

Server Objects

Replication

PolyBase

Always On High Availability

Management

Integration Services

XEvent Profiler

SQLQuery1.sql - de...a (andromeda (83))

```

INSERT INTO Person(
    ID_number,
    Job_id,
    Job_Classification_id,
    Rank,
    Job_Title,
    Credit_Amount,
    Age,
    Weight,
    Height,
    Health_Rating,
    Social_Status,
    Faction_ID,
    Combat_Mission_id,
    Event_ID)
--add a tuple for 102 Job_Classification_id
VALUES
(1, 1, 100, 1, 'ENGINEERING', 700, 45, 200, 69, 100, 'High', 1, 1, NULL),
(2, 1, 101, 2, 'ENGINEERING', 600, 32, 180, 78, 100, 'Medium', 2, 3, NULL),
(3, 5, 102, 3, 'ENGINEERING', 500, 27, 170, 72, 100, 'Low', 5, 4, NULL),
(4, 2, 200, 1, 'SECURITY', 570, 36, 205, 80, 100, 'High', 3, 4, NULL),
(5, 2, 201, 2, 'SECURITY', 450, 21, 170, 78, 92, 'Medium', 4, 3, NULL),
(6, 2, 202, 3, 'SECURITY', 350, 21, 170, 71, 87, 'Low', 5, 2, NULL),
(7, 3, 300, 1, 'Mentor', 720, 45, 170, 73, 100, 'High', 6, NULL, NULL),
(8, 3, 301, 2, 'Mentor', 600, 38, 180, 68, 100, 'Medium', 7, NULL, NULL),
(9, 3, 302, 3, 'Mentor', 500, 30, 170, 71, 100, 'Low', 8, NULL, NULL),
(10, 4, 400, 1, 'RESEARCH', 790, 50, 187, 67, 100, 'High', 9, 2, NULL),
(11, 4, 401, 2, 'RESEARCH', 670, 40, 174, 78, 100, 'Medium', 10, 3, NULL),
(12, 4, 402, 3, 'RESEARCH', 555, 24, 165, 65, 100, 'Low', 2, 1, NULL),
(13, 5, 500, 1, 'MEDICAL', 820, 38, 171, 78, 100, 'High', 3, NULL, NULL),
(14, 5, 501, 2, 'MEDICAL', 720, 31, 192, 78, 100, 'Medium', 4, NULL, NULL),
(15, 5, 502, 3, 'MEDICAL', 670, 28, 1850, 78, 100, 'Medium', 10, NULL, NULL),

--For exploratory events
(399, 4, 400, 1, 'RESEARCH', 790, 50, 180, 67, 100, 'High', 4, NULL, 1),
(398, 4, 401, 2, 'RESEARCH', 660, 40, 170, 78, 100, 'Medium', 2, NULL, 2),
(397, 4, 402, 3, 'RESEARCH', 555, 24, 160, 65, 100, 'Low', 6, NULL, 3),
(396, 4, 403, 1, 'RESEARCH', 790, 50, 180, 67, 100, 'High', 1, NULL, 4),
(395, 4, 404, 2, 'RESEARCH', 660, 40, 170, 78, 100, 'Medium', 4, NULL, 5),
(198, 2, 201, 2, 'SECURITY', 450, 21, 170, 78, 92, 'Medium', 6, NULL, 6),
(197, 2, 202, 3, 'SECURITY', 350, 21, 170, 71, 87, 'Low', 9, NULL, 7),
(196, 2, 203, 1, 'SECURITY', 570, 36, 205, 80, 100, 'High', 10, NULL, 8),
(195, 2, 204, 2, 'SECURITY', 450, 21, 170, 78, 92, 'Medium', 1, NULL, 9),
(194, 2, 205, 3, 'SECURITY', 350, 21, 170, 71, 87, 'Low', 7, NULL, 10),

--Additional for Engineering
(94, 1, 105, 3, 'Engineering', 500, 27, 170, 72, 100, 'Low', 1, NULL, NULL),
(93, 1, 106, 1, 'Engineering', 700, 45, 200, 69, 100, 'High', 2, NULL, NULL)

```

Messages

(52 rows affected)

100 %

Query executed successfully. den1.mssql8.gear.host (14.0... | andromeda (83) | andromeda 00:00:00 0 rows

Properties

Current connection parameters

Aggregate Status

Connection failures

Elapsed time 00:00:00.184

Finish time 4/22/2019 8:31:18 PM

Name den1.mssql8.gear.host

Rows returned 0

Start time 4/22/2019 8:31:17 PM

State Open

Connection

Connection name den1.mssql8.gear.host (andromeda (83))

Connection Details

Azure Active Directory token

Connection elapsed time 00:00:00.184

Connection encryption Not encrypted

Connection finish time 4/22/2019 8:31:18 PM

Connection rows returned 0

Connection start time 4/22/2019 8:31:17 PM

Connection state Open

Display name den1.mssql8.gear.host

Login name andromeda

Server name den1.mssql8.gear.host

Server version 14.0.3048

Session Tracing ID

SPID 83

Name

The name of the connection.

Ready Ln 120 Col 74 Ch 74 INS

	ID_number	Job_id	Job_Classification_id	Rank	Job_Title	Credit_Amount	Age	Weight	Height	Health_Rating	Social_Status	Faction_ID	Combat_Mission_id	Event_ID	Sector_id
1	1	1	100	1	ENGINEERING	700.00	45	200	69	100	High	1	1	NULL	1
2	2	1	101	2	ENGINEERING	600.00	32	180	78	100	Medium	2	3	NULL	2
3	3	5	102	3	ENGINEERING	500.00	27	170	72	100	Low	5	4	NULL	3
4	4	2	200	1	SECURITY	570.00	36	205	80	100	High	3	4	NULL	4
5	5	2	201	2	SECURITY	450.00	21	170	78	92	Medium	4	3	NULL	5
6	6	2	202	3	SECURITY	350.00	21	170	71	87	Low	5	2	NULL	4
7	7	3	300	1	Mentor	720.00	45	170	73	100	High	6	NULL	NULL	3
8	8	3	301	2	Mentor	600.00	38	180	68	100	Medium	7	NULL	NULL	2
9	9	3	302	3	Mentor	500.00	30	170	71	100	Low	8	NULL	NULL	2
10	10	4	400	1	RESEARCH	790.00	50	187	67	100	High	9	2	NULL	1
11	11	4	401	2	RESEARCH	670.00	40	174	78	100	Medium	10	3	NULL	3
12	12	4	402	3	RESEARCH	555.00	24	165	65	100	Low	2	1	NULL	3
13	13	5	500	1	MEDICAL	820.00	38	171	78	100	High	3	NULL	NULL	2
14	14	5	501	2	MEDICAL	720.00	31	192	78	100	Medium	4	NULL	NULL	3
15	15	5	502	3	MEDICAL	670.00	28	1850	78	100	Medium	10	NULL	NULL	5
16	88	1	102	3	Engineering	500.00	27	170	72	100	Low	2	NULL	NULL	3
17	89	1	101	2	Engineering	600.00	32	180	78	100	Medium	1	NULL	NULL	3
18	90	1	102	1	Engineering	700.00	45	200	69	100	High	5	NULL	NULL	3
19	91	1	102	3	Engineering	500.00	27	170	72	100	Low	4	NULL	NULL	4
20	92	1	101	2	Engineering	600.00	32	180	78	100	Medium	3	NULL	NULL	5
21	93	1	102	1	Engineering	700.00	45	200	69	100	High	2	NULL	NULL	5
22	94	1	102	3	Engineering	500.00	27	170	72	100	Low	1	NULL	NULL	5
23	188	2	202	3	SECURITY	350.00	21	170	71	87	Low	5	NULL	NULL	1
24	189	2	201	2	SECURITY	450.00	21	170	78	92	Medium	5	NULL	NULL	2
25	190	2	201	1	SECURITY	570.00	36	205	80	100	High	4	NULL	NULL	4
26	191	2	202	3	SECURITY	350.00	21	170	71	87	Low	3	NULL	NULL	2
27	192	2	200	2	SECURITY	450.00	21	170	78	92	Medium	2	NULL	NULL	2
28	193	2	201	1	Security	570.00	36	205	80	100	High	1	NULL	NULL	1
29	194	2	202	3	SECURITY	350.00	21	170	71	87	Low	7	NULL	10	4
30	195	2	202	2	SECURITY	450.00	21	170	78	92	Medium	1	NULL	9	1
31	196	2	201	1	SECURITY	570.00	36	205	80	100	High	10	NULL	8	2
32	197	2	202	3	SECURITY	350.00	21	170	71	87	Low	9	NULL	7	3
33	198	2	200	2	SECURITY	450.00	21	170	78	92	Medium	6	NULL	6	5
34	293	3	301	1	Mentor	720.00	45	170	73	100	High	5	NULL	NULL	1
35	294	3	302	3	Mentor	500.00	30	170	71	100	Low	2	NULL	NULL	5
36	295	3	302	2	Mentor	600.00	38	180	68	100	Medium	2	NULL	NULL	4
37	296	3	302	1	Mentor	720.00	45	170	73	100	High	3	NULL	NULL	1
38	297	3	302	3	Mentor	500.00	30	170	71	100	Low	4	NULL	NULL	2

• DELETE

SQLQuery1.sql - den1.mssql8.gear.host.andromeda (andromeda (83)) - Microsoft SQL Server Management Studio

File Edit View Query Project Debug Tools Window Help

andromeda Execute Debug

Object Explorer

Connect +

den1.mssql8.gear.host

Databases

System Databases

Database Snapshots

andromeda

Database

Tables

Views

External Full Text Catalogs

Synonyms

Programs

Service Broker

Storage

Security

Security

Server Objects

Replication

PolyBase

Always On High Availability

Management

Integration Services

XEvent Profiler

SQLQuery1.sql - de...a (andromeda (83))

```

/*
Faction_ID int
*/
DROP TABLE Person

DELETE FROM Person WHERE ID_number=388;
--ALTER TABLE Person
--ADD FOREIGN KEY (Job_Id) REFERENCES Job(Job_Id)

Create TABLE Person(
ID_number int NOT NULL PRIMARY KEY,
Job_id int,
Job_Classification_id int,
Rank VARCHAR(10),
Job_Title VARCHAR(32),
Credit_Amount Money,
Age int,
Weight int,
Height int,
Health_Rating int,
Social_Status VarChar(16),
Faction_ID int,
Combat_Mission_id int,
Event_ID int)

INSERT INTO Person(
ID_number,
Job_id,
Job_Classification_id,
Rank,
Job_Title,
Credit_Amount,
Age,
Weight,
Height,
Health_Rating,
Social_Status,
Faction_ID,
Combat_Mission_id,
Event_ID)
----- /* Job_Id 1 = ENGINEERING, 2 = SECURITY, 3 = MENTOR, 4 = RESEARCH
--add a tuple for 102 Job_Classification_id
VALUES
(1, 1, 100, 1, 'ENGINEERING', 700, 45, 200, 69, 100, 'High', 1, 1, NULL),
(2, 1, 101, 2, 'ENGINEERING', 600, 32, 180, 78, 100, 'Medium', 2, 3, NULL),
(3, 5, 102, 3, 'ENGINEERING', 500, 27, 170, 72, 100, 'Low', 5, 4, NULL), -----
(4, 2, 200, 1, 'SECURITY', 570, 36, 205, 80, 100, 'High', 3, 4, NULL),

```

Messages

(1 row affected)

100 %

Query executed successfully. den1.mssql8.gear.host (14.0.0.0) andromeda (83) andromeda 00:00:00 0 rows

Properties

Current connection parameters

Aggregate Status

Connection failures	
Elapsed time	00:00:00.140
Finish time	4/22/2019 8:41:09 PM
Name	den1.mssql8.gear.host
Rows returned	0
Start time	4/22/2019 8:41:09 PM
State	Open

Connection

Connection name	den1.mssql8.gear.host (andromeda)
-----------------	-----------------------------------

Connection Details

Azure Active Directory token	
Connection elapsed time	00:00:00.140
Connection encryption	Not encrypted
Connection finish time	4/22/2019 8:41:09 PM
Connection rows returned	0
Connection start time	4/22/2019 8:41:09 PM
Connection state	Open
Display name	den1.mssql8.gear.host
Login name	andromeda
Server name	den1.mssql8.gear.host
Server version	14.0.3048
Session Tracing ID	
SPID	83

Name

The name of the connection.

Ready Ln 21 Col 1 Ch 1 INS

• UPDATE

SQLQuery1.sql - den1.mssql8.gear.host.andromeda (andromeda (83))* - Microsoft SQL Server Management Studio

File Edit View Query Project Debug Tools Window Help

andromeda Execute Debug

Object Explorer: den1.mssql8.gear.host (Server) > Databases > andromeda > Tables

```

SQLQuery1.sql - de...a (andromeda (83))*
/*
Faction_ID int
*/
DROP TABLE Person

DELETE FROM Person WHERE ID_number=388;

SELECT * FROM Person;

UPDATE Person
SET Credit_Amount=680.00 , Age = 45
WHERE ID_number=1;

--ALTER TABLE Person
--ADD FOREIGN KEY (Job_Id) REFERENCES Job(Job_Id)

Create TABLE Person(
ID_number int NOT NULL PRIMARY KEY,
Job_id int,
Job_Classification_id int,
Rank VARCHAR(10),
Job_Title VARCHAR(32),
Credit_Amount Money,
Age int,
Weight int,
Height int,
Health_Rating int,
)

```

Results

ID_number	Job_id	Job_Classification_id	Rank	Job_Title	Credit_Amount	Age	Weight	Height	Health_Rating
1	1	100	1	ENGINEERING	700.00	45	200	69	1
2	1	101	2	ENGINEERING	600.00	32	180	78	1
3	5	102	3	ENGINEERING	500.00	27	170	72	1
4	2	200	1	SECURITY	570.00	36	205	80	1
5	2	201	2	SECURITY	450.00	21	170	78	9
6	2	202	3	SECURITY	350.00	21	170	71	8
7	3	300	1	Mentor	720.00	45	170	73	1
8	3	301	2	Mentor	600.00	38	180	68	1
9	3	302	3	Mentor	500.00	30	170	71	1
10	4	400	1	RESEARCH	790.00	50	187	67	1
11	4	401	2	RESEARCH	670.00	40	174	78	1
12	4	402	3	RESEARCH	555.00	24	165	65	1
13	5	500	1	MEDICAL	820.00	38	171	78	1
14	5	501	2	MEDICAL	720.00	31	192	78	1
15	5	502	3	MEDICAL	670.00	28	1850	78	1
16	88	111	3	Engineering	500.00	27	170	72	1
17	89	110	2	Engineering	600.00	32	180	78	1
18	90	109	1	Engineering	700.00	45	200	69	1
19	91	108	3	Engineering	500.00	27	170	72	1
20	92	107	2	Engineering	600.00	32	180	78	1

Messages

Query executed successfully. den1.mssql8.gear.host (14.0.3048) andromeda (83) andromeda 00:00:00 51 rows

Properties

Current connection parameters

Aggregate Status

Connection failures	
Elapsed time	00:00:00.453
Finish time	4/22/2019 8:42:56 PM
Name	den1.mssql8.gear.host
Rows returned	51
Start time	4/22/2019 8:42:55 PM
State	Open

Connection

Connection name	den1.mssql8.gear.host (andromeda (83))
-----------------	--

Connection Details

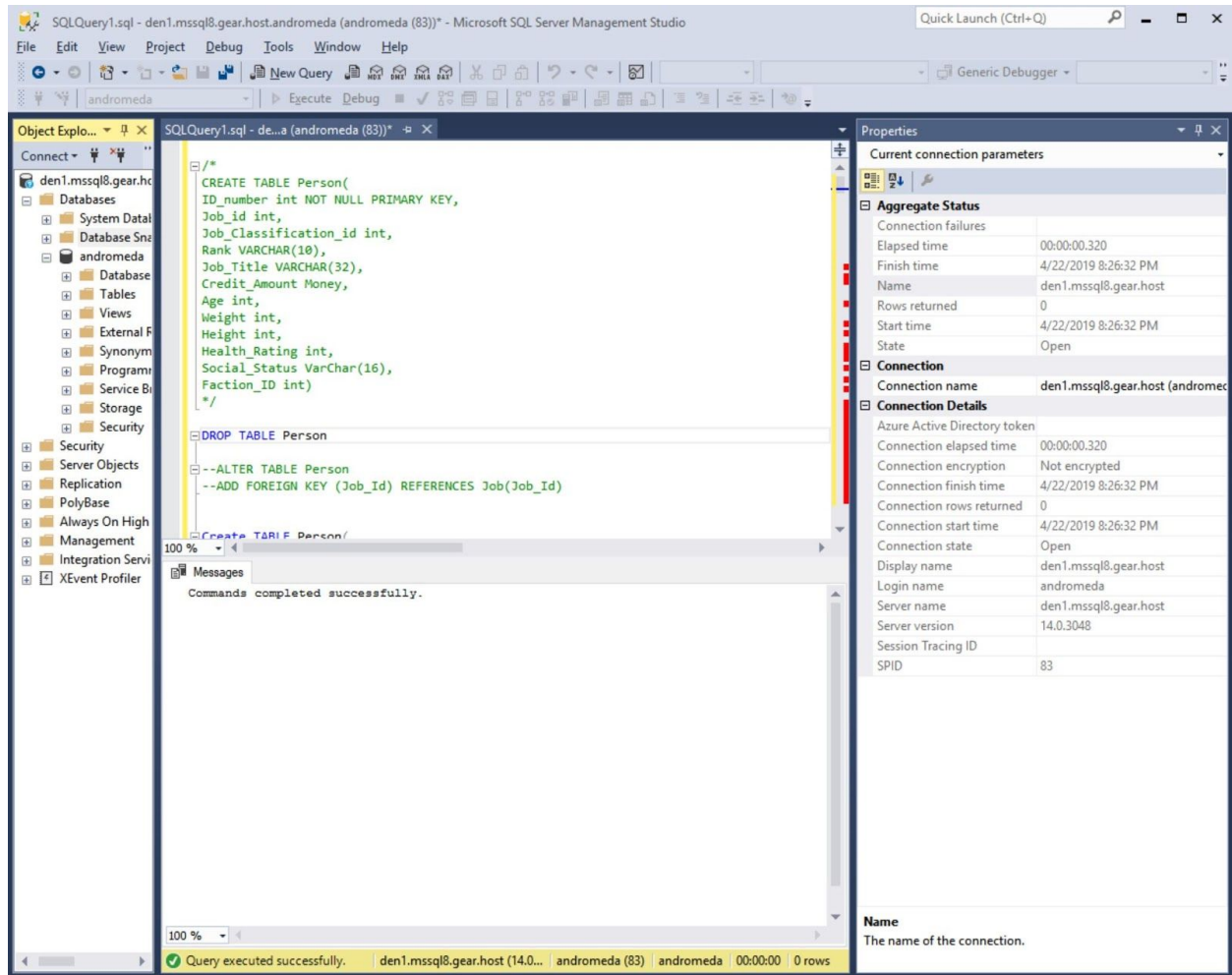
Azure Active Directory token	
Connection elapsed time	00:00:00.453
Connection encryption	Not encrypted
Connection finish time	4/22/2019 8:42:56 PM
Connection rows returned	51
Connection start time	4/22/2019 8:42:55 PM
Connection state	Open
Display name	den1.mssql8.gear.host
Login name	andromeda
Server name	den1.mssql8.gear.host
Server version	14.0.3048
Session Tracing ID	
SPID	83

Name

The name of the connection.

Ready Ln 27 Col 1 Ch 1 INS

- DROP



- Implementation Log (Note: See attachment for full log file)
https://drive.google.com/file/d/1h0DhmeWCR_vq7fdU46ktSzKes8PXwPXL/view?usp=sharing
 (Note: this requires a download/open file because google.docs does not support the file format from SQL Profiler Tool)

EventClass	TextData	ApplicationName	NTUserName	LoginName	CPU	Reads	Writes	Duration	Client	SPID	StartTime	EndTime
SQLBatchCompleted	SELECT SCHEMA_NAME(tbl.schema_id) AS [Schema], tbl.n...	Microsoft SQ...	Gary Stone	DESKTO...	32	1024	3	23	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
RPC:Completed	exec sp_executesql N'SELECT SCHEMA_NAME(v.schema_id)...	Microsoft SQ...	Gary Stone	DESKTO...	78	66776	0	80	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
SQLBatchStarting	SELECT SCHEMA_NAME(obj.schema_id) AS [Schema], obj.n...	Microsoft SQ...	Gary Stone	DESKTO...					1...	56	2019-04-22 22:04:06...	
SQLBatchCompleted	SELECT SCHEMA_NAME(obj.schema_id) AS [Schema], obj.n...	Microsoft SQ...	Gary Stone	DESKTO...	62	1854	3	60	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
RPC:Completed	exec sp_executesql N'SELECT SCHEMA_NAME(udf.schema_id)...	Microsoft SQ...	Gary Stone	DESKTO...	157	72948	0	150	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
SQLBatchStarting	exec sp_executesql N'SELECT SCHEMA_NAME(sp.schema_id)...	Microsoft SQ...	Gary Stone	DESKTO...	62	81978	0	90	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
SQLBatchCompleted	SELECT SCHEMA_NAME(s.schema_id) AS [Schema], s.name ...	Microsoft SQ...	Gary Stone	DESKTO...					1...	56	2019-04-22 22:04:06...	
SQLBatchStarting	SELECT SCHEMA_NAME(s.schema_id) AS [Schema], s.name ...	Microsoft SQ...	Gary Stone	DESKTO...	0	126	1	9	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
SQLBatchCompleted	SELECT SCHEMA_NAME(xproc.schema_id) AS [Schema], xpr...	Microsoft SQ...	Gary Stone	DESKTO...					1...	56	2019-04-22 22:04:06...	
SQLBatchStarting	SELECT SCHEMA_NAME(xproc.schema_id) AS [Schema], xpr...	Microsoft SQ...	Gary Stone	DESKTO...	0	50	0	4	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
SQLBatchCompleted	SELECT sst.name AS [Schema], st.name AS [Name] FROM ...	Microsoft SQ...	Gary Stone	DESKTO...					1...	56	2019-04-22 22:04:06...	
SQLBatchStarting	SELECT sst.name AS [Schema], st.name AS [Name] FROM ...	Microsoft SQ...	Gary Stone	DESKTO...	0	42	0	4	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
SQLBatchCompleted	SELECT SCHEMA_NAME(tt.schema_id) AS [Schema], tt.nam...	Microsoft SQ...	Gary Stone	DESKTO...					1...	56	2019-04-22 22:04:06...	
SQLBatchStarting	SELECT SCHEMA_NAME(tt.schema_id) AS [Schema], tt.nam...	Microsoft SQ...	Gary Stone	DESKTO...	16	47	0	5	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
SQLBatchCompleted	SELECT satypes.name AS [Schema], atypes.name AS [Nam...	Microsoft SQ...	Gary Stone	DESKTO...					1...	56	2019-04-22 22:04:06...	
SQLBatchStarting	SELECT satypes.name AS [Schema], atypes.name AS [Nam...	Microsoft SQ...	Gary Stone	DESKTO...	0	144	0	7	1...	56	2019-04-22 22:04:06...	2019-04-22 22:04:06...
Audit Logout		Microsoft SQ...	Gary Stone	DESKTO...	703	23...	32	1240	1...	56	2019-04-22 22:04:05...	2019-04-22 22:04:06...
SQLBatchStarting	SELECT @@SPID;	Microsoft SQ...	Gary Stone	DESKTO...					1...	54	2019-04-22 22:04:08...	
SQLBatchCompleted	SELECT @@SPID;	Microsoft SQ...	Gary Stone	DESKTO...	0	0	0	0	1...	54	2019-04-22 22:04:08...	2019-04-22 22:04:08...
SQLBatchStarting	Create TABLE Person(ID_number int NOT NULL PRIMA...	Microsoft SQ...	Gary Stone	DESKTO...					1...	54	2019-04-22 22:04:08...	
SQLBatchCompleted	Create TABLE Person(ID_number int NOT NULL PRIMA...	Microsoft SQ...	Gary Stone	DESKTO...	31	483	17	62	1...	54	2019-04-22 22:04:08...	2019-04-22 22:04:08...
SQLBatchStarting	ALTER TABLE Person ADD FOREIGN KEY (Job_Classific...	Microsoft SQ...	Gary Stone	DESKTO...					1...	54	2019-04-22 22:04:08...	
SQLBatchCompleted	ALTER TABLE Person ADD FOREIGN KEY (Job_Classific...	Microsoft SQ...	Gary Stone	DESKTO...	94	2538	43	82	1...	54	2019-04-22 22:04:08...	2019-04-22 22:04:08...


```

ALTER TABLE Person
ADD FOREIGN KEY (Job_Classification_id) REFERENCES Job (Job_Classification_id)

CREATE TABLE Address(
Sector_id int PRIMARY KEY,
Zone_type VARCHAR(20),
Zone_name VARCHAR(50),
Size int,
Resource_usage int,
Tax float)

INSERT INTO Address(
Sector_id,
Zone_type,
Zone_name,
Size,
Resource_usage,
Tax)
VALUES (1, 'A', 'Aether Filament', 120, 1, 2401)

```

- Data Generation

- Populate the database with meaningful data

- An example of meaningful data. Tuples each have a Production_Name that makes sense in a sci-fi setting. Quantities and cost are reasonable in the idea that you can order more filaments and have a relatively low resource cost since they're simple objects to make. While a Hyperdrive despite the low quantity but the cost to make them is high. For more important productions will have a higher priority value as seen by the fighter ship and core.

	ID_Number	Production_Name	Quantity	Produced_for	Priority	Resource_cost	Job_id
1	1	Aether Filament	120	1	1	2401	1
2	2	Alloy Plate	360	2	3	36021	1
3	3	Novus Battery	24	3	1	562	1
4	1	Nexus Hyperdrive	4	4	5	42001	1
5	2	Physeos Body Armor	475	5	4	6724	1
6	3	Elemental Resistant Rubber	500	6	0	324	1
7	1	MK11 Precision Pistol	60	7	2	16234	1
8	2	Zodiac Fighter Ship	2	8	5	93899	1
9	3	SNK01 Droid	5	9	1	5215	1
10	1	Omega Core	1	10	5	12000	1

- List showing each table and its planned size

Person	60 - 70
Job	15 - 20
Address	10 - 15
Faction	10 - 15

Resource	6
Combat_Missions	3 - 5
Exploratory_event	5 - 10
Engineering	5 - 10
Medical	3 - 5
Security	5 - 10
Mentor	5 - 10
Research	5 - 10

- List showing one row/tuple from each table with data

Person

	ID_number	Job_id	Job_Classification_id	Rank	Job_Title	Credit_Amount	Age	Weight	Height	Health_Rating	Social_Status	Faction_ID
1	1	1	100	1	ENGINEERING	700.00	45	200	69	100	High	1

Job

	Job_Classification_id	Job_id	Job_leader_id	Pay_rate	Rank	Profit	Loss	Tax	Designated_Resources	Job_title
1	100	1	100	10000.00	1	2000.00	-150.55	0.45	Mechanical Points	Engineering Supervisor

Address

	Sector_id	Zone_type	Zone_name	Size	Resource_Usage	Tax	Faction_Category	Faction_id
1	1	Commercial	224 Alpha	207	45	4.25	NULL	NULL

Faction

	Faction_id	Population	Budget	Task	Completion_time	Faction_Category
1	1	12	412151.23	Ion Weapon Research	213	Ghost

Resource

	Resource_id	Resource_type	Resource_Amount
1	1	Electricity	450123

Combat_Missions

	Combat_Mission_id	Mission_name	Health_Rating	Social_Status	Money	Name	Time	Risk
1	1	Jupiter Ascent	2	High	200000.00	NULL	85	Medium

Exploratory_event

	Event_id	ID_Number	Resource_Cost	Social_Status	Money	Health_rating	Name	Time	Risk
1	1	1	312	Low	4352.12	0	Xellios Quadrant	12	Low

Engineering

	ID_Number	Production_Name	Quantity	Produced_for	Priority	Resource_cost	Job_id
1	1	Aether Filament	120	1	1	2401	1

Medical

	Id_Number	Priority_Level	Treatment_type	Resource_cost	Time	Job_id
1	13	1	Amputation	200	5	5

Security

	ID_Number	Security_type	Job_Address	Job_id
1	4	Scout	241 ChimeraGate	2

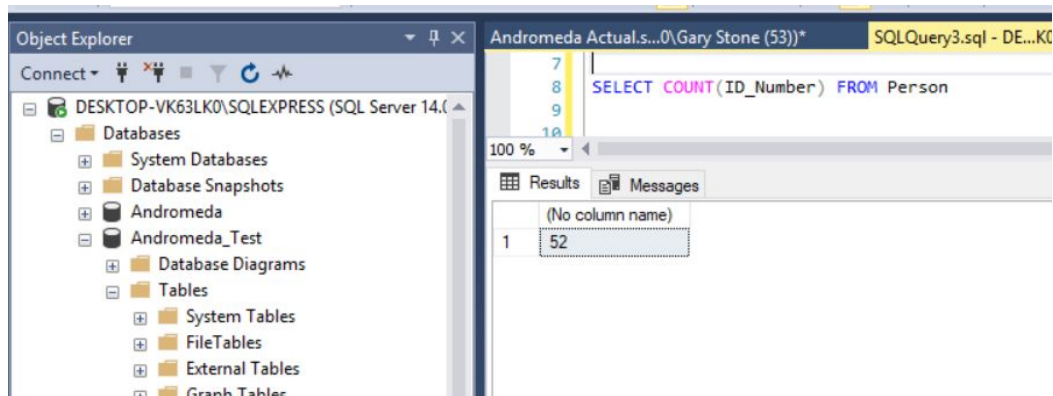
Mentor

	ID_Number	Position	Field_of_Learning	Resource_cost	Job_id
1	7	Family Guidance Counselor	NULL	100	3

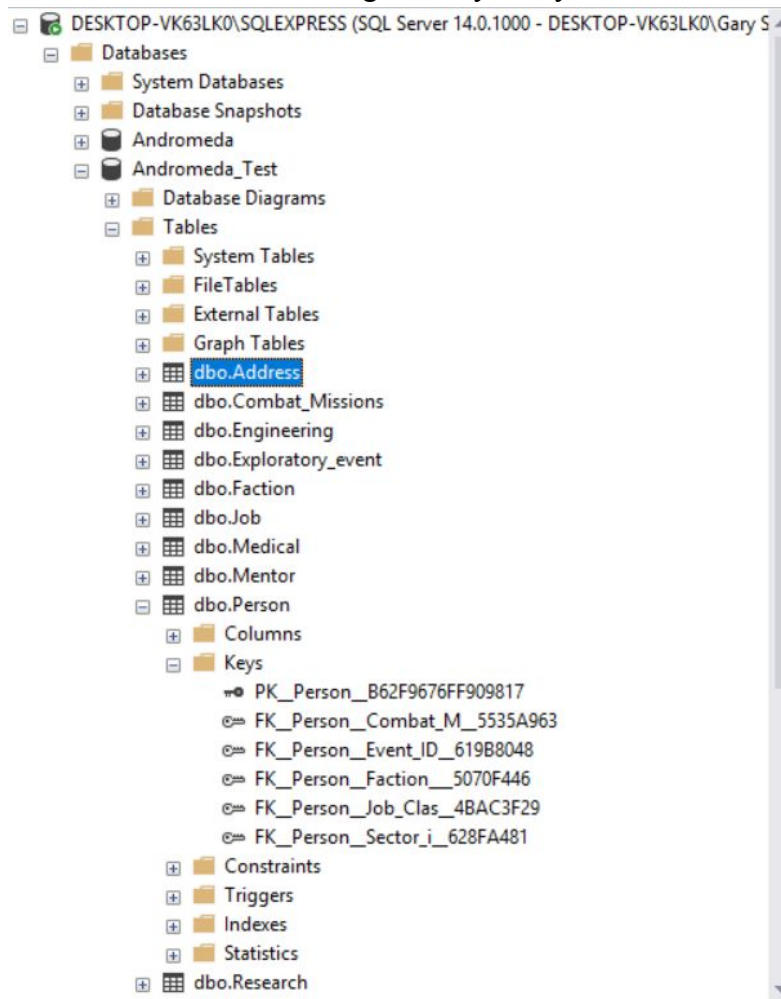
Research

	ID_Number	Research_Name	Field_of_research	Point_regeneration	Research_Level	Resource_cost	Job_id
1	10	Antlion Biological Research	Renegade	5928	12	2941	4

- Query Examples
 - Show a count of the largest population



- Show a listing of a key entity in the database



- Show a list of entities that must function together (We have a join and a snip of the dependencies through foreign and primary keys on PERSON TABLE)

```

27 SELECT * FROM Medical
28
29 SELECT *
30 FROM PERSON P JOIN Medical C
31 ON P.ID_number = C.Id_Number
32

```

ID_number	Job_id	Job_Classification_id	Rank	Job_Title	Credit_Amount	Age	Weight	Height	Health_Rating	Social_Status	Faction_ID	Combat_Mission_id	Event_ID	Sector_id	Id_Number	Priority_Level	Treatment_type	Resource_cost	Time
13	5	500	1	MEDICAL	820.00	38	171	78	100	High	3	NULL	NULL	2	13	1	Amputation	200	5
14	5	501	2	MEDICAL	720.00	31	192	78	100	Medium	4	NULL	NULL	3	14	4	Robotic infusion	500	12
15	5	502	3	MEDICAL	670.00	28	1850	78	100	Medium	10	NULL	NULL	5	15	5	Organ Transpl...	700	10

Query executed successfully.

DESKTOP-VK63LK0\SQLEXPRESS ... DESKTOP-VK63LK0\Gary S... Andromeda_Actual 00:00:00 3 rows

Ln 29 Col 1 Ch 1 INS

Object Dependencies - Person

Select a page: General

Script ? Help

☒ Objects that depend on [Person]
☐ Objects on which [Person] depends

Dependencies

- Person
 - Engineering
 - Medical
 - Mentor
 - Research
 - Security

Connection

Server: DESKTOP-VK63LK0\SQLEXPRESS

Connection: DESKTOP-VK63LK0\Gary Stone

[View connection properties](#)

Progress

☒ Ready

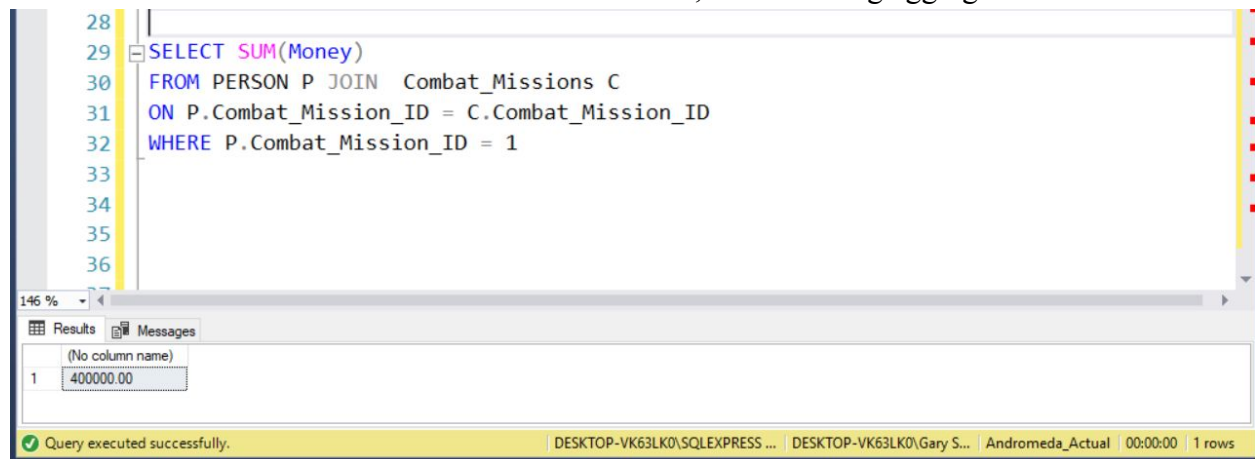
Selected object Name: [DESKTOP-VK63LK0\SQLEXPRESS].[Andromeda_Test].[dbo].[Person]

Type: Table

Dependency type: Schema-bound dependency

OK Cancel

- Show the cost of an occurrence, derived using aggregate functions



The screenshot displays the SQL Server Enterprise Manager interface. The top pane shows a SQL query with line numbers 28 through 36. The query is as follows:

```
28 |  
29 | SELECT SUM(Money)  
30 | FROM PERSON P JOIN Combat_Missions C  
31 | ON P.Combat_Mission_ID = C.Combat_Mission_ID  
32 | WHERE P.Combat_Mission_ID = 1  
33 |  
34 |  
35 |  
36 |
```

The bottom pane shows the results of the query. It has tabs for 'Results' and 'Messages'. The 'Results' tab is active, showing a single row with the value 400000.00. The column header is '(No column name)'. The status bar at the bottom indicates 'Query executed successfully.' and provides details about the query execution, including the server name 'DESKTOP-VK63LK0\SQLEXPRESS ...', the user 'DESKTOP-VK63LK0\Gary S...', the database 'Andromeda_Actual', the execution time '00:00:00', and the number of rows '1 rows'.

(No column name)
400000.00

Query executed successfully. | DESKTOP-VK63LK0\SQLEXPRESS ... | DESKTOP-VK63LK0\Gary S... | Andromeda_Actual | 00:00:00 | 1 rows

Part 1

To do:

- **UPDATE (According to what is in the Database)** Entity Relationship Diagram (ERD) Data dictionary of the Entity types with entity type descriptions, keys, relationships, and attributes of the ERD Supporting Schema Diagram
- **UPDATE (According to what is in the Database)** Data Dictionary for the Schema with each table, table description, primary key, super keys, attributes on separate lines with data types and domains, foreign keys
- The names and sources of the tool(s) used for the ERD and the schema diagram

New Table

Data Dictionary for ER

Entity	Entity Description	Keys	Attributes	Relationships
Person	Represent a person from the simulation and it's relationships having a job and where they live	<i>Id_number,</i> <i>Job_id, Rank</i>	Job_title, Credit_Amount, Age, Address, Weight, Height, Health, Health_rating, Social_status	A Person has a job, Health, and each person adds 1 unit to the population *Note the column for Health Rating will affect population (-1) when the health rating goes to 0
Job	A task that is assigned to people to keep the station running and make a living	<i>Job_id</i>	Job_leader_Id, Pay_rate, Loss, Tax, Job_title	Contains Engineering, Security, Mentor, Research, Medical
Resource	Provides a count of the resources available on the station	<i>Resource_id</i>	Electricity, Population, Oxygen, Research Points, Weapons, Money	Utilized in Jobs, Exploratory Events, and Combat Mission
Combat_Missions	Missions that help protect the station from threats	<i>Combat_mission_id,</i> <i>Resource_id,</i> <i>Id_number</i>	Name, Time, Risk, Health_rating, Social_status, Money,	Affects Population, Health_rating, Social_status, Money, and Resources

Exploratory event	Missions that help gain	<i>Event_id,</i> <i>Resource_id,</i>	Name, Time, Risk,	Security go on exploratory
-------------------	-------------------------	---	----------------------	----------------------------

	resources and trade	<i>Id_number</i>	Resource_cost, Social_status, Money_Cost, Health_rating	events, and can affect the population count
Engineering	A job that helps repair equipment and make tech for the station	Rank, Resource_id, <i>Job_id</i>	Production_name, Quantity, Produced_for, Priority	Engineering is a category of Job, and will, accumulate Research Points, Electricity, Weapons, and Money
Security	A job that enforces order in the station and protects it from outside threats	Rank, Resource_id, , <i>Job_id</i>	Security_type, faction	Security is a category of Job, and will, accumulate Weapons, and Money
Research	A job that develops new technology	Rank, Resource_id, <i>Job_id</i>	Research_name, Field_of_research, point_generation, Research_level	Research is a category of Job, and will, accumulate Research Points, Weapons, and Money
Medical	A job that cures the sick and heals the injured	Rank, Resource_id, <i>Job_id</i>	Patient_name, Priority_Level, Treatment_type, Health_rating	Medical is a category of Job, and will affect the population, Health_rating, and accumulate Money

Old Table

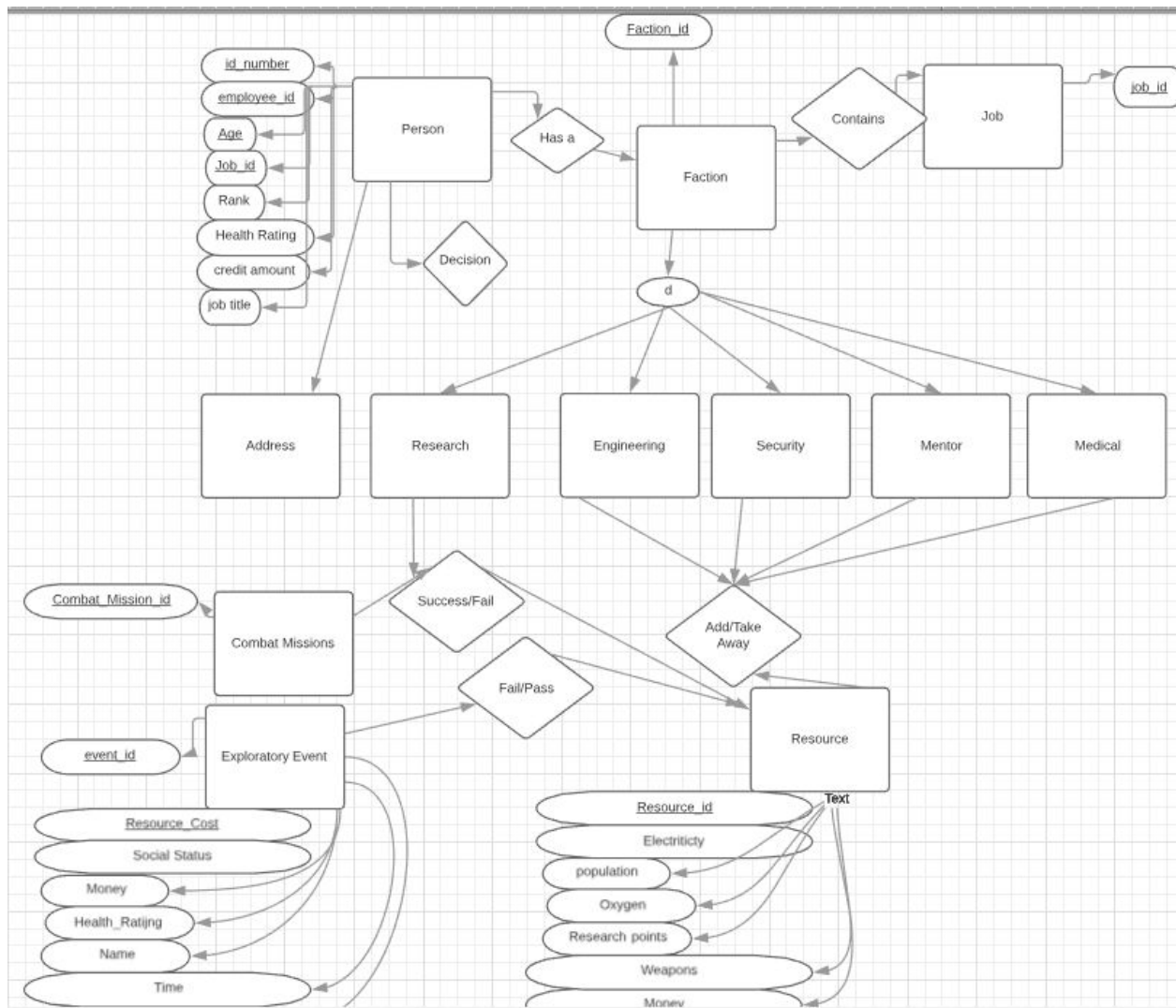
Data Dictionary for ER

Entity	Entity Description	Keys	Attributes	Relationships
Person	Represent a person from the simulation and it's relationships having a job and where they live	<i>Id_number,</i> Employee_id, Health_rating, Social_status, Rank	Job_title, Credit_Amount, Age, Address, Weight, Height	A Person has a job, A Person lives at an address
Job	A task that is assigned to people to keep the station running and make a living	<i>Job_id</i>	Job_leader_Id, Pay_rate, Profit, Loss, Tax, Designated_resources, Job_title	A Job belongs to a faction
Address	A spatial designation for people live and work	<i>Sector_id</i>	Zone_type, Zone_name, Size, Resource_Usage, Tax, Faction_Category	Jobs take place in addresses
Faction	Categories jobs are classified as	<i>Faction_id</i>	Population, Rank, Budget, Task, Completion_time	Contains Engineering, Security, Mentor, Research, Medical
Resource	Provides a count of the resources available on the station	<i>Resource_id</i>	Electricity, Population, Oxygen, Research Points, Weapons, Money	Used in jobs, Exploratory_events, Combat_Mission
Combat_Missions	Missions that help protect the station from	<i>Combat_mission_id,</i> ID_Number,	Name, Time, Risk	One of the takes Security takes

	threats	Resource_cost, Health_rating, Social_status, Money		
--	---------	---	--	--

Exploratory_ event	Missions that help gain resources and trade	<i>Event_id,</i> Resource_cost, Social_status, Money, Health_rating	Name, Time, Risk	Security go on exploratory events
Engineering	A job that helps repair equipment and make tech for the station	Rank	Production_ name, Quantity, Produced_for, Priority	Engineering is a category of Faction
Security	A job that enforces order in the station and protects it from outside threats	Rank	Security_type, Address	Security is a category of Faction
Mentor	A job that teaches other people in respective factions	Rank	Position, Field_of_ learning	Mentor is a category of Faction
Research	A job that develops new technology	Rank	Research_name, Field_of_research, point_generation , Research_level	Research is a category of Faction
Medical	A job that cures the sick and heals the injured	Rank	Patient_name, Priority_Level, Treatment_type	Medical is a category of Faction

ERD



Data Dictionary For Schema

Table	Table Description	Attributes	Data Type	Domains
Person	Represent a person from the simulation and it's relationships having a job and where they live	<i><u>Id_number</u></i> <i><u>Employee_id</u></i> Health_Rating Social_Status Rank Job_title <u>Faction_Category</u> Credit_Amount Age <u>Address</u> Weight Height	Integer Integer Integer String Integer String String Integer Integer String Integer Integer	0 - 500 00000 - 99999 0 - 100 Low, Medium, High 0 - 100 Faction : Title Stryker, Shadow, Thunder, Ghost, Renegade 300 - 850 0 - ∞ Title ###lbs #? ##?
Job	A task that is assigned to people to keep the station running and make a living	<i><u>Job_Classification_id</u></i> <i><u>Job_id</u></i> Job_leader_Id Pay_rate Profit Loss Tax Designated_	Integer Integer Integer Money Money Float Float	100-550 1 = ENGINEERING, 2 = SECURITY, 3 = MENTOR, 4 = RESEARCH, 5 = MEDICAL 100,200,300,400,500 00.00 - 999999.99 00.00 - 999999.99 00.00 - 999999.99 -999999.99 - 00.00 00.00% - 100.00%

		Resources	String	Resource name (Mechanical Points, Weapon Power, Moral Points, Innovation Points, Healing Power)
		Job_title	String	Medical Supervisor, Presidential Supervisor, Science Supervisor, Counselor Supervisor,
		<u>Faction_Category</u>	String	Stryker, Shadow, Thunder, Ghost, Renegade
Address	A spatial designation for people live and work	<i>Sector_id</i>	Integer	00000 - 99999
		Zone_type	String	Commercial, Industry, Resident
		Zone_name	String	### Title
		Size	Integer	0 - 999
		Resource_Usage	Integer	Resource: ###
		Tax	Float	00.00% - 100.00%
		<u>Faction_Category</u>	String	Stryker, Shadow, Thunder, Ghost, Renegade
Faction	Categories jobs are classified as	<i>Faction_id</i>	Integer	00000 - 99999
		Population	Integer	0 - 500
		Budget	Float	00.00 - 999999.99
		Task	String	Task Name
		Completion_Time	Integer	# days, # hours, # minutes, # Seconds
		Faction_Category	String	Stryker, Shadow, Thunder, Ghost, Renegade

Resource	Provides a count of the resources available on the station	<i>Resource_Id</i>	Integer	00000 - 99999
		Resource_type	String	Electricity, Population, Oxygen, Research Points, Weapons, Money
		Resource_Amount	Integer	00000 - 99999
Combat_Missions	Missions that help protect the station from threats	Combat_Mission_id	Integer	00000 - 99999
		Health_Rating (Total Persons in Triage Count)-	Integer	0 - 100
		Social_Status	String	Low, Medium, High
		Money	Integer	-999999.9-999999.99
		Name	String	Last, First
		Time	Integer	# days, # hours, # minutes, # Seconds
		Risk	String	Low, Medium, High
Exploratory_event	Missions that help gain resources and trade	Event_id	Integer	00000 - 99999
		<u>Resource_Cost</u>	Integer	00000 - 99999
		Social_Status	String	Low, Medium, High
		Money	Money	-999999.9-999999.99
		Health_rating	Integer	0 - 100
		Name	String	Last, First
		Time	Integer	Time
Engineering	A job that helps repair equipment and make tech for	Rank	Integer	0-100
		Production_	String	Faction: Title

	the station	Name Quantity Produced_ for Priority <u>Resource_cost</u> <i>Job_id</i>	Integer String Integer Integer Integer	0 - 100 Faction name 0 - 5 00000 - 99999 1-5
Security	A job that enforces order in the station and protects it from outside threats	Rank Security_ type Address <i>Job_id</i>	Integer String String Integer	0-100 Enforcer, Soldier, Scout ### Title 1-5
Mentor	A job that teaches other people in respective factions	Rank Position Field_of_ Learning <u>Resource_cost</u> <i>Job_id</i>	Integer String String Integer Integer	0-100 Title Faction name 00000 - 99999 1-5
Research	A job that develops new technology	Rank ID_Number Research_ Name Field_of_research Point_ generation Research_ Level <u>Resource_cost</u> <i>Job_id</i>	Integer Integer String String Integer Integer Integer Integer Integer	0-100 1-1000 Faction Title 0 - 99999 0 - 100 00000 - 99999 1-5

Medical	A job that cures the sick and heals the injured	Rank	Integer	0-100
		<u>Id_number</u>	Integer	0 - 500
		Priority_ Level (Triage)	Integer	0 - 5
		Treatment_type	String	Injury Name, Treatment Name
		<u>Resource_cost</u>	Integer	00000 - 99999
		<u>Time</u>	Integer	00000 - 99999
		<u>Job_id</u>	Integer	1-5

Tools used for the ER Diagram:

LucidChart Diagram link:

<https://www.lucidchart.com/invitations/accept/24083b0a-cdf1-43ba-9589-9ab4984cb994>

<https://erdplus.com>

Proposal

Final Contact: Space Station Andromeda

Problem Domain and Solution

A simulation game is being designed as a proof-of-concept to showcase to publishers in order to acquire funding for full development. The scope of the system is what the game itself simulates, manages, and records while being played. The world itself resides on a space station colony. The people of the station are categorized into Factions based on their job. Faction designations consist of engineering, security, mentor, research, and medical. Engineering helps maintain and build new structures and equipment, and is the primary contributor to resources. Security deals with weaponries and keeping the station safe from outside threats and inside conflicts. Mentors teach people to have jobs in the categories stated. Medical will heal the injured and cure diseases. There is a head of each category will represent their respective category just like a president's cabinet though the government structure solely consists of these heads.

The population of the space station is kept as a precise number. Every person has a unique key id number, employee id, job title, credit amount, health rating, class, address, weight, height, and may have an associated member of their family or employment. A person may have a job leader which supervises them, or may be a job leader which supervises others. Each job has a unique id, set of employees, job leader, pay rate, profit, loss, tax, designated resource, and designation.

This is a real time scenario where at random times there will be random exploratory events. Yet, at other times there will be planned execution of galaxy rules. Some exploratory events are more dangerous than others. Some events can cost lots of money, resources, social status, money, and experience, health. However events are not all bad. They can bring forth change and ultimately leap to the top spot. You can gain research points for innovation! Social status, money, and experience, through Combat Missions. Also there is a chance to get a promotion and earn more money. Time is kept track of in this game also. Typically characters will live for 75 years.

Relationships between major categories/entities start with the head of each category who keep command over the population in their respective category. Workers that are technicians work with Security to fix their vehicles and weapons, and medical to fix any medical equipment. People in Security helps protect everyone on the station. Mentors initially teach people in the respective categories they want to be in or are most suited for and eventually teach any specialization. Medical will work with technicians to develop new medical machines and techniques.

Business Rules

1. Jobs add to resources over time and require people within those jobs in order to do so. Jobs also take resources, with the high

2. A person's social_status is usually dependent on their credit amount, job, and address.
3. All resources can be represented as an equivalent money value.

Major Entity Types

- Person - An individual aboard the space station. Essentially the smallest “unit” within the overall system of the station.
- Job - A large contributor to a person's attributes, as well as a specific resource
- Address - A specific location on the space station. Some locations are larger than others. Some are residential and others are industrial.
- Faction - The categories of jobs, each pertaining to a different area of station management and upkeep.
- Resource - The capital of the station in various forms, including electricity, oxygen, research points, weapons, and money.

Person has a unique key id_number.

- employee_id, job title, credit amount, health_rating, age, social_status, address, weight, height, rank
- may have an associated member of their family or employment. A **person** may have a job leader which supervises them, or may be a job leader which supervises others.

Job has a job_id.

- Set of employees, job leader, pay rate, profit, loss, tax, set of designated resources, and designation.
- A Job belongs in a faction

Address will have a sector_id to uniquely identify specific areas of the station

- Zone type (residential, commercial, industrial), zone name, size, resource usage, tax, faction category

Faction - The categories of jobs classified into individual Faction_id's, each pertaining to a different area of station management and upkeep.

- Population, rank, budget, task, completion time
 - **Engineering** produces/repairs equipment for everyone on the station
 - production name, quantity, produced for, rank
 - **Security** serves to enforce laws within the station and fight threats within and outside the station
 - security type (enforcers, soldiers, etc), address, rank
 - **Mentor** is meant to teach people into other factions
 - position, field of learning, rank
 - **Research** develops new technologies
 - research name, field of research, point generation, research level, rank
 - **Medical** heals and cures the wounded and sick

- patient name, priority level, treatment type, rank

Note: A head cabinet member from each faction will have the rank of 1. There will only be one rank (foreign key) of 1 for each Faction_id

Resource - The capital of the station in various forms. Every resource has:

- Resource_id which may be: electricity, population, oxygen, research points, weapons, or money.
- Total amount of resource available and a non-empty set of designated jobs

Combat Missions - Combat_mission_id, ID_Number, name, time, risk, resource_cost, health_rating, social_status, money (effects these values dynamically)

Exploratory Event- event_id, money, time, risk, resource_cost, social_status, money, health_rating (effects these values dynamically)

Assumptions on business rules

There is expected to be around 10 or so main entity types overall, with each type hosting in general around 10-15 attributes and at least a couple hundred entries for each.

Assumptions on volumes of data

Estimated 500+ inhabitants of the space station, with several times more attributes and a similar factor less number of relationships to other entities like jobs and other people.

Summary on what the project will achieve and provide

A space civilization simulation of dynamically generated sprites in a space ecosystem each with roles, perishable, non-perishable, and shared resources, points that promote the status of characters, and so on. It can be used to observe or demonstrate how a space society sustains, flourishes, and is stressed based on entropy, randomness of events in real life.

In addition to being a simulation game database, such database could potentially be used in real-time strategy games where the sprites would just be non-automated.

LucidChart Diagram link:

<https://www.lucidchart.com/invitations/accept/24083b0a-cdf1-43ba-9589-9ab4984cb994>

```

Create TABLE Person(
ID_number int NOT NULL PRIMARY KEY,
Job_id int,
Job_Classification_id int,
Rank VARCHAR(10),
Job_Title VARCHAR(32),
Credit_Amount Money,
Age int,
Weight int,
Height int,
Health_Rating int,
Social_Status VarChar(16),
Faction_ID int,
Combat_Mission_id int,
Event_ID int,
Sector_id int)

```

```

INSERT INTO Person(
ID_number,
Job_id,
Job_Classification_id,
Rank,
Job_Title,
Credit_Amount,
Age,
Weight,
Height,
Health_Rating,
Social_Status,
Faction_ID,
Combat_Mission_id,
Event_ID,
Sector_id)

```

```

----- /* Job_Id    1 = ENGINEERING,           2 = SECURITY,       3 = MENTOR,
          4 = RESEARCH,    5 = MEDICAL  */-----
--add a tuple for 102 Job_Classification_id
VALUES
(1, 1, 100, 1, 'ENGINEERING', 700, 45, 200, 69, 100, 'High', 1, 1, NULL, 1),
(2, 1, 101, 2, 'ENGINEERING', 600, 32, 180, 78, 100, 'Medium', 2, 3, NULL, 2),
(3, 5, 102, 3, 'ENGINEERING', 500, 27, 170, 72, 100, 'Low', 5, 4, NULL, 3),

```

(4, 2, 200, 1, 'SECURITY', 570, 36, 205, 80, 100, 'High', 3, 4, NULL, 4),
(5, 2, 201, 2, 'SECURITY', 450, 21, 170, 78, 92, 'Medium', 4, 3, NULL, 5),
(6, 2, 202, 3, 'SECURITY', 350, 21, 170, 71, 87, 'Low', 5, 2, NULL, 4),
(7, 3, 300, 1, 'Mentor', 720, 45, 170, 73, 100, 'High', 6, NULL, NULL, 3),
(8, 3, 301, 2, 'Mentor', 600, 38, 180, 68, 100, 'Medium', 7, NULL, NULL, 2),
(9, 3, 302, 3, 'Mentor', 500, 30, 170, 71, 100, 'Low', 8, NULL, NULL, 2),
(10, 4, 400, 1, 'RESEARCH', 790, 50, 187, 67, 100, 'High', 9, 2, NULL, 1),
(11, 4, 401, 2, 'RESEARCH', 670, 40, 174, 78, 100, 'Medium', 10, 3, NULL, 3),
(12, 4, 402, 3, 'RESEARCH', 555, 24, 165, 65, 100, 'Low', 2, 1, NULL, 3),
(13, 5, 500, 1, 'MEDICAL', 820, 38, 171, 78, 100, 'High', 3, NULL, NULL, 2),
(14, 5, 501, 2, 'MEDICAL', 720, 31, 192, 78, 100, 'Medium', 4, NULL, NULL, 3),
(15, 5, 502, 3, 'MEDICAL', 670, 28, 1850, 78, 100, 'Medium', 10, NULL, NULL, 5),

--For exploratory events

(399, 4, 400, 1, 'RESEARCH', 790, 50, 180, 67, 100, 'High', 4, NULL, 1, 3),
(398, 4, 401, 2, 'RESEARCH', 660, 40, 170, 78, 100, 'Medium', 2, NULL, 2, 2),
(397, 4, 402, 3, 'RESEARCH', 555, 24, 160, 65, 100, 'Low', 6, NULL, 3, 2),
(396, 4, 402, 1, 'RESEARCH', 790, 50, 180, 67, 100, 'High', 1, NULL, 4, 1),
(395, 4, 402, 2, 'RESEARCH', 660, 40, 170, 78, 100, 'Medium', 4, NULL, 5, 1),
(198, 2, 200, 2, 'SECURITY', 450, 21, 170, 78, 92, 'Medium', 6, NULL, 6, 5),
(197, 2, 202, 3, 'SECURITY', 350, 21, 170, 71, 87, 'Low', 9, NULL, 7, 3),
(196, 2, 201, 1, 'SECURITY', 570, 36, 205, 80, 100, 'High', 10, NULL, 8, 2),
(195, 2, 202, 2, 'SECURITY', 450, 21, 170, 78, 92, 'Medium', 1, NULL, 9, 1),
(194, 2, 202, 3, 'SECURITY', 350, 21, 170, 71, 87, 'Low', 7, NULL, 10, 4),

--Additional for Engineering

(94, 1, 102, 3, 'Engineering', 500, 27, 170, 72, 100, 'Low', 1, NULL, NULL, 5),
(93, 1, 102, 1, 'Engineering', 700, 45, 200, 69, 100, 'High', 2, NULL, NULL, 5),
(92, 1, 101, 2, 'Engineering', 600, 32, 180, 78, 100, 'Medium', 3, NULL, NULL, 5),
(91, 1, 102, 3, 'Engineering', 500, 27, 170, 72, 100, 'Low', 4, NULL, NULL, 4),
(90, 1, 102, 1, 'Engineering', 700, 45, 200, 69, 100, 'High', 5, NULL, NULL, 3),
(89, 1, 101, 2, 'Engineering', 600, 32, 180, 78, 100, 'Medium', 1, NULL, NULL, 3),
(88, 1, 102, 3, 'Engineering', 500, 27, 170, 72, 100, 'Low', 2, NULL, NULL, 3),

--Additional for Security

(193, 2, 201, 1, 'Security', 570, 36, 205, 80, 100, 'High', 1, NULL, NULL, 1),
(192, 2, 200, 2, 'SECURITY', 450, 21, 170, 78, 92, 'Medium', 2, NULL, NULL, 2),
(191, 2, 202, 3, 'SECURITY', 350, 21, 170, 71, 87, 'Low', 3, NULL, NULL, 2),
(190, 2, 201, 1, 'SECURITY', 570, 36, 205, 80, 100, 'High', 4, NULL, NULL, 4),
(189, 2, 201, 2, 'SECURITY', 450, 21, 170, 78, 92, 'Medium', 5, NULL, NULL, 2),
(188, 2, 202, 3, 'SECURITY', 350, 21, 170, 71, 87, 'Low', 5, NULL, NULL, 1),

--Additional for Mentor

(299, 3, 301, 1, 'Mentor', 720, 45, 170, 73, 100, 'High', 5, NULL, NULL, 3),

```

(298, 3, 302, 2, 'Mentor', 600, 38, 180, 68, 100, 'Medium', 4, NULL, NULL, 2),
(297, 3, 302, 3, 'Mentor', 500, 30, 170, 71, 100, 'Low', 4, NULL, NULL, 2),
(296, 3, 302, 1, 'Mentor', 720, 45, 170, 73, 100, 'High', 3, NULL, NULL, 1),
(295, 3, 302, 2, 'Mentor', 600, 38, 180, 68, 100, 'Medium', 2, NULL, NULL, 4),
(294, 3, 302, 3, 'Mentor', 500, 30, 170, 71, 100, 'Low', 2, NULL, NULL, 5),
(293, 3, 301, 1, 'Mentor', 720, 45, 170, 73, 100, 'High', 5, NULL, NULL, 1),
--Additional for Research
(394, 4, 401, 3, 'RESEARCH', 555, 24, 160, 65, 100, 'Low', 2, NULL, NULL, 1),
(393, 4, 402, 1, 'RESEARCH', 790, 50, 180, 67, 100, 'High', 4, NULL, NULL, 1),
(392, 4, 402, 2, 'RESEARCH', 660, 40, 170, 78, 100, 'Medium', 2, NULL, NULL, 2),
(391, 4, 402, 3, 'RESEARCH', 555, 24, 160, 65, 100, 'Low', 3, NULL, NULL, 2),
(390, 4, 402, 1, 'RESEARCH', 790, 50, 180, 67, 100, 'High', 5, NULL, NULL, 3),
(389, 4, 402, 2, 'RESEARCH', 660, 40, 170, 78, 100, 'Medium', 1, NULL, NULL, 3),
(388, 4, 402, 3, 'RESEARCH', 555, 24, 160, 65, 100, 'Low', 1, NULL, NULL, 3)

```

```
-- ALTER TABLE Person
```

```
--ADD CONSTRAINT Job_Classification_id UNIQUE ( Job_Classification_id )
```

```

CREATE TABLE Job(
Job_Classification_id int NOT NULL PRIMARY KEY,
Job_id int,
Job_leader_Id int,
Pay_rate money,
Rank int,
Profit money,
Loss float,
Tax float,
Designated_Resources VARCHAR(50),
Job_title VARCHAR(50))

```

```

INSERT INTO Job(
Job_Classification_id, --Primary Key, and Foreign key to Person Table
Job_id, --Foreign Key, and Foreign key to JOB entities and Person Table
Job_leader_Id,
Pay_rate,
Rank,
Profit,
Loss,
Tax,
Designated_Resources,
Job_title)

```

```

----- Job_Id    1 = ENGINEERING,           2 = SECURITY,           3 = MENTOR,
              4 = RESEARCH,           5 = MEDICAL  -----

```

---- Note: Transitive Identity for the Job_leader_Id, this is not a huge database so we left it as is

```
Values(100, 1, 100, 10000.00, 1, 2000.00, -150.55, .45, 'Mechanical Points', 'Engineering
Supervisor'),
(200, 2, 200, 85000.00, 1, 1800.00, -250.55, .35, 'Weapon Power', 'Presidential Supervisor'),
(300, 3, 300, 80000.00, 1, 2100.00, -350.55, .35, 'Moral Points', 'Counselor Supervisor'),
(400, 4, 400, 120000.00, 1, 2400.00, -450.55, .35, 'Innovation Points', 'Science Supervisor'),
(500, 5, 500, 90000.00, 1, 1900.00, -150.55, .35, 'Healing Power', 'Medical Supervisor'),
(101, 1, 100, 80000.00, 2, 1500.00, -125.25, .30, 'Mechanical Points', 'Tooling Manager'),
(201, 2, 200, 65000.00, 2, 1400.00, -125.25, .30, 'Weapon Power', 'Ballistics Manager'),
(301, 3, 300, 70000.00, 2, 1700.00, -125.25, .30, 'Moral Points', 'Personel Counselor'),
(401, 4, 400, 900000.00, 2, 2100.00, -225.25, .30, 'Innovation Points', 'Biologic Manager'),
(501, 5, 500, 70000.00, 2, 1400.00, -125.25, .30, 'Healing Power', 'Surgon Manager'),
(102, 1, 100, 70000.00, 3, 1200.00, -125.15, .25, 'Mechanical Points', 'Tooling Agent'),
(202, 2, 200, 58000.00, 3, 1200.00, -125.15, .25, 'Weapon Power', 'Ballistics Agent'),
(302, 3, 300, 65000.00, 3, 1500.00, -125.15, .25, 'Moral Points', 'Counselor'),
(402, 4, 400, 750000.00, 3, 1800.00, -225.15, .25, 'Innovation Points', 'Biologic'),
(502, 5, 500, 650000.00, 3, 1200.00, -125.15, .25, 'Healing Power', 'Surgon')
GO
```

```
ALTER TABLE Person
ADD FOREIGN KEY (Job_Classification_id) REFERENCES Job (Job_Classification_id)
```

```
CREATE TABLE Address(
Sector_id int PRIMARY KEY,
Zone_type VARCHAR(20),
Zone_name VARCHAR(50),
Size int,
Resource_Usage int,
Tax float)
```

```
INSERT INTO Address(
Sector_id,
Zone_type,
Zone_name,
Size,
Resource_Usage,
Tax)
```

```
Values (1, 'Commercial', '224 Alpha', 207, 45, 4.25),
(2, 'Residential', '472 Bravo', 425, 45, 2.75),
(3, 'Commercial', '558 Charlie', 228, 45, 4.25),
(4, 'Residential', '645 Indigo', 213, 67, 2.25),
```

(5,'Industrial','831 Foxtrot',845,435,8.25),
(6,'Residential','462 Hydotos',456,26,3.25),
(7,'Commercial','962 Delta',110,221,6.50),
(8,'Residential','120 Zeta',343,56,1.75),
(9,'Residential','672 Anemos',289,68,2.00),
(10,'Industrial','838 Pagos',921,756,9.50),
(11,'Commercial','921 Pryos',189,311,4.75)

ALTER TABLE Person
ADD FOREIGN KEY (Sector_id) REFERENCES Address (Sector_id)

CREATE TABLE Faction(
Faction_id int PRIMARY KEY,
Population int,
Budget float,
Task VARCHAR(200),
Completion_time int,
Faction_Category VARCHAR(50))

INSERT INTO Faction(
Faction_id,
Population,
Budget,
Task,
Completion_time,
Faction_Category)

Values(1, 12, 412151.23, 'Ion Weapon Research', 213, 'Ghost'),
(2,23,3214.67,'Political Rally Protection',3,'Shadow'),
(3,42,216212.00,'VTOL Repairs',48,'Stryker'),
(4,26,79542.21,'Hydotos Restoration Effort',89, 'Phantom'),
(5,10,43238.41,'Anima Shield Research',46, 'Ninja'),
(6,4,45369.57,'Intelligence Gathering',12, 'Samurai'),
(7,16,2445.12,'Engineer Training',7, 'Cleaver'),
(8,10,212553.97,'Biotic Augments',23, 'Crimson'),
(9,12,5123.67,'Hyper Conductive Pylon Research',159, 'Renegade'),
(10,112,723723.56,'Space Pirate Combat',17,'Shadow')

ALTER TABLE Person
ADD FOREIGN KEY (faction_id) REFERENCES faction (faction_id)
--SELECT * FROM Resources
CREATE TABLE Resources(
Resource_id int PRIMARY KEY,
Resource_type VarChar(20),
Resource_Amount int)

```
INSERT INTO Resources(  
Resource_id,  
Resource_type,  
Resource_Amount)
```

```
Values (  
1,'Electricity',450123),  
(2,'Moral',1541235),  
(3,'Medical Points',750123),  
(4,'Research Points',123410),  
(5,'Weapons',22143),  
(6,'Moeny',51202)
```

---Table that holds all the information for each individual mission (generic)

```
CREATE Table Combat_Missions (  
Combat_Mission_id int NOT NULL PRIMARY KEY,  
Mission_name varchar (50),  
Health_Rating int,  
Social_Status VARCHAR(10),  
Money money,  
Name VARCHAR(50),  
Time int,  
Risk VARCHAR(20))
```

---Health Rating is getting only death count.. need to implement health for wounded by a rating... persons have a max of 100 health ... We could say this is performed in Stored Procedure (SP)

```
INSERT INTO Combat_Missions (  
Combat_Mission_id,  
Mission_name,  
Health_Rating,  
Social_Status,  
Money,  
Time,-- In Hours (int)  
Risk)
```

```
Values (1, 'Jupiter Ascent', 2, 'High', 200000.00, 85, 'Medium'),  
(2, 'Comet Strike', 3, 'Medium', 75000.00, 150, 'Medium'),  
(3, 'Blood Moon Rising', 1, 'High', 50000.00, 12, 'Low'),  
(4, 'The Fallen Star', 0, 'High', 0, 72, 'Medium'),  
(5, 'Black Hole Undefeatable', 14, 'Low', -1000000, 100000, 'High')
```

```
ALTER TABLE Person
```



```
ADD FOREIGN KEY (Combat_Mission_id) REFERENCES Combat_Missions
(Combat_Mission_id)
```

```
CREATE TABLE Exploratory_event(
Event_id int NOT NULL PRIMARY KEY,
ID_Number int,
Resource_Cost int,
Social_Status VARCHAR(20),
Money money,
Health_rating int,
Name VARCHAR(50),
Time int,
Risk VARCHAR(10))
```

```
INSERT INTO Exploratory_event(
Event_id,
ID_Number,
Resource_Cost,
Social_Status,
Money,
Health_rating,
Name,
Time,
Risk)
```

```
VALUES(1,399,312,'Low',4352.12,0,'Xellios Quadrant',12,'Low'),
(2,398,5123,'Low',534125.32,2,'Arbiter Quadrant',34,'Medium'),
(3,397,321,'Medium',2687.51,1,'Yanxia IV Quadrant',6,'Low'),
(4,396,7123,'High',51352.12,6,'Garlean Quadrant',76,'High'),
(5,395,221,'Low',3195.24,0,'Psion Quadrant',11,'Low'),
(6,198,3961,'Low',25931.59,1,'Scala ad Caelum Quadrant',24,'Medium'),
(7,197,2689,'Medium',27105.85,1,'Rath-Los Quadrant',19,'Medium'),
(8,196,102,'Low',4352.58,0,'Dwarf Kilo Quadrant',4,'Low'),
(9,195,6718,'High',72312.61,5,'Killin Quadrant',28,'High'),
(10,194,180,'Low',1513.99,0,'Chixol Quadrant',9,'Low')
```

```
ALTER TABLE Person
ADD FOREIGN KEY (Combat_Mission_id) REFERENCES Combat_Missions
(Combat_Mission_id)
```

```
CREATE TABLE Engineering(
ID_Number int NOT NULL PRIMARY KEY,
Production_Name VARCHAR(50),
Quantity int,
```

```
Produced_for int, -- Faction that the resource will be allocated to
Priority int,
Resource_cost int,
Job_id int,
Resource_id int)
```

```
INSERT INTO Engineering(
ID_Number,
Production_Name,
Quantity,
Produced_for,
Priority,
Resource_cost,
Job_id,
Resource_id)
```

```
VALUES (1, 'Aether Filament', 120, 1, 1, 2401, 1, 1),
(2, 'Alloy Plate', 360, 2, 3, 36021, 1, 1),
(3, 'Novus Battery', 24, 3, 1, 562, 1, 1),
(94, 'Nexus Hyperdrive', 4, 4, 5, 42001, 1, 1),
(93, 'Physeos Body Armor', 475, 5, 4, 6724, 1, 1),
(92, 'Elemental Resistant Rubber', 500, 6, 0, 324, 1, 1),
(91, 'MK11 Precision Pistol', 60, 7, 2, 16234, 1, 1),
(90, 'Zodiac Fighter Ship', 2, 8, 5, 93899, 1, 1),
(89, 'SNK01 Droid', 5, 9, 1, 5215, 1, 1),
(88, 'Omega Core', 1, 10, 5, 12000, 1, 1)
```

```
ALTER TABLE Engineering
ADD FOREIGN KEY (ID_Number) REFERENCES Person(ID_number)
```

```
ALTER TABLE Engineering
ADD FOREIGN KEY (Resource_id) REFERENCES Resources(Resource_id)
```

```
CREATE TABLE Security(
ID_Number int NOT NULL PRIMARY KEY,
Security_type VARCHAR(20),
Address VARCHAR(50),
Job_id int,
Resource_id int)
```

```
INSERT INTO Security(
ID_Number,-----according to Person Table
Security_type,
Address,
Job_id,
```

Resource_id)

VALUES (4, 'Scout', '241 Chimera Gate', 2, 5),
(5, 'Enforcer', '777 Silo', 2, 5),
(6, 'Soldier', '843 Barrack Gate', 2, 5),
(193, 'Scout', '444 Middle of Nowhere', 2, 5),
(192, 'Enforcer', '001 Base Station', 2, 5),
(191, 'Soldier', '534 Obelisk', 2, 5),
(190, 'Scout', '931 Scout Station', 2, 5),
(189, 'Enforcer', '632 Guardian Gate', 2, 5),
(188, 'Soldier', '482 Barrack Gate', 2, 5);

ALTER TABLE Security

ADD FOREIGN KEY (ID_Number) REFERENCES Person(ID_number)

ALTER TABLE Security

ADD FOREIGN KEY (Resource_id) REFERENCES Resources(Resource_id)

CREATE TABLE Mentor(

ID_Number int NOT NULL PRIMARY KEY,

Position VARCHAR(50),

Field_of_Learning VARCHAR(50),

Resource_cost int,

Job_id int,

Resource_id int)

INSERT INTO Mentor(

ID_Number ,

Position,

Resource_cost,

Job_id,

Resource_id)

VALUES (7, 'Family Guidance Counselor', 100, 3, 2),

(8, 'Combat Mental Counselor', 50, 3, 2),

(9, 'DiscipleOfThor Counselor', 75, 3, 2),

(299, 'Graphic Image Counselor', 90, 3, 2),

(298, 'Homicide Counselor', 97, 3, 2),

(297, 'Social Counselor', 100, 3, 2),

(296, 'Political Counselor', 50, 3, 2),

(295, 'Financial Counselor', 75, 3, 2),

(294, 'Business Counselor', 90, 3, 2),

(293, 'Academic Counselor', 97, 3, 2)

```
ALTER TABLE Mentor
ADD FOREIGN KEY (ID_Number) REFERENCES Person(ID_number)
```

```
ALTER TABLE Mentor
ADD FOREIGN KEY (Resource_id) REFERENCES Resources(Resource_id)
```

```
CREATE TABLE Research(
ID_Number int NOT NULL PRIMARY KEY,
Research_Name VARCHAR(50),
Field_of_research VARCHAR(50),
Point_regeneration VARCHAR(50),
Research_Level int,
Resource_cost int,
Job_id int,
Resource_id int)
```

```
INSERT INTO Research(
ID_Number,
Research_Name,
Field_of_research,
Point_regeneration,
Research_Level,
Resource_cost,
Job_id,
Resource_id)
```

```
VALUES (10, 'Bosonic Reactor', 'Engineering', 100000, 80, 25000, 4, 4),
(11, 'Potion of Regeneration', 'Medical', 15000, 50, 5000, 4, 4),
(12, 'Tesseract Gateway', 'Security', 25000, 75, 8000, 4, 4),
(394, 'Chitin Fabric', 'Research', 9000, 64, 2000, 4, 4),
(393, 'Hyper Processing Equipment', 'Mentor', 30000, 80, 18000, 4, 4),
(392, 'Obelisk of Light', 'Engineering', 44000, 18, 1200, 4, 4),
(391, 'Cheracotta Beans', 'Medical', 37000, 33, 7340, 4, 4),
(390, 'Boots of HyperSpeed', 'Security', 18360, 41, 3000, 4, 4),
(389, 'Angelic Reporting Autopsy', 'Research', 69000, 87, 17000, 4, 4),
(388, 'Regenerative Booster Shaker', 'Mentor', 2700, 23, 750, 4, 4)
```

```
ALTER TABLE Research
ADD FOREIGN KEY (ID_Number) REFERENCES Person(ID_number)
```

```
ALTER TABLE Research
ADD FOREIGN KEY (Resource_id) REFERENCES Resources(Resource_id)
```

```
CREATE TABLE Medical(
Id_Number int NOT NULL PRIMARY KEY,
Priority_Level int,
Treatment_type VARCHAR(100),
Resource_cost int,
Time int,
Job_id int,
Resource_id int)
```

```
INSERT INTO Medical(
Id_Number,
Priority_Level,
Treatment_type,
Resource_cost,
Time,
Job_id,
Resource_id)
```

```
VALUES (13, 1, 'Amputation', 200, 5, 5, 3),
(14, 4, 'Robotic infusion', 500, 12, 5, 3),
(15, 5, 'Organ Transplant', 700, 10, 5, 3)
```

```
ALTER TABLE Medical
ADD FOREIGN KEY (ID_Number) REFERENCES Person(ID_number)
```

```
ALTER TABLE Medical
ADD FOREIGN KEY (Resource_id) REFERENCES Resources(Resource_id)
```

/*

--values for Person population....just use as needed--copy paste--replace/match the different id(s) (id_number and job_id -1st two parameters)and --place faction_id in the last field for each)---use em as templates if needed---otherwise --remove entire thing if not required at this point.

```
VALUES (99, 1, 100, 1, 'Engineering', 700, 45, 200, 69, 100, 'High', ),
(98, 1, 101, 2, 'Engineering', 600, 32, 180, 78, 100, 'Medium', ),
```

(97, 1, 102, 3, 'Engineering', 500, 27, 170, 72, 100, 'Low',),
(96, 1, 103, 1, 'Engineering', 700, 45, 200, 69, 100, 'High',),
(95, 1, 104, 2, 'Engineering', 600, 32, 180, 78, 100, 'Medium',)

(199, 2, 200, 1, 'Security', 570, 36, 205, 80, 100, 'High',),

(292, 3, 307, 2, 'Mentor', 600, 38, 180, 68, 100, 'Medium',),
(291, 3, 308, 3, 'Mentor', 500, 30, 170, 71, 100, 'Low',),
(290, 3, 309, 1, 'Mentor', 720, 45, 170, 73, 100, 'High',),
(289, 3, 310, 2, 'Mentor', 600, 38, 180, 68, 100, 'Medium',),
(288, 3, 311, 3, 'Mentor', 500, 30, 170, 71, 100, 'Low',),

(499, 5, 500, 1, 'MEDICAL', 820, 38, 170, 78, 100, 'High',),
(498, 5, 501, 2, 'MEDICAL', 700, 31, 170, 78, 100, 'Medium',),
(497, 5, 502, 2, 'MEDICAL', 700, 31, 170, 78, 100, 'Medium',),
(496, 5, 503, 1, 'MEDICAL', 820, 38, 170, 78, 100, 'High',),
(495, 5, 504, 2, 'MEDICAL', 700, 31, 170, 78, 100, 'Medium',),
(494, 5, 505, 2, 'MEDICAL', 700, 31, 170, 78, 100, 'Medium',),
(493, 5, 506, 1, 'MEDICAL', 820, 38, 170, 78, 100, 'High',),
(492, 5, 507, 2, 'MEDICAL', 700, 31, 170, 78, 100, 'Medium',),
(491, 5, 508, 2, 'MEDICAL', 700, 31, 170, 78, 100, 'Medium',),
(490, 5, 509, 1, 'MEDICAL', 820, 38, 170, 78, 100, 'High',),
(489, 5, 510, 2, 'MEDICAL', 700, 31, 170, 78, 100, 'Medium',),
(488, 5, 511, 2, 'MEDICAL', 700, 31, 170, 78, 100, 'Medium',)

*/

- Screenshot of the Database tool work area
- CREATE
- SELECT
- INSERT
- DELETE
- UPDATE
- DROP

SQLQuery1.sql - den1.mssql8.gear.host.andromeda (andromeda (83))* - Microsoft SQL Server Management Studio

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andromeda Execute Debug

Object Explorer

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SQLQuery1.sql - de...a (andromeda (83))*

```
/*
Faction_ID int)
*/
DROP TABLE Person

DELETE FROM Person WHERE ID_number=388;

SELECT * FROM Person;

UPDATE Person
SET Credit_Amount=680.00 , Age = 45
WHERE ID_number=1;

SELECT * FROM Person

--ALTER TABLE Person
--ADD FOREIGN KEY (Job_Id) REFERENCES Job(Job_Id)

Create TABLE Person(
ID_number int NOT NULL PRIMARY KEY,
Job_id int,
Job_Classification_id int,
Rank VARCHAR(10),
Job_Title VARCHAR(32),
Credit_Amount Money,
Age int,
Weight int,
Height int,
```

Properties

Current connection parameters

Aggregate Status

Connection failures	
Elapsed time	00:00:00.436
Finish time	4/22/2019 8:50:10 PM
Name	den1.mssql8.gear.host
Rows returned	51
Start time	4/22/2019 8:50:10 PM
State	Open

Connection

Connection name	den1.mssql8.gear.host (andromeda)
-----------------	-----------------------------------

Connection Details

Azure Active Directory token	
Connection elapsed time	00:00:00.436
Connection encryption	Not encrypted
Connection finish time	4/22/2019 8:50:10 PM
Connection rows returned	51
Connection start time	4/22/2019 8:50:10 PM
Connection state	Open
Display name	den1.mssql8.gear.host
Login name	andromeda
Server name	den1.mssql8.gear.host
Server version	14.0.3048
Session Tracing ID	
SPID	83

Results

	ID_number	Job_id	Job_Classification_id	Rank	Job_Title	Credit_Amount	Age	Weight	Height	H...
1	1	1	100	1	ENGINEERING	680.00	45	200	69	1
2	2	1	101	2	ENGINEERING	600.00	32	180	78	1
3	3	5	102	3	ENGINEERING	500.00	27	170	72	1
4	4	2	200	1	SECURITY	570.00	36	205	80	1

SQLQuery1.sql - den1.mssql8.gear.host.andromeda (andromeda (83))* - Microsoft SQL Server Management Studio

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Object Explorer

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 - Management
 - Integration Services
 - XEvent Profiler

SQLQuery1.sql - de...a (andromeda (83))*

```
/*
Faction_ID int
*/
DROP TABLE Person

DELETE FROM Person WHERE ID_number=388;

SELECT * FROM Person;

UPDATE Person
SET Credit_Amount=680.00 , Age = 45
WHERE ID_number=1;

--ALTER TABLE Person
--ADD FOREIGN KEY (Job_Id) REFERENCES Job(Job_Id)

Create TABLE Person(
ID_number int NOT NULL PRIMARY KEY,
Job_id int,
Job_Classification_id int,
Rank VARCHAR(10),
Job_Title VARCHAR(32),
Credit_Amount Money,
Age int,
Weight int,
Height int,
Health_Rating int,
```

100 %

Messages

(1 row affected)

100 %

Query executed successfully. den1.mssql8.gear.host (14.0... andromeda (83) andromeda 00:00:00 0 rows

Properties

Current connection parameters

Aggregate Status

Connection failures	
Elapsed time	00:00:00.268
Finish time	4/22/2019 8:49:19 PM
Name	den1.mssql8.gear.host
Rows returned	0
Start time	4/22/2019 8:49:19 PM
State	Open

Connection

Connection name	den1.mssql8.gear.host (andromeda)
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Connection Details

Azure Active Directory token	
Connection elapsed time	00:00:00.268
Connection encryption	Not encrypted
Connection finish time	4/22/2019 8:49:19 PM
Connection rows returned	0
Connection start time	4/22/2019 8:49:19 PM
Connection state	Open
Display name	den1.mssql8.gear.host
Login name	andromeda
Server name	den1.mssql8.gear.host
Server version	14.0.3048
Session Tracing ID	
SPID	83

Name

The name of the connection.

Ready Ln 27 Col 1 Ch 1 INS