Database Creation script

CREATE DATABASE IF NOT EXISTS `cdcol` DEFAULT CHARACTER SET latin1 COLLATE latin1\_general\_ci;

USE `cdcol`;

-- --------------------------------------------------------

--

-- Table structure for table `cds`

--

DROP TABLE IF EXISTS `cds`;

CREATE TABLE IF NOT EXISTS `cds` (

`titel` varchar(200) COLLATE latin1\_general\_ci DEFAULT NULL,

`interpret` varchar(200) COLLATE latin1\_general\_ci DEFAULT NULL,

`jahr` int(11) DEFAULT NULL,

`id` bigint(20) unsigned NOT NULL

) ENGINE=MyISAM AUTO\_INCREMENT=7 DEFAULT CHARSET=latin1 COLLATE=latin1\_general\_ci;

--

-- Indexes for dumped tables

--

--

-- Indexes for table `cds`

--

ALTER TABLE `cds`

ADD PRIMARY KEY (`id`);

--

-- AUTO\_INCREMENT for dumped tables

--

--

-- AUTO\_INCREMENT for table `cds`

--

ALTER TABLE `cds`

MODIFY `id` bigint(20) unsigned NOT NULL AUTO\_INCREMENT,AUTO\_INCREMENT=7;--

-- Database: `gameproject`

--

CREATE DATABASE IF NOT EXISTS `gameproject` DEFAULT CHARACTER SET utf8 COLLATE utf8\_general\_ci;

USE `gameproject`;

-- --------------------------------------------------------

--

-- Table structure for table `collection`

--

DROP TABLE IF EXISTS `collection`;

CREATE TABLE IF NOT EXISTS `collection` (

`CollectionID` bigint(10) NOT NULL,

`ReleaseID` int(10) DEFAULT NULL,

`CollectionFormat` varchar(20) DEFAULT NULL,

`Content` varchar(200) DEFAULT NULL,

`AddContent` varchar(2000) DEFAULT NULL,

`Condition` enum('New','Mint','VeryGood','Good','Acceptable','Poor') DEFAULT NULL,

`Price` varchar(20) DEFAULT NULL,

`TransactionDate` date DEFAULT NULL,

`marketValue` int(10) DEFAULT NULL,

`SellStatus` int(10) DEFAULT '1' COMMENT '1. keep , 2. MightSell, 3. Will Sell'

) ENGINE=InnoDB AUTO\_INCREMENT=28 DEFAULT CHARSET=utf8;

-- --------------------------------------------------------

--

-- Table structure for table `console`

--

DROP TABLE IF EXISTS `console`;

CREATE TABLE IF NOT EXISTS `console` (

`ConsoleID` int(10) NOT NULL,

`ConsoleName` varchar(20) NOT NULL,

`ConsoleType` int(20) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

-- --------------------------------------------------------

--

-- Table structure for table `developer`

--

DROP TABLE IF EXISTS `developer`;

CREATE TABLE IF NOT EXISTS `developer` (

`DeveloperID` int(10) NOT NULL,

`DeveloperName` varchar(20) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

-- --------------------------------------------------------

--

-- Table structure for table `game`

--

DROP TABLE IF EXISTS `game`;

CREATE TABLE IF NOT EXISTS `game` (

`GameID` int(10) NOT NULL DEFAULT '0',

`GameTitle` varchar(20) NOT NULL,

`DeveloperID` int(10) NOT NULL,

`Description` varchar(20) NOT NULL,

`GenreID` int(10) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

-- --------------------------------------------------------

--

-- Table structure for table `game\_release`

--

DROP TABLE IF EXISTS `game\_release`;

CREATE TABLE IF NOT EXISTS `game\_release` (

`ReleaseID` int(10) NOT NULL DEFAULT '0',

`GameID` int(10) DEFAULT NULL,

`PublisherID` int(10) DEFAULT NULL,

`ConsoleID` int(10) DEFAULT NULL,

`PlayStatus` enum('Played','Completed','WishList','') DEFAULT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

-- --------------------------------------------------------

--

-- Table structure for table `genre`

--

DROP TABLE IF EXISTS `genre`;

CREATE TABLE IF NOT EXISTS `genre` (

`GenreID` int(10) NOT NULL,

`GenreName` varchar(20) NOT NULL,

`Description` varchar(20) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

-- --------------------------------------------------------

--

-- Table structure for table `publisher`

--

DROP TABLE IF EXISTS `publisher`;

CREATE TABLE IF NOT EXISTS `publisher` (

`PublisherID` int(10) NOT NULL,

`PublisherName` varchar(20) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

--

-- Indexes for dumped tables

--

--

-- Indexes for table `collection`

--

ALTER TABLE `collection`

ADD PRIMARY KEY (`CollectionID`), ADD KEY `Release\_Id` (`ReleaseID`);

--

-- Indexes for table `console`

--

ALTER TABLE `console`

ADD PRIMARY KEY (`ConsoleID`);

--

-- Indexes for table `developer`

--

ALTER TABLE `developer`

ADD PRIMARY KEY (`DeveloperID`);

--

-- Indexes for table `game`

--

ALTER TABLE `game`

ADD PRIMARY KEY (`GameID`), ADD KEY `Developer\_Id` (`DeveloperID`), ADD KEY `Genre\_id` (`GenreID`);

--

-- Indexes for table `game\_release`

--

ALTER TABLE `game\_release`

ADD PRIMARY KEY (`ReleaseID`), ADD KEY `Console\_Id` (`ConsoleID`), ADD KEY `Publisher\_Id` (`PublisherID`), ADD KEY `Genre\_Id` (`GameID`);

--

-- Indexes for table `genre`

--

ALTER TABLE `genre`

ADD PRIMARY KEY (`GenreID`);

--

-- Indexes for table `publisher`

--

ALTER TABLE `publisher`

ADD PRIMARY KEY (`PublisherID`);

--

-- AUTO\_INCREMENT for dumped tables

--

--

-- AUTO\_INCREMENT for table `collection`

--

ALTER TABLE `collection`

MODIFY `CollectionID` bigint(10) NOT NULL AUTO\_INCREMENT,AUTO\_INCREMENT=28;

--

-- Constraints for dumped tables

--

--

-- Constraints for table `collection`

--

ALTER TABLE `collection`

ADD CONSTRAINT `collection\_ibfk\_1` FOREIGN KEY (`ReleaseID`) REFERENCES `game\_release` (`ReleaseID`) ON DELETE SET NULL ON UPDATE CASCADE;

--

-- Constraints for table `game`

--

ALTER TABLE `game`

ADD CONSTRAINT `game\_ibfk\_1` FOREIGN KEY (`DeveloperID`) REFERENCES `developer` (`DeveloperID`) ON DELETE CASCADE ON UPDATE CASCADE,

ADD CONSTRAINT `game\_ibfk\_2` FOREIGN KEY (`GenreID`) REFERENCES `genre` (`GenreID`) ON DELETE CASCADE ON UPDATE CASCADE;

--

-- Constraints for table `game\_release`

--

ALTER TABLE `game\_release`

ADD CONSTRAINT `game\_release\_ibfk\_1` FOREIGN KEY (`ConsoleID`) REFERENCES `console` (`ConsoleID`) ON DELETE CASCADE ON UPDATE CASCADE,

ADD CONSTRAINT `game\_release\_ibfk\_2` FOREIGN KEY (`PublisherID`) REFERENCES `publisher` (`PublisherID`) ON DELETE CASCADE ON UPDATE CASCADE,

ADD CONSTRAINT `game\_release\_ibfk\_3` FOREIGN KEY (`GameID`) REFERENCES `game` (`GameID`) ON DELETE CASCADE ON UPDATE CASCADE;

--