SQL Code

```sql
1   /* 3_2_Fill_Dim_Treasure_Type.sql */
2
3   BEGIN;
4
5   TRUNCATE TABLE Dim_Treasure_Type RESTART IDENTITY CASCADE;
6
7   -- info over stages per treasure
8   CREATE OR REPLACE VIEW v_treasure_stage_info AS
9   SELECT
10      ts.treasure_id,
11      COUNT(ts.stages_id)          AS num_stages,
12      MAX(st.container_size)::text  AS container_size
13  FROM src_treasure_stages ts
14  JOIN src_stage st
15    ON st.id = ts.stages_id
16  GROUP BY ts.treasure_id;
17
18  -- treasure verrijkt met city + stage info
19  CREATE OR REPLACE VIEW v_treasure_enriched AS
20  SELECT
21      t.id                  AS treasure_id_bytea,
22      encode(t.id, 'hex')   AS treasure_id_hex,
23      t.difficulty,
24      t.terrain,
25      c.city_name,
26      COALESCE(tsi.num_stages, 0)  AS num_stages,
27      tsi.container_size           AS container_size
28  FROM src_treasure t
29  LEFT JOIN src_city c
30        ON t.city_city_id = c.city_id
31  LEFT JOIN v_treasure_stage_info tsi
32        ON tsi.treasure_id = t.id;
33
34  -- insert in Dim_Treasure_Type
35  INSERT INTO Dim_Treasure_Type (
36      TreasureID,
37      Difficulty,
38      Terrain,
39      NumStages,
40      ContainerSize,
41      CityName
42  )
43  SELECT
44      treasure_id_hex              AS TreasureID,
45      difficulty::numeric(3,1)     AS Difficulty,
46      terrain::numeric(3,1)        AS Terrain,
47      num_stages                   AS NumStages,
48      LEFT(container_size, 50)     AS ContainerSize,
49      LEFT(city_name, 100)         AS CityName
50  FROM v_treasure_enriched;
51
```

```sql
52   COMMIT;
53
```