CREATE TABLE Accounts (id int PRIMARY KEY AUTO\_INCREMENT, username VARCHAR(20), pswd VARCHAR(20));

CREATE TABLE Fighters (accountId int PRIMARY KEY, FOREIGN KEY(accountId) REFERENCES Accounts(id),

name VARCHAR(15), hp int DEFAULT 20, power int DEFAULT 2, defense int DEFAULT 1);

INSERT INTO Accounts (username, pswd) VALUES ("asd", "asd");

INSERT INTO Accounts (username, pswd) VALUES ("valaki01", "asdasd01");

INSERT INTO Accounts (username, pswd) VALUES ("valaki02", "asdasd02");

INSERT INTO Accounts (username, pswd) VALUES ("valaki03", "asdasd03");

INSERT INTO Fighters (accountId, name, hp, power, defense) VALUES (1, "Adam", 50, 10, 4)

INSERT INTO Fighters (accountId, name, hp, power, defense) VALUES (2, "Bela", 30, 4, 2)

INSERT INTO Fighters (accountId, name, hp, power, defense) VALUES (3, "Lajos", 10, 5, 5)

INSERT INTO Fighters (accountId, name, hp, power, defense) VALUES (4, "Laci", 25, 2, 12)

CREATE TABLE Items (id int PRIMARY KEY AUTO\_INCREMENT, name varchar(15), power int, defense int, hp int, img varchar(15), type varchar(10));

CREATE TABLE Inventories (fighterId int, FOREIGN KEY(fighterId) REFERENCES Fighters(accountId), item int, FOREIGN KEY(item) REFERENCES Items(id));

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword1", 5, 3, 10, "sword1.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword2", 7, 5, 15, "sword2.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword3", 10, 12, 25, "sword3.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword4", 15, 12, 40, "sword4.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword5", 20, 20, 50, "sword5.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword6", 20, 20, 50, "sword6.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword7", 20, 20, 50, "sword7.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("axe1", 20, 20, 50, "axe1.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("axe2", 20, 20, 50, "axe2.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("axe3", 20, 20, 50, "axe3.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("chestplate1", 2, 50, 50, "chestplate1.png", "armor");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("chestplate2", 4, 70, 50, "chestplate2.png", "armor");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("chestplate3", 6, 90, 150, "chestplate3.png", "armor");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("chestplate4", 8, 100, 180, "chestplate4.png", "armor");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("chestplate5", 10, 110, 190, "chestplate5.png", "armor");

INSERT INTO Inventories (fighterId, item) VALUES (1, 1);

INSERT INTO Inventories (fighterId, item) VALUES (1, 3);

INSERT INTO Inventories (fighterId, item) VALUES (2, 3);

INSERT INTO Inventories (fighterId, item) VALUES (2, 2);

INSERT INTO Inventories (fighterId, item) VALUES (3, 1);

INSERT INTO Inventories (fighterId, item) VALUES (4, 3);

INSERT INTO Inventories (fighterId, item) VALUES (1, 4);

INSERT INTO Inventories (fighterId, item) VALUES (1, 5);

INSERT INTO Inventories (fighterId, item) VALUES (1, 6);

INSERT INTO Inventories (fighterId, item) VALUES (1, 7);

INSERT INTO Inventories (fighterId, item) VALUES (1, 8);

INSERT INTO Inventories (fighterId, item) VALUES (1, 9);

INSERT INTO Inventories (fighterId, item) VALUES (1, 10);

INSERT INTO Inventories (fighterId, item) VALUES (1, 11);

INSERT INTO Inventories (fighterId, item) VALUES (1, 12);

INSERT INTO Inventories (fighterId, item) VALUES (1, 13);

INSERT INTO Inventories (fighterId, item) VALUES (1, 14);

INSERT INTO Inventories (fighterId, item) VALUES (1, 15);

/\*ez szolgál arra, hogy lekérdezzem, melyik karakternek milyen itemjei vannak\*/

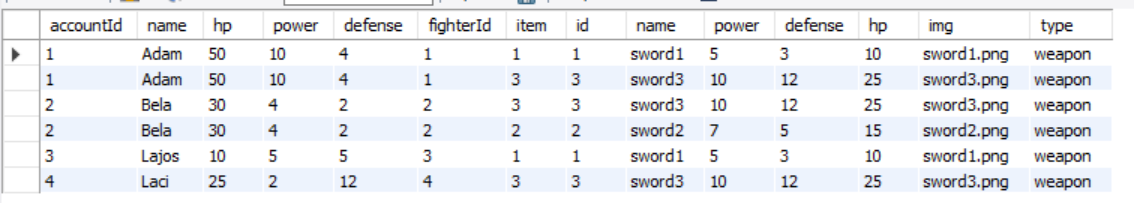
select \* from fighters inner join inventories on accountId = fighterId;

A képen szöveg, elektronika, képernyőkép látható

Automatikusan generált leírás

/\*ez szolgál arra, hogy lekérdezzem, melyik karakternek milyen itemjei vannak + az itemek statisztikája is bennevan\*/

select \* from fighters inner join inventories on accountId = fighterId inner join Items on item = id;



select \* from accounts inner join fighters on accounts.id = fighters.accountId inner join inventories on accountId = fighterId inner join Items on item = Items.id;

A képen asztal látható

Automatikusan generált leírás