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 Accounts (username, pswd) VALUES ("valaki04", "asdasd04");

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);

INSERT INTO Fighters (accountId, name) VALUES (5, "Fruzsi”);

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), equipped int DEFAULT 0);

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 ("sword8", 20, 20, 50, "sword7.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword9", 20, 20, 50, "sword7.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword10", 20, 20, 50, "sword7.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword11", 20, 20, 50, "sword7.png", "weapon");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("sword12", 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 Items (name, power, defense, hp, img, type) VALUES ("helmet1", 2, 20, 20, "helmet1.png", "helmet");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("helmet2", 3, 30, 40, "helmet2.png", " helmet");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("helmet3", 4, 40, 60, "helmet3.png", " helmet");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("helmet4", 5, 50, 80, "helmet4.png", " helmet");

INSERT INTO Items (name, power, defense, hp, img, type) VALUES ("helmet5", 6, 60, 100, " helmet5.png", " helmet");

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);

INSERT INTO Inventories (fighterId, item) VALUES (1, 16);

INSERT INTO Inventories (fighterId, item) VALUES (1, 17);

INSERT INTO Inventories (fighterId, item) VALUES (1, 18);

INSERT INTO Inventories (fighterId, item) VALUES (1, 19);

INSERT INTO Inventories (fighterId, item) VALUES (1, 20);

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

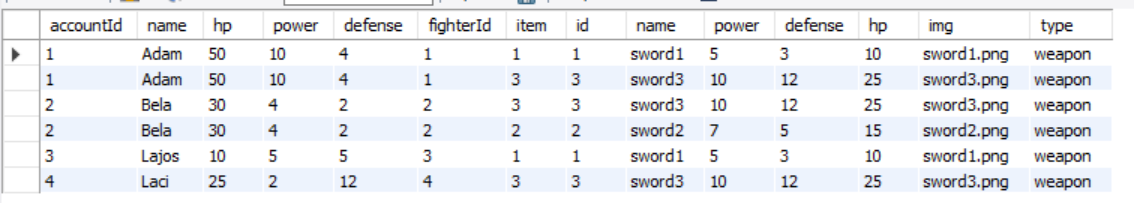
select \* from fighters inner join inventories on accountId = fighterId;

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