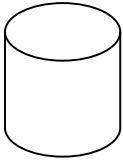


**01\_dbCreate.sql** : contains a statement to create DB (**SuperheroesDb**)

**SuperheroesDb**



**Tables:**

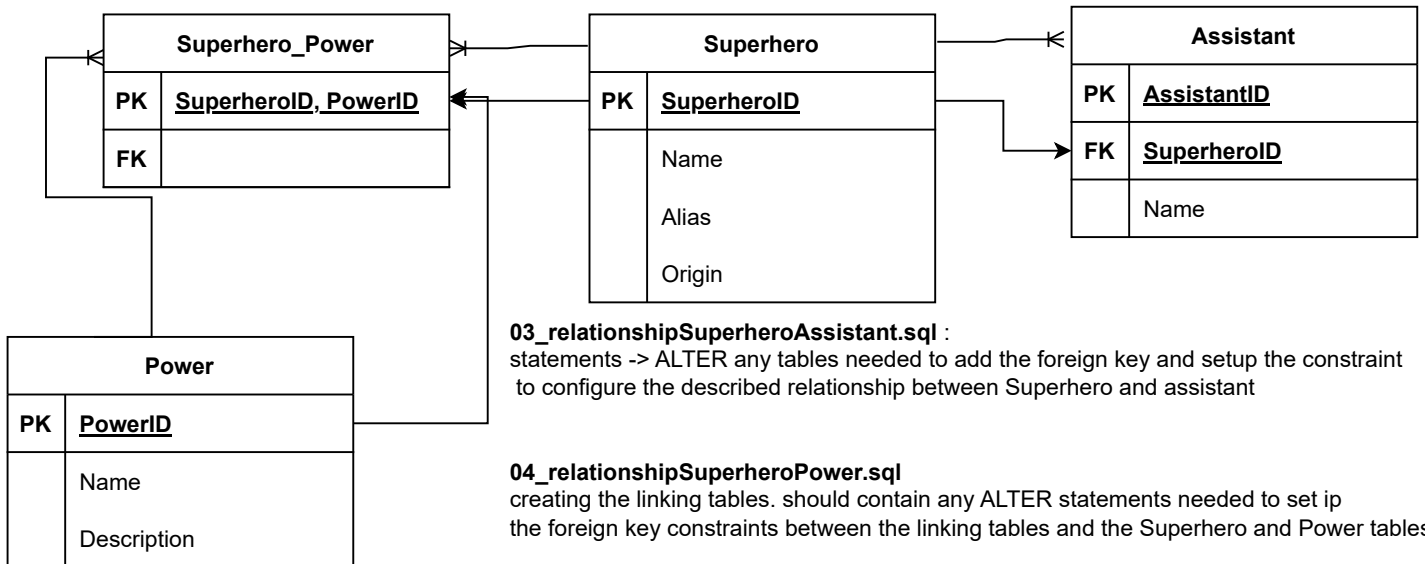
**Superhero:** Autoincremented integer Id, Name, Alias, Origin

**Assistant:** Autoincremented integer Id, Name.

**Power:** Autoincremented integer Id, Name, Description.

**02\_tableCreate.sql** : statements -> create each of these tables an setup PK

Use The ALTER SQL will be used to change the existing tables to add the keys.  
a description of the relationships can be seen below



**03\_relationshipSuperheroAssistant.sql** :

statements -> ALTER any tables needed to add the foreign key and setup the constraint to configure the described relationship between Superhero and assistant

**04\_relationshipSuperheroPower.sql**

creating the linking tables. should contain any ALTER statements needed to set up the foreign key constraints between the linking tables and the Superhero and Power tables.

**05\_insertSuperheroes.sql**

Insert 3 heroes into the database

**06\_insertAssistants.sql**

Insert 3 assistants + which superheroes they assist

**07\_insertPowers.sql**

Insert 4 powers into the database

Assign powers to superheroes (1 hero with multiple powers, 1 power used by many superheroes)

**08\_updateSuperhero.sql**

pick one superhero and update their data... give a new name

**09\_deleteAssistant.sql**

delete any assistant by name (it should be unique).

this is done to ease working with autoincremented numbers.