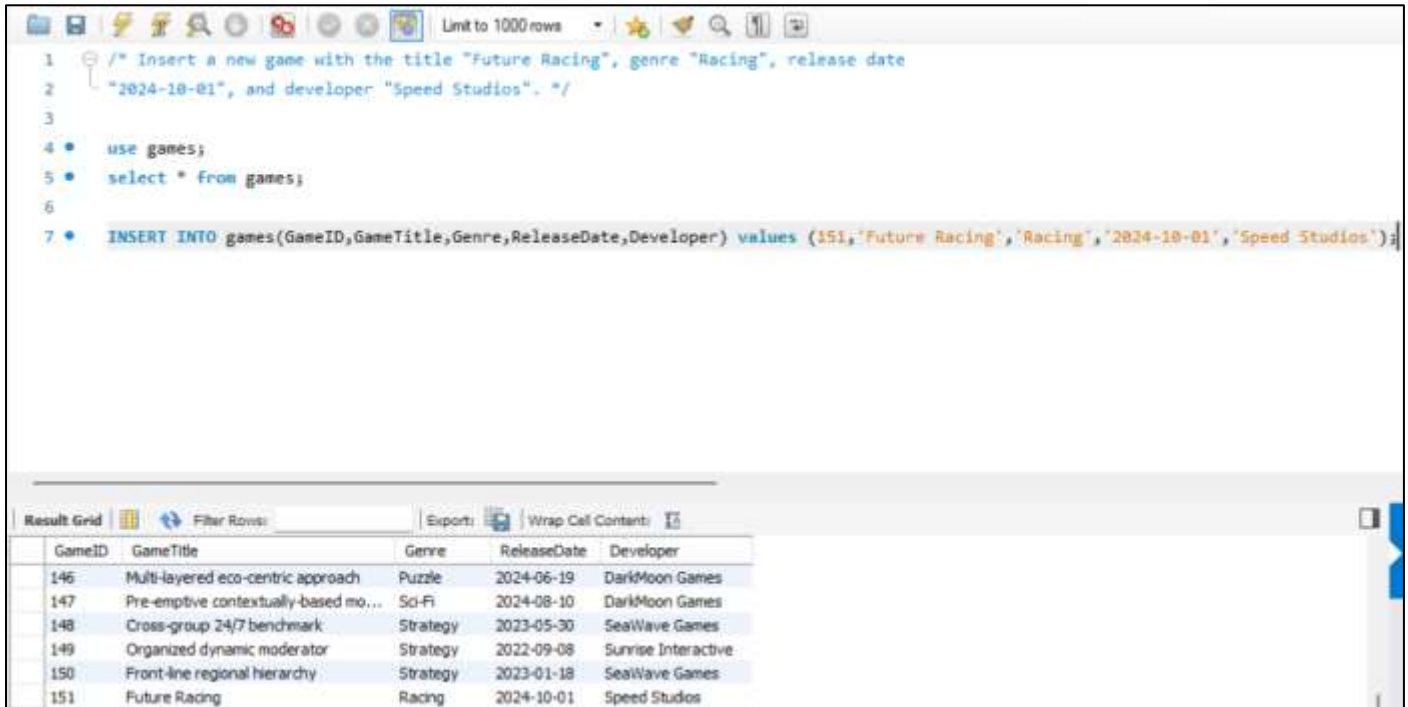


## Assignment 2

### Task 1:

Insert a new game with the title "Future Racing", genre "Racing", release date "2024-10-01", and developer "Speed Studios".



The screenshot shows a SQL IDE interface. The top toolbar includes icons for file operations, search, and execution, along with a "Limit to 1000 rows" dropdown. The SQL editor contains the following code:

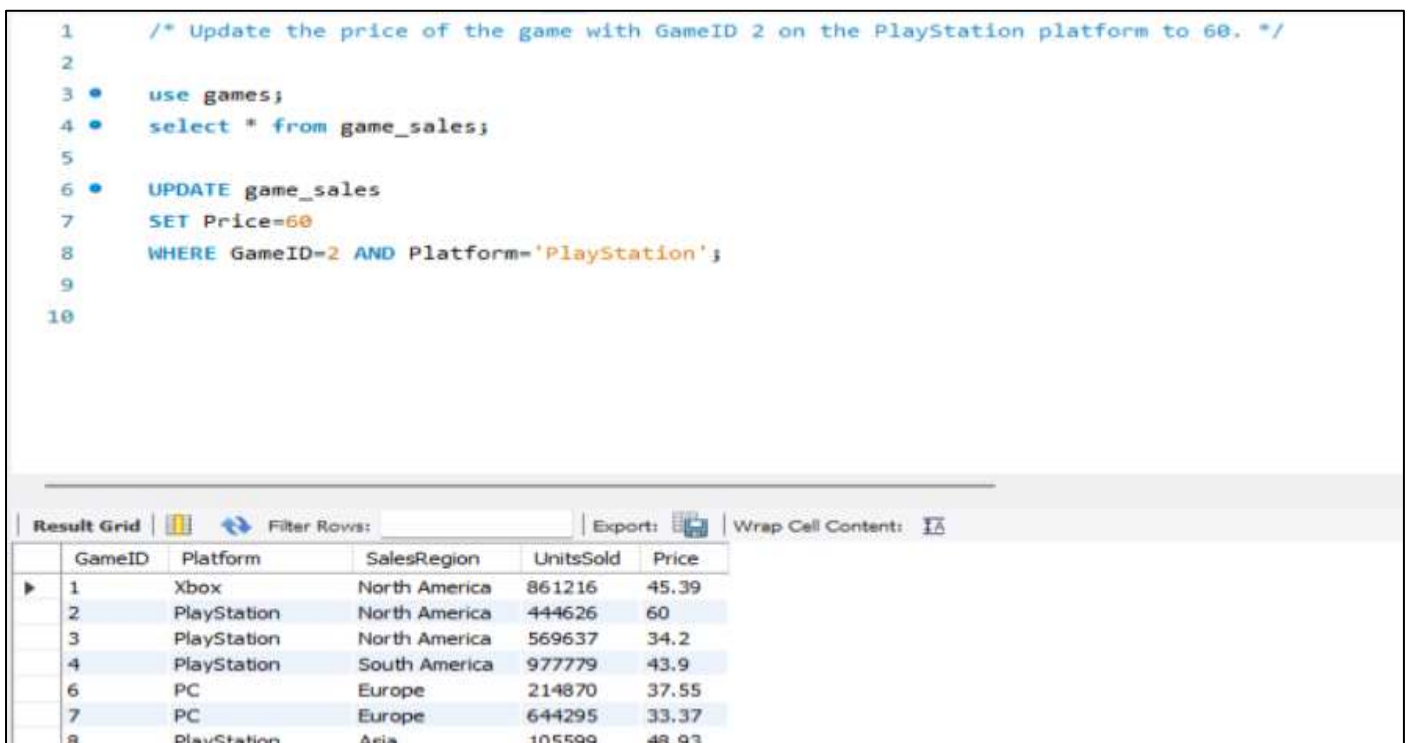
```
1  /* Insert a new game with the title "Future Racing", genre "Racing", release date
2  "2024-10-01", and developer "Speed Studios". */
3
4  • use games;
5  • select * from games;
6
7  • INSERT INTO games(GameID,GameTitle,Genre,ReleaseDate,Developer) values (151,'Future Racing','Racing','2024-10-01','Speed Studios');
```

Below the editor is the "Result Grid" section, which includes a "Filter Rows" input and an "Export" button. The grid displays the following data:

GameID	GameTitle	Genre	ReleaseDate	Developer
146	Multi-layered eco-centric approach	Puzzle	2024-06-19	DarkMoon Games
147	Pre-emptive contextually-based mo...	Sci-Fi	2024-08-10	DarkMoon Games
148	Cross-group 24/7 benchmark	Strategy	2023-05-30	SeaWave Games
149	Organized dynamic moderator	Strategy	2022-09-08	Sunrise Interactive
150	Front-line regional hierarchy	Strategy	2023-01-18	SeaWave Games
151	Future Racing	Racing	2024-10-01	Speed Studios

### Task 2:

Update the price of the game with GameID 2 on the PlayStation platform to 60.



The screenshot shows a SQL IDE interface. The top toolbar includes icons for file operations, search, and execution, along with a "Limit to 1000 rows" dropdown. The SQL editor contains the following code:

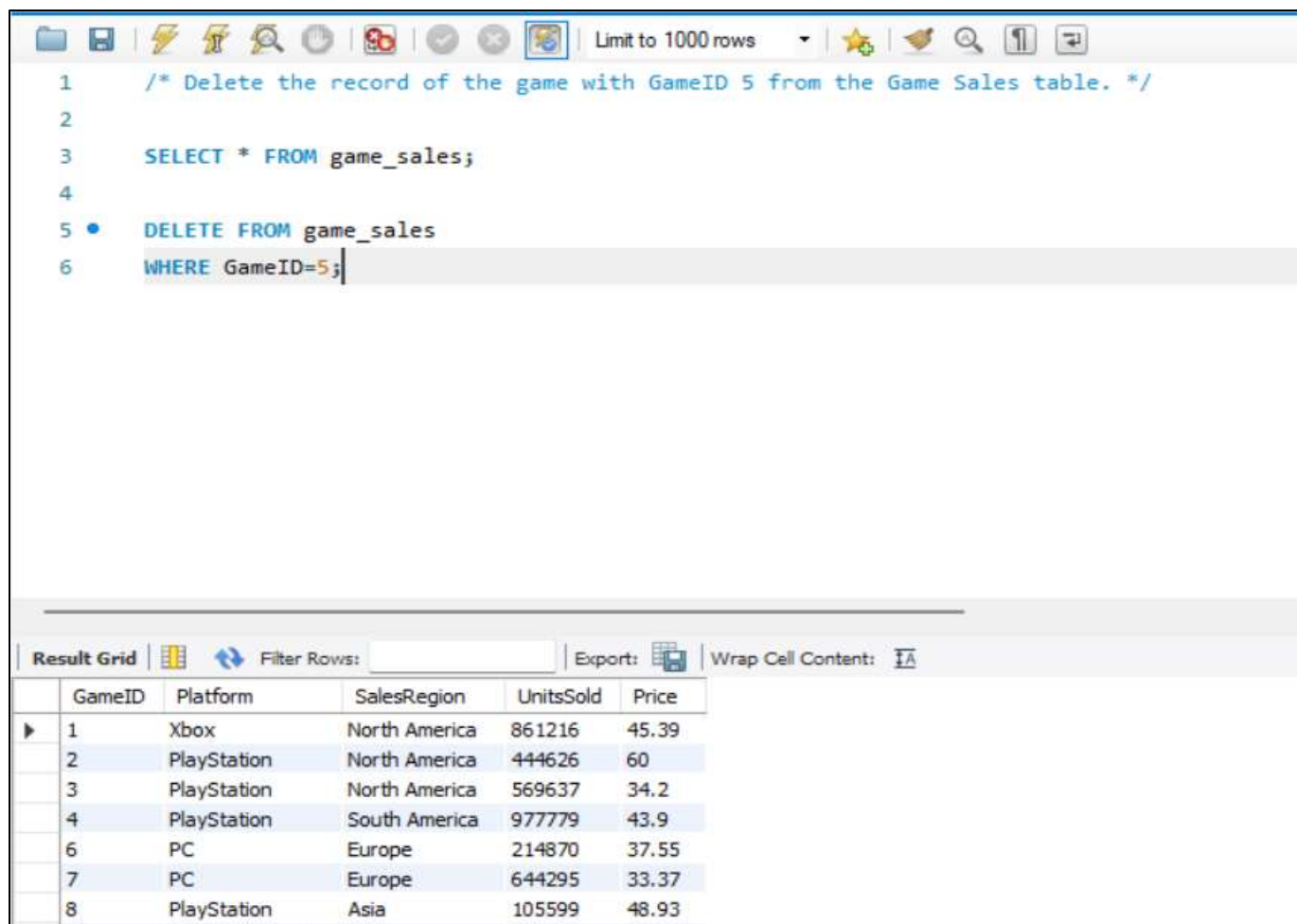
```
1  /* Update the price of the game with GameID 2 on the PlayStation platform to 60. */
2
3  • use games;
4  • select * from game_sales;
5
6  • UPDATE game_sales
7  SET Price=60
8  WHERE GameID=2 AND Platform='PlayStation';
9
10
```

Below the editor is the "Result Grid" section, which includes a "Filter Rows" input and an "Export" button. The grid displays the following data:

GameID	Platform	SalesRegion	UnitsSold	Price
1	Xbox	North America	861216	45.39
2	PlayStation	North America	444626	60
3	PlayStation	North America	569637	34.2
4	PlayStation	South America	977779	43.9
6	PC	Europe	214870	37.55
7	PC	Europe	644295	33.37
8	PlayStation	Asia	105599	48.93

### Task 3:

Delete the record of the game with GameID\_5 from the Game Sales table.



The screenshot shows a SQL IDE interface. The top toolbar includes icons for file operations, execution, and search. The SQL editor contains the following code:

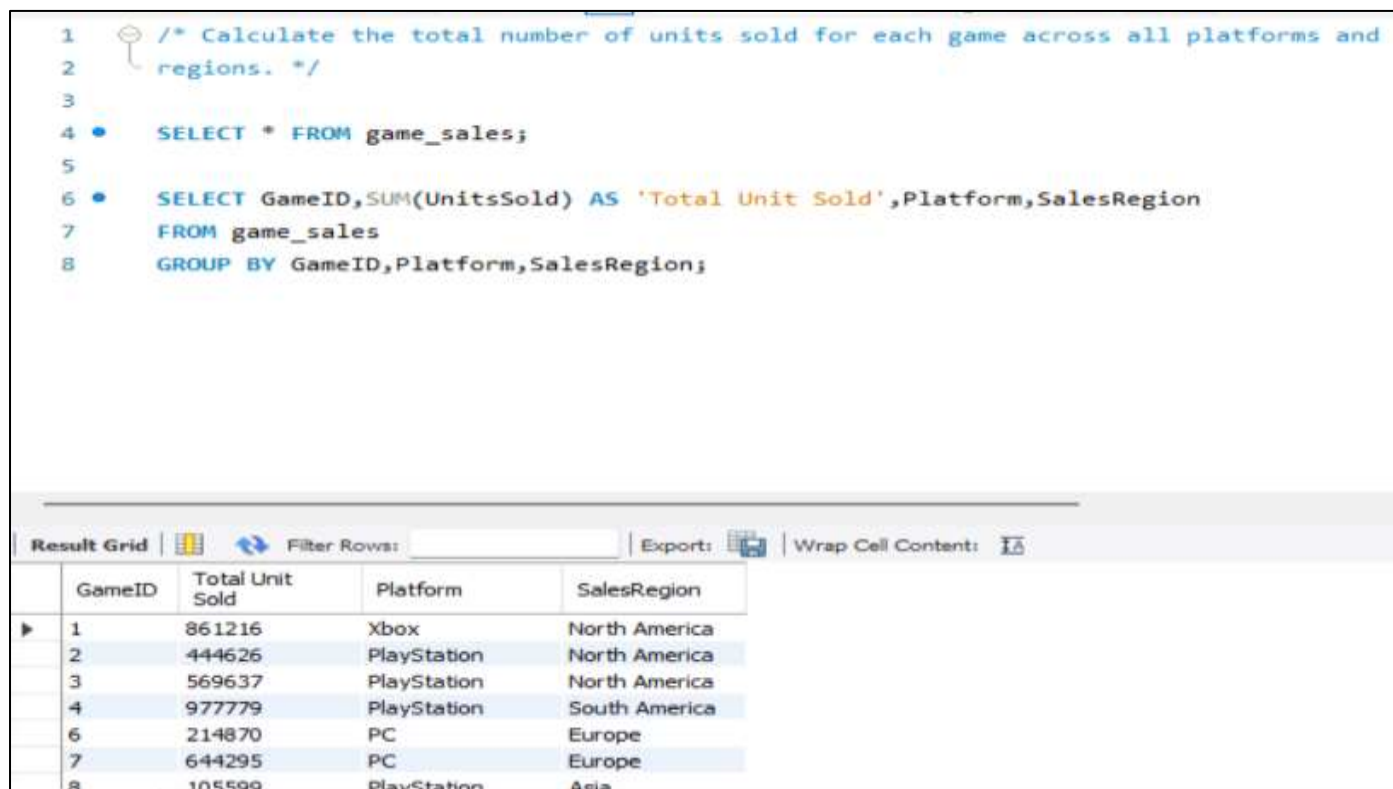
```
1  /* Delete the record of the game with GameID 5 from the Game Sales table. */
2
3  SELECT * FROM game_sales;
4
5  • DELETE FROM game_sales
6  WHERE GameID=5;
```

Below the editor is the 'Result Grid' section, which includes a 'Filter Rows' input field, an 'Export' button, and a 'Wrap Cell Content' checkbox. The grid displays the following data:

	GameID	Platform	SalesRegion	UnitsSold	Price
▶	1	Xbox	North America	861216	45.39
	2	PlayStation	North America	444626	60
	3	PlayStation	North America	569637	34.2
	4	PlayStation	South America	977779	43.9
	6	PC	Europe	214870	37.55
	7	PC	Europe	644295	33.37
	8	PlayStation	Asia	105599	48.93

### Task 4:

Calculate the total number of units sold for each game across all platforms and regions.



The screenshot shows a SQL IDE interface. The top toolbar includes icons for file operations, execution, and search. The SQL editor contains the following code:

```
1  /* Calculate the total number of units sold for each game across all platforms and
2  regions. */
3
4  • SELECT * FROM game_sales;
5
6  • SELECT GameID,SUM(UnitsSold) AS 'Total Unit Sold',Platform,SalesRegion
7  FROM game_sales
8  GROUP BY GameID,Platform,SalesRegion;
```

Below the editor is the 'Result Grid' section, which includes a 'Filter Rows' input field, an 'Export' button, and a 'Wrap Cell Content' checkbox. The grid displays the following data:

	GameID	Total Unit Sold	Platform	SalesRegion
▶	1	861216	Xbox	North America
	2	444626	PlayStation	North America
	3	569637	PlayStation	North America
	4	977779	PlayStation	South America
	6	214870	PC	Europe
	7	644295	PC	Europe
	8	105599	PlayStation	Asia

### Task 5:

Identify the game with the highest number of units sold in North America.

```
1  /* Identify the game with the highest number of units sold in North America. */
2
3  • select * from game_sales;
4
5  select GameID,max(UnitsSold) AS HighestUnit
6  from game_sales
7  where SalesRegion='North America'
8  Group by GameID
9  Order by HighestUnit Desc
10 Limit 1;
```

Result Grid

GameID	HighestUnit
99	983132

### Task 6:

Get the game titles, platforms, and sales regions along with the units sold for each game.

```
1  /* Get the game titles, platforms, and sales regions along with the units sold for each game. */
2
3  • select * from games;
4
5  • select * from game_sales;
6
7  • select g.GameTitle, gs.Platform, gs.SalesRegion, gs.UnitsSold
8  from games g
9  INNER JOIN game_sales gs ON g.GameID = gs.GameID;
```

Result Grid

GameTitle	Platform	SalesRegion	UnitsSold
Right-sized human-resource forecast	Xbox	North America	861216
Optional tertiary frame	PlayStation	North America	444626
Team-oriented static standardization	PlayStation	North America	569637
Inverse mobile database	PlayStation	South America	977779
Integrated tertiary installation	PC	Europe	214870
Team-oriented non-volatile initiative	PC	Europe	644295
Quality-focused static frame	PlayStation	Asia	105599
Synergized multi-state moratorium	Nintendo Switch	Europe	472076
Intuitive directional moderator	Nintendo Switch	Asia	141743
Decentralized leadingedge toolset	PlayStation	Asia	955170
Horizontal context-sensitive monitor...	Nintendo Switch	South America	661413
Expanded tangible challenge	PC	Asia	285019

## Task 7:

Find all games, including those that have no sales data in the Game Sales table

```
1  /* Find all games, including those that have no sales data in the Game Sales table */
2  • select * from games;
3
4  • select * from game_sales;
5
6  • select g.GameTitle,gs.GameID,gs.Platform,gs.SalesRegion,gs.UnitsSold,gs.Price
7  from games g
8  left join game_sales gs on g.GameID=gs.GameID;
```

GameTitle	GameID	Platform	SalesRegion	UnitsSold	Price
Right-sized human-resource forecast	1	Xbox	North America	861216	45.39
Optional tertiary frame	2	PlayStation	North America	444626	60
Team-oriented static standardization	3	PlayStation	North America	569637	34.2
Inverse mobile database	4	PlayStation	South America	977779	43.9
Inverse mission-critical array	NULL	NULL	NULL	NULL	NULL
Integrated tertiary installation	6	PC	Europe	214870	37.55
Team-oriented non-volatile initiative	7	PC	Europe	644295	33.37
Quality-focused static frame	8	PlayStation	Asia	105599	48.93
Synergized multi-state moratorium	9	Nintendo Switch	Europe	472076	46.39
Intuitive directional moderator	10	Nintendo Switch	Asia	141743	25.93
Decentralized leadingedge toolset	11	PlayStation	Asia	955170	47.1
Horizontal context-sensitive monitor...	12	Nintendo Switch	South America	661413	20.52

games 1 game\_sales 2 Result 3 x

Output

Action Output

#	Time	Action	Message
✓ 1	16:34:54	select * from games LIMIT 0, 1000	153 row(s) returned
✓ 2	16:34:54	select * from game_sales LIMIT 0, 1000	149 row(s) returned
✓ 3	16:34:54	select g.GameTitle,gs.GameID,gs.Platform,gs.SalesRegion,gs.UnitsSold,gs.Price from games g left join gam...	153 row(s) returned

## Task 8:

Retrieve sales records where the game details are missing in the Games table

```
1  /* Retrieve sales records where the game details are missing in the Games table */
2
3  • select * from games;
4  • select * from game_sales;
5
6  • select gs.GameID,gs.Platform,g.GameTitle,g.Genre from game_sales gs
7  right join games g on gs.GameID=g.GameID
8  where gs.GameID is null
9  ;
```

GameID	Platform	GameTitle	Genre
NULL	NULL	Inverse mission-critical array	Adventure
NULL	NULL	Future Racing	Racing
NULL	NULL	Future Racing	Racing
NULL	NULL	Future Racing	Racing



### Task 9:

Retrieve game sales data for North America and Europe removing duplicate records

```
1 • select * from games;
2
3 • select * from game_sales;
4
5 • select * from game_sales where SalesRegion IN('North America','Europe')
6 UNION
7 select * from games;
```


Result Grid |  Filter Rows:  | Export:  | Wrap Cell Content: 

	GameID	Platform	SalesRegion	UnitsSold	Price
▶	1	Xbox	North America	861216	45.39
	2	PlayStation	North America	444626	60
	3	PlayStation	North America	569637	34.2
	6	PC	Europe	214870	37.55
	7	PC	Europe	644295	33.37
	9	Nintendo Switch	Europe	472076	46.39
	14	PC	Europe	785993	23.56
	15	PlayStation	North America	247058	48.15
	16	Xbox	North America	456669	23.15
	17	PC	Europe	779435	40.03
	18	Nintendo Switch	Europe	814771	36.18
	19	Xbox	North America	221365	42.04

### Task 10:

Retrieve all game sales data from North America and Europe without removing duplicate records.

```
1 • select * from games;
2
3 • select * from game_sales;
4
5 • select * from game_sales where SalesRegion IN ('North America','Europe')
6 union all
7 select * from games;
```

Result Grid |  Filter Rows:  | Export:  | Wrap Cell Content: 

	GameID	Platform	SalesRegion	UnitsSold	Price
▶	1	Xbox	North America	861216	45.39
	2	PlayStation	North America	444626	60
	3	PlayStation	North America	569637	34.2
	6	PC	Europe	214870	37.55
	7	PC	Europe	644295	33.37
	9	Nintendo Switch	Europe	472076	46.39
	14	PC	Europe	785993	23.56
	15	PlayStation	North America	247058	48.15
	16	Xbox	North America	456669	23.15
	17	PC	Europe	779435	40.03
	18	Nintendo Switch	Europe	814771	36.18
	19	Xbox	North America	221365	42.04