



SQL COMMANDS:

//player

```
CREATE TABLE Player (  
    PlayerID INT PRIMARY KEY,  
    Name VARCHAR(100),  
    EloRating INT  
);
```

//event

```
CREATE TABLE Event (  
    EventID INT PRIMARY KEY,  
    Name VARCHAR(100),  
    Site VARCHAR(100),  
    Date DATE,  
    UNIQUE (Name, Date) // ensure no two events with the same name on the same date  
);
```

//game is WEAK entity → so I didn't include the GameID in the diagram because I am giving it

//to a developer and they get to decide if they want to make a unique characteristics of game

//BUT when i am developer, i choose to use GameID because that is what I want to do

```
CREATE TABLE Game (  
    GameID INT,  
    EventID INT,  
    Round INT,  
    Result CHAR(5) CHECK (Result IN ('1-0', '0-1', '1/2-1/2')),  
    Moves VARCHAR(1000),  
    WhitePlayerID INT,  
    BlackPlayerID INT,  
    PRIMARY KEY (GameID, EventID),  
    FOREIGN KEY (EventID) REFERENCES Event(EventID),  
    FOREIGN KEY (WhitePlayerID) REFERENCES Player(PlayerID),  
    FOREIGN KEY (BlackPlayerID) REFERENCES Player(PlayerID),  
    UNIQUE (EventID, Round, WhitePlayerID, BlackPlayerID)  
);
```