

USE BUDT702_Project_0501_02

-- Drop Tables

```
DROP TABLE IF EXISTS [HeldAt];
DROP TABLE IF EXISTS [IsAgainst];
DROP TABLE IF EXISTS [FanAttendance];
DROP TABLE IF EXISTS [Score];
DROP TABLE IF EXISTS [Game];
DROP TABLE IF EXISTS [OpponentTeam];
DROP TABLE IF EXISTS [Location]
```

-- Create Tables

```
CREATE TABLE [Location] (
    locationID CHAR(5) NOT NULL,
    locationCity VARCHAR(20) NOT NULL,
    locationState CHAR(2) NOT NULL
    CONSTRAINT pk_Location_locationID PRIMARY KEY (locationID)
);
```

```
CREATE TABLE [OpponentTeam] (
    opponentTeamID CHAR(6) NOT NULL,
    teamName VARCHAR(50) NOT NULL
    CONSTRAINT pk_OpponentTeam_opponentTeamID PRIMARY KEY (opponentTeamID)
);
```

```
CREATE TABLE [Game] (
    gameID CHAR(8) NOT NULL,
    gameDate DATE NOT NULL
    CONSTRAINT pk_Game_gameID PRIMARY KEY (gameID)
);
```

```
CREATE TABLE [Score] (
    gameID CHAR(8) NOT NULL,
    opponentScore INT,
    terpsScore INT,
    CONSTRAINT pk_Score_gameID PRIMARY KEY (gameID),
    CONSTRAINT fk_Score_gameID FOREIGN KEY (gameID)
        REFERENCES [Game] (gameID)
        ON DELETE NO ACTION ON UPDATE CASCADE
);
```

```
CREATE TABLE [FanAttendance] (
    gameID CHAR(8) NOT NULL,
    numOfFans VARCHAR(8)
    CONSTRAINT pk_FanAttendance_gameID PRIMARY KEY (gameID),
    CONSTRAINT fk_FanAttendance_gameID FOREIGN KEY (gameID)
        REFERENCES [Game] (gameID)
        ON DELETE NO ACTION ON UPDATE CASCADE
);
```

```
CREATE TABLE [HeldAt] (
    locationID CHAR(5) NOT NULL,
    gameID CHAR(8) NOT NULL,
    homeAway CHAR(4) NOT NULL
    CONSTRAINT pk_HeldAt_locationID_gameID PRIMARY KEY (locationID, gameID),
    CONSTRAINT fk_HeldAt_locationID FOREIGN KEY (locationID)
        REFERENCES [Location] (locationID)
        ON DELETE NO ACTION ON UPDATE CASCADE,
    CONSTRAINT fk_HeldAt_gameID FOREIGN KEY (gameID)
```

```

REFERENCES [Game] (gameID)
ON DELETE NO ACTION ON UPDATE CASCADE
);

CREATE TABLE [IsAgainst] (
    gameID CHAR(8) NOT NULL,
    opponentTeamID CHAR(6) NOT NULL
    CONSTRAINT pk_IsAgainst_gameID_opponentTeamID PRIMARY KEY (gameID,
opponentTeamID),
    CONSTRAINT fk_IsAgainst_gameID FOREIGN KEY (gameID)
        REFERENCES [Game] (gameID)
        ON DELETE NO ACTION ON UPDATE CASCADE,
    CONSTRAINT fk_IsAgainst_opponentTeamID FOREIGN KEY (opponentTeamID)
        REFERENCES [OpponentTeam] (opponentTeamID)
        ON DELETE NO ACTION ON UPDATE NO ACTION
);

```