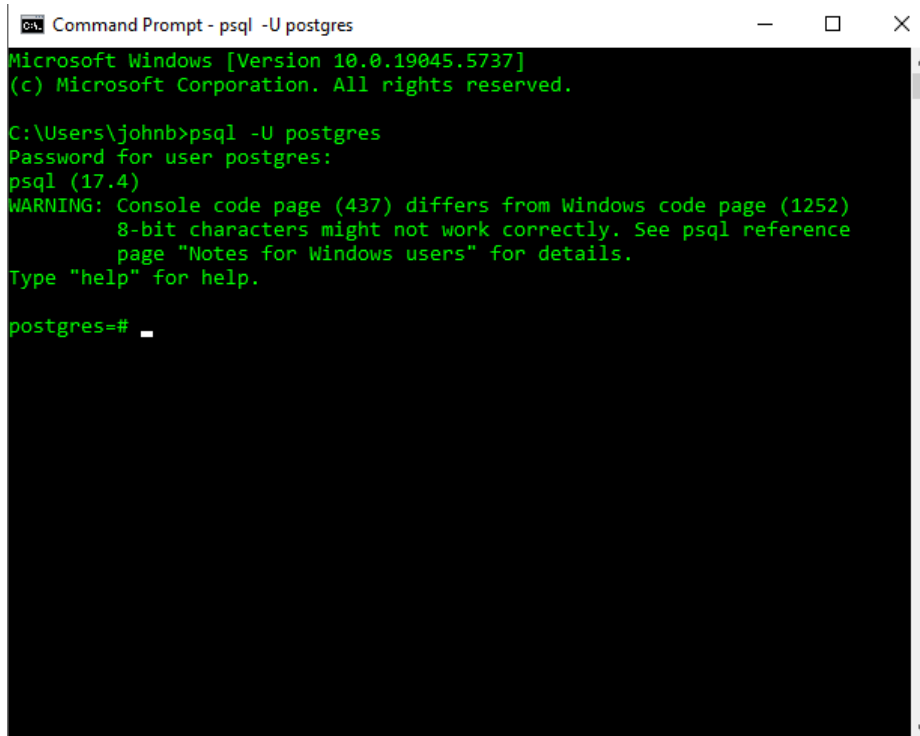


How to: Migrate GatorTotsDb to Your Local Machine

1. [Install](#) and set up postgres on your machine

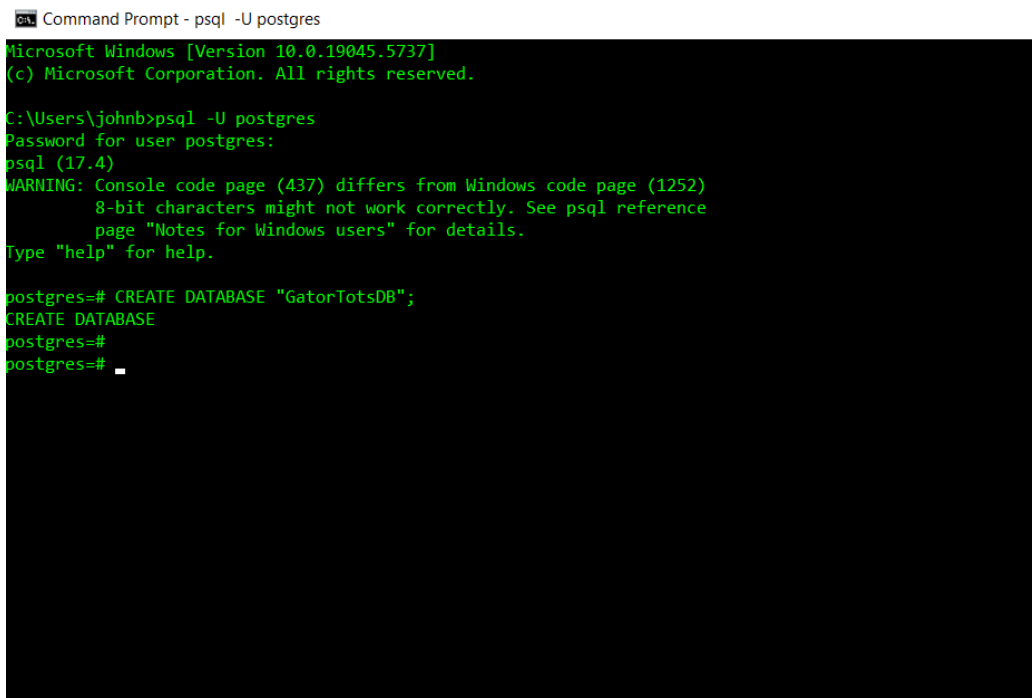


```
Command Prompt - psql -U postgres
Microsoft Windows [Version 10.0.19045.5737]
(c) Microsoft Corporation. All rights reserved.

C:\Users\johnb>psql -U postgres
Password for user postgres:
psql (17.4)
WARNING: Console code page (437) differs from Windows code page (1252)
         8-bit characters might not work correctly. See psql reference
         page "Notes for Windows users" for details.
Type "help" for help.

postgres=#
```

2. When logged in to postgres, copy and paste the following line to create database:
CREATE DATABASE "GatorTotsDB";



```
Command Prompt - psql -U postgres
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C:\Users\johnb>psql -U postgres
Password for user postgres:
psql (17.4)
WARNING: Console code page (437) differs from Windows code page (1252)
         8-bit characters might not work correctly. See psql reference
         page "Notes for Windows users" for details.
Type "help" for help.

postgres=# CREATE DATABASE "GatorTotsDB";
CREATE DATABASE
postgres=#
postgres=#
```

3. Then copy and paste the following line to connect to newly created database:
 \c "GatorTotsDB"
4. Press Enter

```
Command Prompt - psql -U postgres
Microsoft Windows [Version 10.0.19045.5737]
(c) Microsoft Corporation. All rights reserved.

C:\Users\johnb>psql -U postgres
Password for user postgres:
psql (17.4)
WARNING: Console code page (437) differs from Windows code page (1252)
        8-bit characters might not work correctly. See psql reference
        page "Notes for Windows users" for details.
Type "help" for help.

postgres=# CREATE DATABASE "GatorTotsDB";
CREATE DATABASE
postgres=#
postgres=# \c "GatorTotsDB"
You are now connected to database "GatorTotsDB" as user "postgres".
GatorTotsDB=#
```

5. Copy and paste the entire contents of GatorTotsDbPostgresScript.sql (located [here](#) or in Github folder 'Team Resources' into the command line.

```
Command Prompt - psql -U postgres

GatorTotsDB=# CREATE TABLE card (
GatorTotsDB(#   card_id INT PRIMARY KEY,
GatorTotsDB(#   card_rank INT,
GatorTotsDB(#   user_user_id INT NOT NULL,
GatorTotsDB(#   deck_deck_id INT NOT NULL,
GatorTotsDB(#   game_card_pile_game_card_pile_id INT NOT NULL,
GatorTotsDB(#   FOREIGN KEY (user_user_id) REFERENCES "user"(user_id) ON DELETE NO ACTION ON UPDATE NO ACTION,
GatorTotsDB(#   FOREIGN KEY (deck_deck_id) REFERENCES deck(deck_id) ON DELETE NO ACTION ON UPDATE NO ACTION,
GatorTotsDB(#   FOREIGN KEY (game_card_pile_game_card_pile_id) REFERENCES game_card_pile(game_card_pile_id) ON DELETE NO
ACTION ON UPDATE NO ACTION
GatorTotsDB(# );
CREATE TABLE
GatorTotsDB=#
GatorTotsDB=# -- Table: message
GatorTotsDB=# DROP TABLE IF EXISTS message;
NOTICE: table "message" does not exist, skipping
DROP TABLE
GatorTotsDB=# CREATE TABLE message (
GatorTotsDB(#   message_id INT NOT NULL,
GatorTotsDB(#   message_content VARCHAR(255),
GatorTotsDB(#   message_time TIMESTAMP,
GatorTotsDB(#   user_user_id INT NOT NULL,
GatorTotsDB(#   game_room_game_room_id INT NOT NULL,
GatorTotsDB(#   PRIMARY KEY (message_id, game_room_game_room_id),
GatorTotsDB(#   FOREIGN KEY (user_user_id) REFERENCES "user"(user_id) ON DELETE NO ACTION ON UPDATE NO ACTION,
GatorTotsDB(#   FOREIGN KEY (game_room_game_room_id) REFERENCES game_room(game_room_id) ON DELETE NO ACTION ON UPDATE NO
ACTION
GatorTotsDB(# );
CREATE TABLE
GatorTotsDB=#
```

6. Make sure you add the following line into your .env file, replacing <your password> with the password you used to set up postgres

```
DATABASE_URL=postgres://postgres:<your password>@localhost:5432/GatorTotsDB
```

7. Done!