

Database Management System
(UE20CS301)

E-sports Database Management

Submitted by:

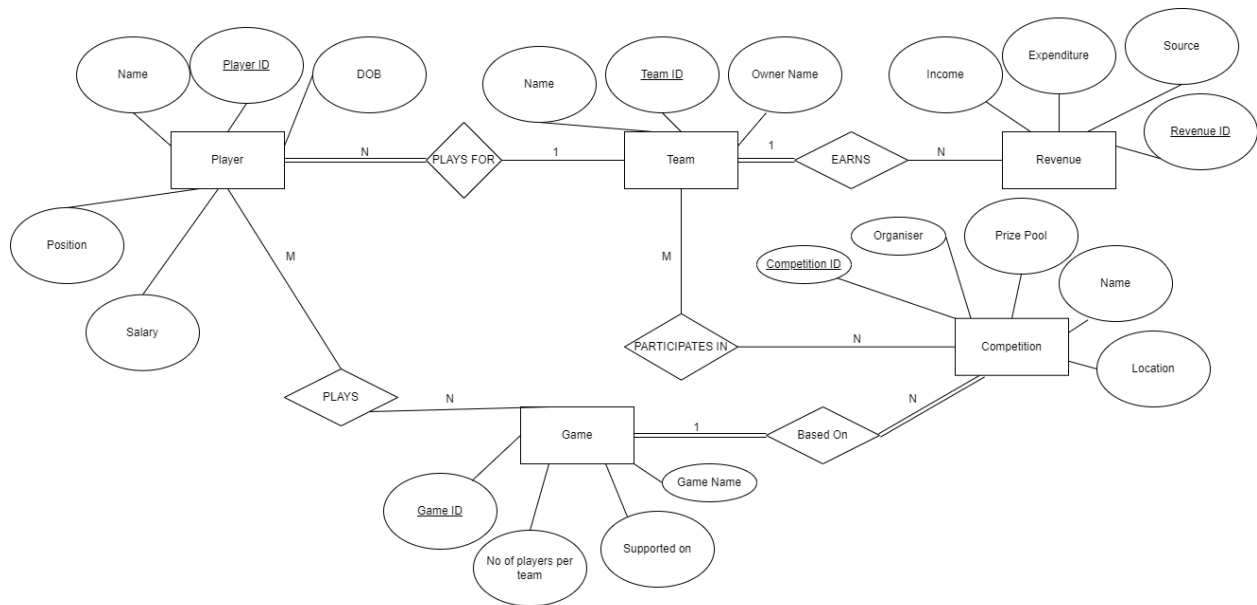
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Scope Of the Project

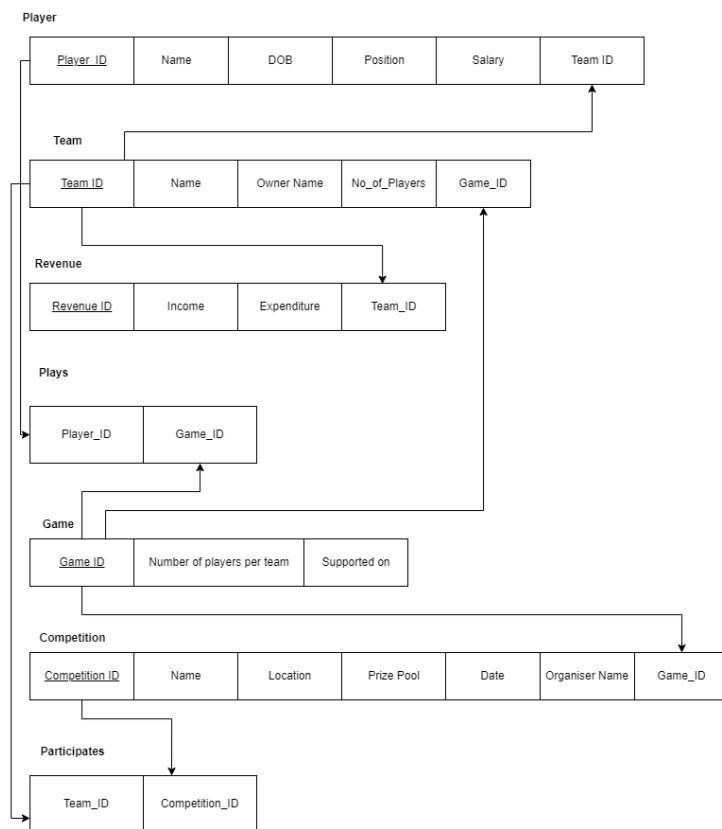
The recent coronavirus pandemic caused many operations to shift to an online mode due to which people invested more into Electronic Gadgets like Mobile Phones and Personal Computers. As a result more people started playing video games and hence as more people began playing these games, the popularity of the games, the popularity of the competitions held for these games and the popularity of the teams that participated in these competitions began to rise.

The data that's being generated thanks to the increase in popularity of the games and the teams requires a proper Database to be stored. This project aims to do the same. This project is a simple implementation of the expected functionalities and structure of such a database.

ER Diagram



Relational Schema



DDL Statements - Building the database

1)player table:

```
CREATE TABLE Player_397(Player_ID varchar(255) NOT NULL, Player_Name varchar(255),  
Position varchar(255), DOB DATE,Salary int,Team_ID varchar(255), PRIMARY  
KEY(Player_ID),FOREIGN KEY(Team_ID) REFERENCES Team_397(Team_ID));
```

2)plays table:

```
CREATE TABLE Plays_397(Player_ID varchar(255),Game_ID varchar(255),FOREIGN  
KEY(Player_ID) REFERENCES Player_397(Player_ID),FOREIGN KEY(Game_ID)  
REFERENCES Game_397(Game_ID),CONSTRAINT game_player_unique UNIQUE  
(Player_ID, Game_ID));
```

3)game table:

```
CREATE TABLE Game_397(Game_ID varchar(255) NOT NULL,Game_Name varchar(255),  
No_of_players_per_team int,No_of_teams_competing int,No_of_players_worldwide int,Creator  
varchar(255),PRIMARY KEY(Game_ID));
```

4)revenue table:

```
CREATE TABLE Revenue_397(Revenue_ID varchar(255) NOT NULL,Source_name  
varchar(255), Income int,Team_ID varchar(255),PRIMARY KEY(Revenue_ID),FOREIGN  
KEY(Team_ID) REFERENCES Team_397(Team_ID));
```

5)team table:

```
CREATE TABLE Team_397(Team_ID varchar(255) NOT NULL,Team_name varchar(255),  
No_of_players int,Owner_name varchar(255),Game_ID varchar(255),PRIMARY  
KEY(Team_ID),FOREIGN KEY(Game_ID) REFERENCES Game_397(Game_ID));
```

6)competition table:

```
CREATE TABLE Competition_397(Competition_ID varchar(255),Competition_Name  
varchar(255), Location varchar(255),Prize_pool int,Organiser_name varchar(255),Game_ID  
varchar(255),PRIMARY KEY(Competition_ID),FOREIGN KEY(Game_ID) REFERENCES  
Game_397(Game_ID));
```

7) participates table:

```
CREATE TABLE Participates_397(Team_ID varchar(255),Competition_ID
varchar(255),FOREIGN KEY(Team_ID) REFERENCES Team_397(Team_ID),FOREIGN
KEY(Competition_ID) REFERENCES competition_397(Competition_ID),CONSTRAINT
team_competition_unique UNIQUE (Team_ID, Competition_ID));
```

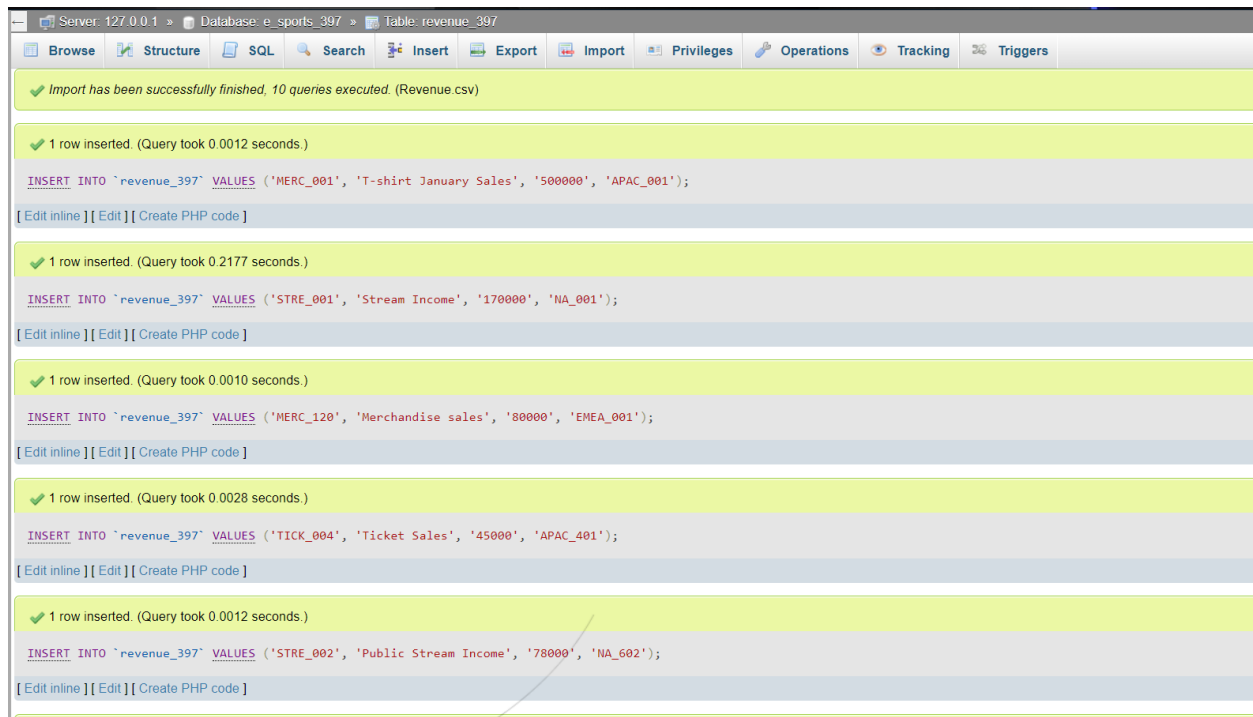
Populating the database

```
INSERT INTO game_397
(Game_ID,Game_name,Creator,No_of_players_per_team,No_of_teams_competing,No_of_players_worldwide) VALUES
('RIOT_001','Valorant','Riot Games',5,2,700000),
('BLIZ_001','Overwatch 2','Blizzard',5,2,163000),
('RESP_001','Apex Legends','Panic Button Games',3,20,169000),
('EPIC_001','Fortnite','Epic Games',1,99,3000000),
('KRAF_001','PUBG','KRAFTON',4,16,30000000),
('VALV_001','CS:GO','VALVE Corporation',5,2,800000),
('RIOT_002','League of Legends','Riot Games',5,2,2300000),
('PSYO_001','Rocket League','Psyonix',3,2,6000000),
('VALV_002','Dota 2','VALVE Corporation',5,2,666000),
('NAMC_001','Tekken','NAMCO',1,1,5000);
```

Inserting using query:

```
1 INSERT INTO game_397 (Game_ID,Game_name,Creator,No_of_players_per_team,No_of_teams_competing,No_of_players_worldwide) VALUES
2 ('RIOT_001','Valorant','Riot Games',5,2,700000),
3 ('BLIZ_001','Overwatch 2','Blizzard',5,2,163000),
4 ('RESP_001','Apex Legends','Panic Button Games',3,20,169000),
5 ('EPIC_001','Fortnite','Epic Games',1,99,3000000),
6 ('KRAF_001','PUBG','KRAFTON',4,16,30000000),
7 ('VALV_001','CS:GO','VALVE Corporation',5,2,800000),
8 ('RIOT_002','League of Legends','Riot Games',5,2,2300000),
9 ('PSYO_001','Rocket League','Psyonix',3,2,6000000),
10 ('VALV_002','Dota 2','VALVE Corporation',5,2,666000),
11 ('NAMC_001','Tekken','NAMCO',1,1,5000);|
```

Importing values



Join Queries

1) Natural Join

Get the Competition name along with its prize pool and the game on which the competition was based.

```
SELECT Competition_Name,Game_Name,Prize_pool FROM competition_397 NATURAL JOIN game_397;
```

2) Inner Join

Get names of games which were played in different competitions.

```
SELECT Game_Name,Creator FROM game_397 INNER JOIN competition_397 WHERE game_397.Game_ID = competition_397.Game_ID;
```

3) Left Outer Join

Get the names of players and their associated teams.

```
SELECT player_397.Player_Name,team_397.Team_Name FROM player_397 LEFT JOIN team_397 ON team_397.Team_ID = player_397.Team_ID;
```

4) Right Outer Join

Get the names of teams and the name of revenue associated with them.

```
SELECT team_397.Team_Name,revenue_397.Source_name FROM revenue_397 RIGHT JOIN  
team_397 ON revenue_397.Team_ID = team_397.Team_ID;
```

5) Multiple Nested Join

Get names of players and the names of the competitions that they have participated in.

```
SELECT player_397.Player_Name,Team_397.Team_Name,Competition_Name FROM participates_397  
NATURAL JOIN competition_397 JOIN team_397 ON team_397.Team_ID = participates_397.Team_ID  
JOIN player_397 ON player_397.Team_ID = team_397.Team_ID;
```

Output Screenshot:

1) Natural Join:

```
MariaDB [E_sports_397]> SELECT Competition_Name,Game_Name,Prize_pool FROM competition_397 NATURAL JOIN game_397;  
+-----+-----+-----+  
| Competition_Name | Game_Name | Prize_pool |  
+-----+-----+-----+  
| Grand Masters   | CS:GO     | 1100000    |  
| Fortnite Conquerors | Fortnite  | 1000000    |  
| Apex League     | Apex Legends | 1500000    |  
| VCT Champions   | Valorant   | 15000000   |  
| VCT Masters     | Valorant   | 5000000    |  
| VCT Masters     | Valorant   | 500000     |  
| League Champions | League of Legends | 2500000    |  
| PUBG Champions  | PUBG       | 800000     |  
| Dota conquerors | Dota 2     | 1000000    |  
| Tekken warriors | Tekken     | 150000     |  
| Rocket League Tourney | Rocket League | 2000000    |  
| VCT Champions   | Valorant   | 15000000   |  
| Overwatch League | Overwatch 2 | 2500000    |  
+-----+-----+-----+  
13 rows in set (0.001 sec)
```

2) Inner Join:

```
MariaDB [e_sports_397]> SELECT Game_Name,Creator FROM game_397 INNER JOIN competition_397 WHERE game_397.Game_ID = competition_397.Game_ID;  
+-----+-----+  
| Game_Name | Creator |  
+-----+-----+  
| Overwatch 2 | Blizzard |  
| Fortnite    | Epic Games |  
| PUBG       | KRAFTON  |  
| Tekken     | NAMCO    |  
| Rocket League | Psyonix  |  
| Apex Legends | Panic Button Games |  
| Valorant    | Riot Games |  
| Valorant    | Riot Games |  
| Valorant    | Riot Games |  
| Valorant    | Riot Games |  
| League of Legends | Riot Games |  
| CS:GO      | VALVE Corporation |  
| Dota 2     | VALVE Corporation |  
+-----+-----+  
13 rows in set (0.078 sec)  
  
MariaDB [e_sports_397]> .
```

3) Left

```
MariaDB [e_sports_397]> SELECT player_397.Player_Name,team_397.Team_Name FROM player_397 LEFT JOIN team_397 ON team_397.Team_ID = player_397.Team_ID;
```

Player_Name	Team_Name
Lionel Agüero	Counter Logic Gaming
Daniel Webber	Elite Esports
Nicholas Stroll	GodLike
Carlos Alonso	TSM
Thomas Reus	Nigma Galaxy
Rohit Kumar	Sentinels
Kim Byoung In	Echo Fox
Sergio Rodriguez	Cloud9
Jeff Musk	San Francisco Shock

rows in set (0.041 sec)

4) Right

```
MariaDB [e_sports_397]> SELECT team_397.Team_Name,revenue_397.Source_name FROM revenue_397 RIGHT JOIN team_397 ON revenue_397.Team_ID = team_397.Team_ID;
```

Team_Name	Source_name
Paper ReX	T-shirt January Sales
GodLike	Ticket Sales
Fnatic	Merchandise sales
Blood Eagle	NULL
Team Liquid	Revenue from Advertisements
G2 Esports	NULL
Team Vitality	NULL
Nigma Galaxy	NULL
Tundra Esports	NULL
Optic Gaming	Stream Income
Optic Gaming	Ticket sales for the challengers games.
Sentinels	Twitch Stream Income.
San Francisco Shock	NULL
Dallas Fuel	NULL
NRG	NULL
TSM	NULL
Elite Esports	Ad Revenue
Fusion Esports	NULL
Ghost Gaming	NULL
Cloud9	NULL
Evil Geniuses	NULL
100 Thieves	NULL
Counter Logic Gaming	Public Stream Income
Immortals	NULL
ROX gaming	Team jersey sales
Echo Fox	NULL

26 rows in set (0.000 sec)

```
MariaDB [e_sports_397]>
```

5) Multiple Nested Joins

```
MariaDB [E_sports_397]> SELECT player_397.Player_Name,Team_397.Team_Name,Competition_Name FROM participates_397 NATURAL JOIN competition_397 JOIN team_397 ON team_397.Team_ID = participates_397.Team_ID JOIN player_397 ON player_397.Team_ID = team_397.Team_ID;
```

Player_Name	Team_Name	Competition_Name
Lionel Agüero	Counter Logic Gaming	Dota conquerors
Daniel Webber	Elite Esports	Fortnite Conquerors
Nicholas Stroll	GodLike	Apex League
Carlos Alonso	TSM	Apex League
Thomas Reus	Nigma Galaxy	VCT Champions
Rohit Kumar	Sentinels	VCT Masters
Rohit Kumar	Sentinels	VCT Champions
Kim Byoung In	Echo Fox	Fortnite Conquerors
Sergio Rodriguez	Cloud9	Grand Masters
Jeff Musk	San Francisco Shock	Fortnite Conquerors
Jeff Musk	San Francisco Shock	Apex League
Jeff Musk	San Francisco Shock	VCT Champions
Jeff Musk	San Francisco Shock	Overwatch League

13 rows in set (0.001 sec)

Aggregate Functions

1) Count

Obtain the count of the sources of revenue which generate an income greater than 100000

```
SELECT COUNT(*) FROM revenue_397 WHERE revenue_397.Income>100000;
```

2) Average

Obtain the average income of various teams from different incomes.

```
SELECT AVG(revenue_397.Income) FROM revenue_397;
```

3) Minimum

Find the lowest amount of salary earned by a player.

```
SELECT MIN(player_397.Salary) FROM player_397;
```

4) Maximum

Find the highest amount of salary earned by a player.

```
SELECT MAX(competition_397.Prize_pool) FROM competition_397;
```

5) Sum

Find the sum of salaries earned by all players in the database.

```
SELECT SUM(player_397.Salary) FROM player_397;
```

Output:

```

MariaDB [e_sports_397]> SELECT COUNT(*) FROM revenue_397 WHERE revenue_397.Income>100000;
+-----+
| COUNT(*) |
+-----+
|          6 |
+-----+
1 row in set (0.107 sec)

MariaDB [e_sports_397]> SELECT AVG(revenue_397.Income) FROM revenue_397;
+-----+
| AVG(revenue_397.Income) |
+-----+
|          229500.0000 |
+-----+
1 row in set (0.028 sec)

MariaDB [e_sports_397]> SELECT MIN(player_397.Salary) FROM player_397;
+-----+
| MIN(player_397.Salary) |
+-----+
|          50000 |
+-----+
1 row in set (0.047 sec)

MariaDB [e_sports_397]> SELECT MAX(competition_397.Prize_pool) FROM competition_397;
+-----+
| MAX(competition_397.Prize_pool) |
+-----+
|          1500000 |
+-----+
1 row in set (0.000 sec)

MariaDB [e_sports_397]> SELECT SUM(player_397.Salary) FROM player_397;
+-----+
| SUM(player_397.Salary) |
+-----+
|          1760000 |
+-----+
1 row in set (0.001 sec)

MariaDB [e_sports_397]> _

```

Set Operations

1) Union

Get Team ID of teams that are recorded in the teams table or the teams recorded in the revenue table.

```
SELECT revenue_397.Team_ID FROM revenue_397 UNION SELECT team_397.Team_ID FROM team_397;
```

2) Intersection

Get Team ID of teams which have a revenue recorded in the revenue_397 table.

```
SELECT revenue_397.Team_ID FROM revenue_397 INTERSECT SELECT team_397.Team_ID FROM team_397;
```

3) Set difference

Get Team ID of teams which have not signed a player.

```
SELECT team_397.Team_ID FROM team_397 EXCEPT SELECT player_397.Team_ID FROM  
player_397;
```

4) Cross Join

Get all the possible team and player combinations.

```
SELECT player_397.player_name,team_397.team_name FROM player_397 CROSS JOIN team_397;
```

Output:

Union and Intersection:

```

MariaDB [e_sports_397]> SELECT revenue_397.Team_ID FROM revenue_397 UNION SELECT team_397.Team_ID FROM team_397;
+-----+
| Team_ID |
+-----+
| APAC_001 |
| APAC_401 |
| EMEA_001 |
| EMEA_501 |
| NA_001   |
| NA_002   |
| NA_301   |
| NA_602   |
| NA_901   |
| NA_101   |
| NA_102   |
| NA_302   |
| EMEA_401 |
| NA_401   |
| NA_902   |
| EMEA_701 |
| EMEA_702 |
| NA_201   |
| NA_202   |
| NA_601   |
| NA_501   |
| NA_502   |
| EMEA_801 |
| EMEA_802 |
| NA_801   |
+-----+
25 rows in set (0.001 sec)

MariaDB [e_sports_397]> SELECT revenue_397.Team_ID FROM revenue_397 INTERSECT SELECT team_397.Team_ID FROM team_397;
+-----+
| Team_ID |
+-----+
| APAC_001 |
| APAC_401 |
| EMEA_001 |
| EMEA_501 |
| NA_001   |
| NA_002   |
| NA_301   |
| NA_602   |
| NA_901   |
+-----+
9 rows in set (0.000 sec)

```

Cross product and Set Difference:

```
MariaDB [e_sports_397]> SELECT team_397.Team_ID FROM team_397 EXCEPT SELECT player_397.Team_ID FROM player_397;
```

Team_ID
NA_102
NA_302
EMEA_401
NA_401
NA_901
EMEA_701
EMEA_702
NA_201
APAC_001
EMEA_001
NA_001
NA_601
EMEA_501
NA_502
EMEA_802
NA_801

16 rows in set (0.001 sec)

```
MariaDB [e_sports_397]> SELECT player_397.player_name,team_397.team_name FROM player_397 CROSS JOIN team_397;
```

player_name	team_name
Lionel Agüero	Paper ReX
Daniel Webber	Paper ReX
Nicholas Stroll	Paper ReX
Carlos Alonso	Paper ReX
Thomas Reus	Paper ReX
Rohit Kumar	Paper ReX
Kim Byoung In	Paper ReX
Sergio Rodríguez	Paper ReX
Jeff Musk	Paper ReX
Lionel Agüero	GodLike
Daniel Webber	GodLike
Nicholas Stroll	GodLike
Carlos Alonso	GodLike
Thomas Reus	GodLike
Rohit Kumar	GodLike
Kim Byoung In	GodLike
Sergio Rodríguez	GodLike

Nicholas Stroll	G2 Esports
Carlos Alonso	G2 Esports
Thomas Reus	G2 Esports
Rohit Kumar	G2 Esports
Kim Byoung In	G2 Esports
Sergio Rodriguez	G2 Esports
Jeff Musk	G2 Esports
Lionel Agüero	Team Vitality
Daniel Webber	Team Vitality
Nicholas Stroll	Team Vitality
Carlos Alonso	Team Vitality
Thomas Reus	Team Vitality
Rohit Kumar	Team Vitality
Kim Byoung In	Team Vitality
Sergio Rodriguez	Team Vitality
Jeff Musk	Team Vitality
Lionel Agüero	Nigma Galaxy
Daniel Webber	Nigma Galaxy
Nicholas Stroll	Nigma Galaxy
Carlos Alonso	Nigma Galaxy
Thomas Reus	Nigma Galaxy
Rohit Kumar	Nigma Galaxy
Kim Byoung In	Nigma Galaxy
Sergio Rodriguez	Nigma Galaxy
Jeff Musk	Nigma Galaxy
Lionel Agüero	Tundra Esports
Daniel Webber	Tundra Esports
Nicholas Stroll	Tundra Esports
Carlos Alonso	Tundra Esports
Thomas Reus	Tundra Esports
Rohit Kumar	Tundra Esports
Kim Byoung In	Tundra Esports
Sergio Rodriguez	Tundra Esports
Jeff Musk	Tundra Esports
Lionel Agüero	Optic Gaming
Daniel Webber	Optic Gaming
Nicholas Stroll	Optic Gaming
Carlos Alonso	Optic Gaming
Thomas Reus	Optic Gaming
Rohit Kumar	Optic Gaming
Kim Byoung In	Optic Gaming
Sergio Rodriguez	Optic Gaming
Jeff Musk	Optic Gaming
Lionel Agüero	Sentinels
Daniel Webber	Sentinels
Nicholas Stroll	Sentinels
Carlos Alonso	Sentinels
Thomas Reus	Sentinels
Rohit Kumar	Sentinels

Functions and Procedures

1) Functions

Function to display the percentage of payable tax for a particular income in the revenue_397 table.

```
DELIMITER $$
CREATE FUNCTION tax_397(Income INT)
RETURNS INT
DETERMINISTIC
BEGIN
    DECLARE tax INT;
    IF Income <= 10000 THEN
        SET tax = 0.1*Income;
    ELSEIF Income > 10000 AND income <= 50000 THEN
        SET tax = 0.15*Income;
    ELSE
        SET tax = 0.25*Income;
    END IF;
    RETURN tax;
END; $$
DELIMITER ;
```

Output:

```
MariaDB [E_sports_397]> SELECT tax_397(Income) FROM revenue_397;
+-----+
| tax_397(Income) |
+-----+
|          75000 |
|          45000 |
|         125000 |
|          20000 |
|          17500 |
|          42500 |
|          19500 |
|         188000 |
|          30000 |
|           6750 |
+-----+
10 rows in set (0.001 sec)
```

2) Procedure

Procedure to update the age of players in the player_397 table.

Before calling Procedure:

```
MariaDB [E_sports_397]> ALTER TABLE player_397 ADD age int;
Query OK, 0 rows affected (0.583 sec)
Records: 0 Duplicates: 0 Warnings: 0

MariaDB [E_sports_397]> select * from player_397;
+-----+-----+-----+-----+-----+-----+-----+
| Player_ID | Player_Name | Position | DOB | Salary | Team_ID | age |
+-----+-----+-----+-----+-----+-----+-----+
| ARG_001 | Lionel Agüero | Attack | 1996-04-07 | 170000 | NA_602 | NULL |
| AUS_001 | Daniel Webber | Aggressor | 2004-06-06 | 90000 | NA_301 | NULL |
| CAN_001 | Nicholas Stroll | Passive | 2000-01-12 | 110000 | APAC_401 | NULL |
| ESP_001 | Carlos Alonso | Shield | 1999-01-20 | 150000 | NA_202 | NULL |
| GER_001 | Thomas Reus | Defense | 1998-08-09 | 190000 | EMEA_801 | NULL |
| IND_001 | Rohit Kumar | Duelist | 1997-12-09 | 450000 | NA_002 | NULL |
| KOR_001 | Kim Byoung In | Aggressor | 2001-05-17 | 50000 | NA_902 | NULL |
| MEX_001 | Sergio Rodriguez | Smoker | 1993-08-02 | 250000 | NA_501 | NULL |
| USA_001 | Jeff Musk | Support | 1996-04-25 | 300000 | NA_101 | NULL |
+-----+-----+-----+-----+-----+-----+-----+
9 rows in set (0.000 sec)

MariaDB [E_sports_397]> DELIMITER $$
MariaDB [E_sports_397]>
MariaDB [E_sports_397]> CREATE procedure age()
->
-> BEGIN
->
-> UPDATE player_397 SET Age = DATE_FORMAT(FROM_DAYS(DATEDIFF(NOW(),player_397.dob)), '%Y') + 0;
->
-> END; $$
Query OK, 0 rows affected (0.371 sec)

MariaDB [E_sports_397]>
MariaDB [E_sports_397]> DELIMITER ;
MariaDB [E_sports_397]> call age();
Query OK, 9 rows affected (0.139 sec)
```

After calling Procedure:


```

MariaDB [E_sports_397]> call age();
Query OK, 9 rows affected (0.139 sec)

MariaDB [E_sports_397]> SELECT * FROM player_397;
+-----+-----+-----+-----+-----+-----+-----+
| Player_ID | Player_Name | Position | DOB | Salary | Team_ID | age |
+-----+-----+-----+-----+-----+-----+-----+
| ARG_001 | Lionel Agüero | Attack | 1996-04-07 | 170000 | NA_602 | 26 |
| AUS_001 | Daniel Webber | Aggressor | 2004-06-06 | 90000 | NA_301 | 18 |
| CAN_001 | Nicholas Stroll | Passive | 2000-01-12 | 110000 | APAC_401 | 22 |
| ESP_001 | Carlos Alonso | Shield | 1999-01-20 | 150000 | NA_202 | 23 |
| GER_001 | Thomas Reus | Defense | 1998-08-09 | 190000 | EMEA_801 | 24 |
| IND_001 | Rohit Kumar | Duelist | 1997-12-09 | 450000 | NA_002 | 24 |
| KOR_001 | Kim Byoung In | Aggressor | 2001-05-17 | 50000 | NA_902 | 21 |
| MEX_001 | Sergio Rodriguez | Smoker | 1993-08-02 | 250000 | NA_501 | 29 |
| USA_001 | Jeff Musk | Support | 1996-04-25 | 300000 | NA_101 | 26 |
+-----+-----+-----+-----+-----+-----+-----+
9 rows in set (0.000 sec)

```

Triggers and Cursors

1) Trigger

Trigger to check if the new player being added is above the age of 18. An error message informing his ineligibility to play a game as a professional is raised if s/he is below the age of 18.

Code:

```

DELIMITER $$
CREATE TRIGGER age_checks_397
BEFORE INSERT
ON player_397 FOR EACH ROW
BEGIN
    DECLARE error_msg VARCHAR(50);
    DECLARE age INT;
    SET error_msg = "Not eligible to play as a professional.";
    SELECT DATE_FORMAT(FROM_DAYS(DATEDIFF(NOW(),new.DOB)), '%Y')
    + 0 INTO age;

    IF age < 18 THEN
        SIGNAL SQLSTATE '45000'
        SET MESSAGE_TEXT = error_msg;
    END IF;
END $$
DELIMITER ;

```

Output:

```
MariaDB [E_sports_397]> DELIMITER $$
MariaDB [E_sports_397]> CREATE TRIGGER age_checks_397
-> BEFORE INSERT
-> ON player_397 FOR EACH ROW
-> BEGIN
-> DECLARE error_msg VARCHAR(50);
-> DECLARE age INT;
-> SET error_msg = "Not eligible to play as a professional.";
-> SELECT DATE_FORMAT(FROM_DAYS(DATEDIFF(NOW(),new.DOB)), '%Y')
-> + 0 INTO age;
->
-> IF age < 18 THEN
-> SIGNAL SQLSTATE '45000'
-> SET MESSAGE_TEXT = error_msg;
-> END IF;
-> END $$
Query OK, 0 rows affected (0.352 sec)

MariaDB [E_sports_397]> DELIMITER ;
MariaDB [E_sports_397]> INSERT INTO player_397 VALUES ('XYZ_001','Shashank','Defuser','2010-01-28',60000,'NA_101');
ERROR 1644 (45000): Not eligible to play as a professional.
MariaDB [E_sports_397]> _
```

2) Cursor

Cursor to find the players who play for a given team.

DELIMITER \$\$

CREATE FUNCTION Player_Finder (In_Team_ID VARCHAR(50))
RETURNS VARCHAR(50) READS SQL DATA

BEGIN

DECLARE done INT DEFAULT FALSE;
DECLARE PlayerName VARCHAR(50);

DECLARE cursor_player CURSOR FOR
SELECT Player_Name
FROM player_397
WHERE Team_ID = In_Team_ID;

DECLARE CONTINUE HANDLER FOR NOT FOUND SET done = TRUE;

OPEN cursor_player;
FETCH cursor_player INTO PlayerName;

CLOSE cursor_player;

```
RETURN PlayerName;
```

```
END; $$
```

```
DELIMITER ;
```

Output:

```
MariaDB [E_sports_397]> CREATE FUNCTION Player_Finder ( In_Team_ID VARCHAR(50) )
-> RETURNS VARCHAR(50) READS SQL DATA
->
-> BEGIN
->
->   DECLARE done INT DEFAULT FALSE;
->   DECLARE PlayerName VARCHAR(50);
->
->   DECLARE cursor_player CURSOR FOR
->     SELECT Player_Name
->     FROM player_397
->     WHERE Team_ID = In_Team_ID;
->
->   DECLARE CONTINUE HANDLER FOR NOT FOUND SET done = TRUE;
->
->   OPEN cursor_player;
->   FETCH cursor_player INTO PlayerName;
->
->   CLOSE cursor_player;
->
->   RETURN PlayerName;
->
-> END; $$
Query OK, 0 rows affected (0.162 sec)

MariaDB [E_sports_397]> DELIMITER ;
MariaDB [E_sports_397]> SELECT Player_Finder('NA_101');
+-----+
| Player_Finder('NA_101') |
+-----+
| Jeff Musk                |
+-----+
1 row in set (0.157 sec)
```

Developing a Frontend

1) Insert

Menu

Add

E-Sports Database 397

Insert Details:

Game ID:
VAR_001

Game Name:
Varma Run

Number of Players per team:
2.00 - +

Number of teams competing:
3.00 - +

Number of Players worldwide:
1699900.00 - +

Creator:
Varma Inc

Add Game

Successfully added game: Varma Run

2) View

Menu

View

E-Sports Database 397

View Created Details

View Games

	Game_ID	Game_Name	No_of_players_per_team	No_of_teams_competing	No_of_players_
1	EPIC_001	Fortnite	1	99	
2	KRAF_001	PUBG	4	16	
3	NAMC_001	Tekken	1	1	
4	PSYO_001	Rocket League	3	2	
5	RESP_001	Apex Legends	3	20	
6	RIOT_001	Valorant	5	2	
7	RIOT_002	League of Legends	5	2	
8	VALV_001	CS:GO	5	2	
9	VALV_002	Dota 2	5	2	
10	VAR_001	Varma Run	2	3	

3) Update

Menu

Update

Update Details

Games

Game to Edit

Varma Run

New Game ID:

SHR_001

New Game Name:

Shreyas Run

New number of Players per team:

2.00

New number of teams competing:

3.00

New number of Players worldwide:

15689520.00

New creator:

Shreyas Inc.

Update

Successfully updated: Varma Run to ::Shreyas Run

Updated data

4) Delete

Menu

Delete

E-Sports Database 397

Delete Details

Available Data

Task to Delete

Shreyas Run

Do you want to delete ::Shreyas Run

Delete Game

Game has been deleted successfully

Updated data

5) Custom Query

Menu

Custom Query

E-Sports Database 397

HomePage

SQL Code Here

```
SELECT Game_ID,Game_Name FROM Game_397;
```

Execute

Table Info

Query Submitted

```
SELECT Game_ID,Game_Name FROM Game_397;
```

Results

Pretty Table

0	1
0	BLIZ_001 Overwatch 2
1	EPIC_001 Fortnite
2	KRAF_001 PUBG
3	NAHC_001 Tekken
4	PSYO_001 Rocket League
5	RESP_001 Apex Legends
6	RIOT_001 Valorant
7	RIOT_002 League of Legends
8	VALV_001 CS:GO
9	VALV_002 Dota 2

6) Pie Chart

Pie chart showing the distribution of players worldwide across various games.

