

Mood of the Crew

Predict the riot!

Arnold Abraham - 19. Januar 2021



Proposal

The mood go the crew is not exhilarating. We should have reached SQisLand weeks ago. The supplies are slowly running out, the grog is getting maggoty and we only have almost rotten food to eat.

The work is hard and the sea is rough. Storm, sunshine, rain, storm...

The crew is not in the best of shape and there could be a riot. Since you're just a fellow traveler, you want to be prepared for anything.

Task 1

In the database ('CrewMood.db') are all crew members and their mood representation for the morning, noon and evening in integers from 1 to 9.

Write a query that replaces the mood numbers by the exclamations in following table:

<u>Case</u>	<u>Mood</u>
<i>Bad</i>	<i>0...2</i>
<i>Okay</i>	<i>3...5</i>
<i>Good</i>	<i>6...8</i>
<i>Excellent</i>	<i>8...9</i>

Also, count the numbers of moods and group them per day into the following table

DATE	MORAL	MORALCOUNT
1703-03-10	BAD	3
1703-03-10	EXCELLENT	6
1703-03-10	GOOD	3
1703-03-10	OKAY	10
1703-03-11	BAD	5
1703-03-11	EXCELLENT	5

Task 2

Change the query to get aggregated results for each moral like the table:

"	MORAL	MORALCOUNT
1	BAD	162
2	EXCELLENT	47
3	GOOD	126
4	OKAY	237

Answer the question if there will be a riot by calculating the riot chance with the following lookup table of the „How to captain for dummies“ book:

The image shows an open book with two pages. The left page is titled "Mood of Crew" and lists four categories: "Bad", "Okay + Bad", "Okay + Good", and "Good + Excellent". The right page is titled "Chance of riot" and lists the corresponding percentages: 100%, 50%, 25%, and 0% respectively.

<u>Mood of Crew</u>	<u>Chance of riot</u>
> 50 % Bad	100 %
> 50 % Okay + Bad	50 %
> 50 % Okay + Good	25 %
> 50 % Good + Excellent	0 %