

# **PROJECT REPORT**

ON

## **“NBA Database Management System”**

**Course Info:** INFO 6210 Database Management and Database Design

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## Introduction

The project consists of a database to resemble the National Basketball Association(NBA). It is created to show the basic working of the organization. The database provides a basic understanding of how the players are related to a team. How a brand is endorsed by a player. It also provides insight into who the top scorer is and who has the top assists. Some players have some bad history as well. The database sheds light on that as well. Not common it is to have more than one source of income. And why should the players be limited to that? The database recites the possibility of that as well.

## Business Rules

- One player has to play for only one team at a time.
- The player can/ cannot endorse any brand. But if he has to endorse, the limit is 1.
- The teams have to endorse one and one brand only.
- The player could have or could not have played for any college.
- The players can have nationality other than “American”.
- Only player can be the “Top Assist”. But here the database shows the list of top assists and not just the “Top” assist.
- Only player can be the “Top Score”. But here the database shows the list of top scorers and not just the “Top” scorer.
- One player can become the MVP many times. And the table shows the count of the same.
- Players can have more than one incident that counts as Bad History. But here we limit to one incident only.
- Multiple business can be owned by multiple players. There is no restriction on that.

## Entities

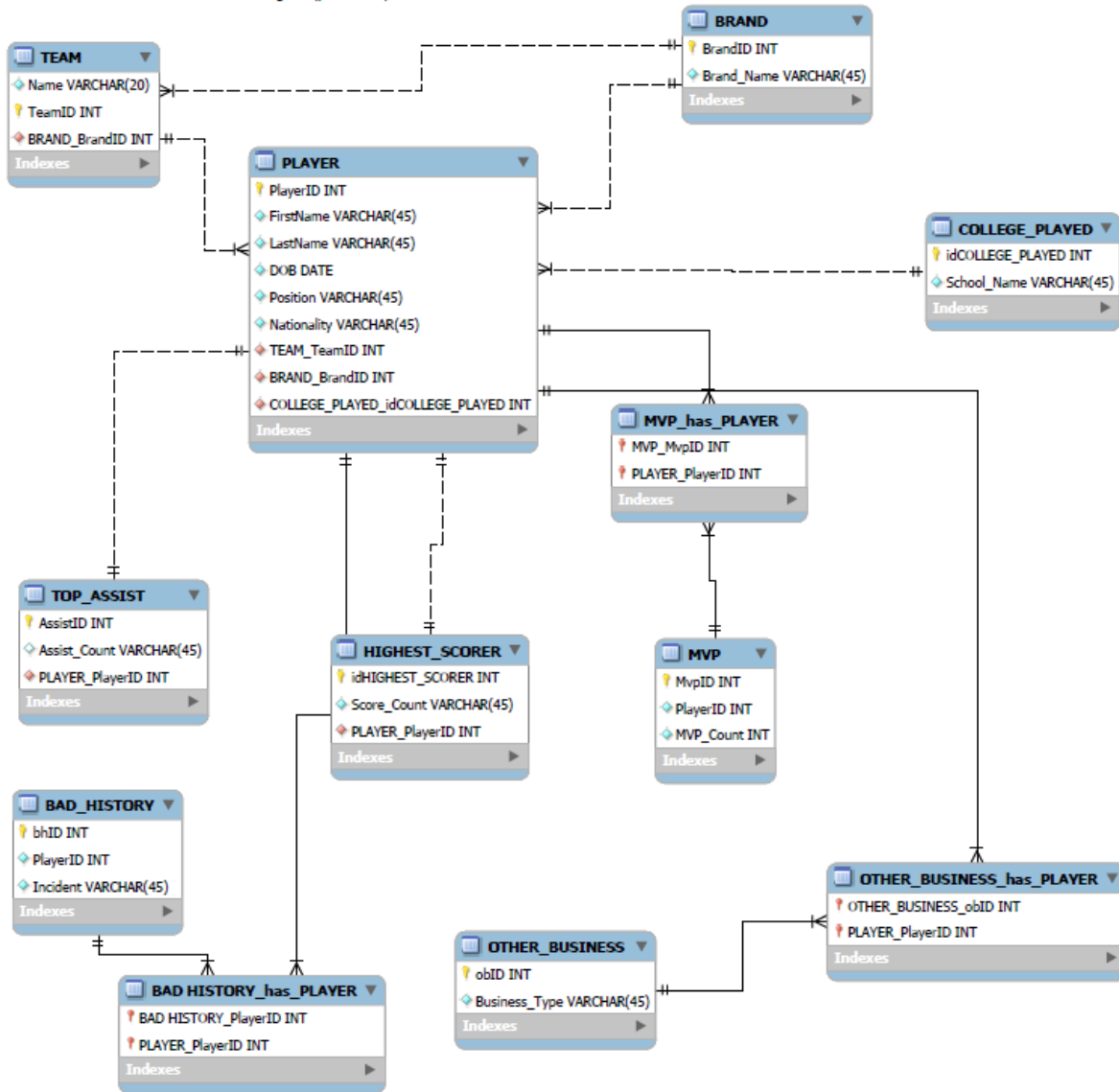
1. Team: This entity consists of attributes like the name of the team, the brands endorsed, etc.
2. Players: This entity consists of attributes like the name of the player, date of birth, nationality, brands endorsed, team played for, etc.
3. Brands: It consists the information regarding the Brands.
4. Top Assist: It consists of records of the players having top assists.
5. Top Scorer: It consists of records of the players having most score.
6. MVP: It consists of the records of players who have become the MVP and the count of the same.
7. Bad History: It consists of the records of incidents where players have been involved. They are categorized as bad.
8. Other Businesses: This entity consists of records which show some of the other businesses owned by the players.
9. College Played: This entity contains the information of the college that the players have played for.

## Assumptions

1. The players and team can endorse only one brand.
2. The top scorer and top assists cannot have same players.
3. One player can become as many times as possible.

- One player can have, at max., played for one college only.

## EER Diagram



## Joins

1. INNER JOIN to get the MVP

Here we get the MVP by using a FULL INNER JOIN ON the Player table.

```
#Joins|
SELECT MVP_MvpID, PLAYER_PlayerID, mvp.MVP_Count FROM mvp_has_player
JOIN mvp ON mvp_has_player.MVP_MvpID = mvp.MvpID;
```

## Stored Procedures

1. Get the Highest Scorer

This helps us to get the highest scorer from the given stored procedure. This is parsed inside the Begin and End statements. All is inside a Delimiter.

```
USE mydb;|
#Stored Procedure

DELIMITER $$
CREATE PROCEDURE Get_HS()
BEGIN
    SELECT * FROM Highest_Scorer;
END $$
DELIMITER ;
```

## Triggers

1. Update the Highest Scorer

In this we update the Highest scorer with the new score.

```

#Trigger1
-- creating the trigger
DELIMITER $$
CREATE TRIGGER `HS_update`
  AFTER INSERT
  ON `highest_scorer`
  FOR EACH ROW
BEGIN
    INSERT INTO `mydb`.`highest_scorer`
    (`idHIGHEST_SCORER`,
    `Score_Count`,
    `PLAYER_PlayerID`)
VALUES
(new.idHighest_Scorer,
50,
new.Player_PlayerID);
END $$
DELIMITER ;

-- update HS table
update highest_scorer set idHIGHEST_SCORER = max(idHIGHEST_SCORER) +1;
-- check HS table
SELECT * FROM highest_scorer;
-- check HS_log table
select * from team;

```

## Views

1. Virtual Player table

In this view we create a view, which is the virtual display, of Player table.

```

#View
CREATE VIEW Player_View AS
SELECT *
FROM Player;

```

## User Privileges

1. SK7 User

Here, I have created a new user SK7 and given him all the privileges. The user is then checked to have all the privileges. And then the user is deleted from the database.

```

#User_Priviliges

-- create a new user
create user 'SK7'@'localhost' identified by 'password';

-- to check all the users existing in db
select user from mysql.user;

-- login as newly created user, no databases shown because of privileges

-- login as root and grant privileges
GRANT ALL PRIVILEGES ON mydb .* TO 'SK7'@'localhost' identified by 'password';

show grants for 'SK7'@'localhost';

delete from mysql.user where user like 'SK7'

```

## Dumps

### 1. Backup the mydb database.

Here I have taken the backup of the database created and the code is given below:

```

-- MySQL dump 10.13 Distrib 5.7.17, for Win64 (x86_64)
--
-- Host: 127.0.0.1 Database: mydb
--
-- Server version      5.6.39

/*!40101 SET @OLD_CHARACTER_SET_CLIENT=@@CHARACTER_SET_CLIENT */;
/*!40101 SET @OLD_CHARACTER_SET_RESULTS=@@CHARACTER_SET_RESULTS */;
/*!40101 SET @OLD_COLLATION_CONNECTION=@@COLLATION_CONNECTION */;
/*!40101 SET NAMES utf8 */;
/*!40103 SET @OLD_TIME_ZONE=@@TIME_ZONE */;
/*!40103 SET TIME_ZONE='+00:00' */;
/*!40014 SET @OLD_UNIQUE_CHECKS=@@UNIQUE_CHECKS, UNIQUE_CHECKS=0 */;
/*!40014 SET @OLD_FOREIGN_KEY_CHECKS=@@FOREIGN_KEY_CHECKS,
FOREIGN_KEY_CHECKS=0 */;
/*!40101 SET @OLD_SQL_MODE=@@SQL_MODE, SQL_MODE='NO_AUTO_VALUE_ON_ZERO'
*/;
/*!40111 SET @OLD_SQL_NOTES=@@SQL_NOTES, SQL_NOTES=0 */;

--
-- Table structure for table `bad history_has_player`
--

```

```

DROP TABLE IF EXISTS `bad_history_has_player`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `bad_history_has_player` (
  `BAD_HISTORY_PlayerID` int(11) NOT NULL,
  `PLAYER_PlayerID` int(11) NOT NULL,
  PRIMARY KEY (`BAD_HISTORY_PlayerID`,`PLAYER_PlayerID`),
  KEY `fk_BAD HISTORY_has_PLAYER_PLAYER1_idx` (`PLAYER_PlayerID`),
  KEY `fk_BAD HISTORY_has_PLAYER_BAD HISTORY1_idx` (`BAD_HISTORY_PlayerID`),
  CONSTRAINT `fk_BAD HISTORY_has_PLAYER_BAD HISTORY1` FOREIGN KEY (`BAD
HISTORY_PlayerID`) REFERENCES `bad_history` (`PlayerID`) ON DELETE NO ACTION ON UPDATE
NO ACTION,
  CONSTRAINT `fk_BAD HISTORY_has_PLAYER_PLAYER1` FOREIGN KEY (`PLAYER_PlayerID`)
REFERENCES `player` (`PlayerID`) ON DELETE NO ACTION ON UPDATE NO ACTION
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `bad_history_has_player`
--

LOCK TABLES `bad_history_has_player` WRITE;
/*!40000 ALTER TABLE `bad_history_has_player` DISABLE KEYS */;
INSERT INTO `bad_history_has_player` VALUES (4,1),(10,2);
/*!40000 ALTER TABLE `bad_history_has_player` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Table structure for table `bad_history`
--

DROP TABLE IF EXISTS `bad_history`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `bad_history` (
  `bhID` int(11) NOT NULL,
  `PlayerID` int(11) NOT NULL AUTO_INCREMENT,
  `Incident` varchar(45) NOT NULL,
  PRIMARY KEY (`bhID`),
  UNIQUE KEY `PlayerID_UNIQUE` (`PlayerID`)
) ENGINE=InnoDB AUTO_INCREMENT=12 DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

```



```

--
-- Dumping data for table `bad_history`
--

LOCK TABLES `bad_history` WRITE;
/*!40000 ALTER TABLE `bad_history` DISABLE KEYS */;
INSERT INTO `bad_history` VALUES (1,4,'Drunk Driving'),(2,10,'Bar brawl'),(3,11,'');
/*!40000 ALTER TABLE `bad_history` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Table structure for table `brand`
--

DROP TABLE IF EXISTS `brand`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `brand` (
  `BrandID` int(10) unsigned NOT NULL,
  `Brand_Name` varchar(45) NOT NULL,
  PRIMARY KEY (`BrandID`)
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `brand`
--

LOCK TABLES `brand` WRITE;
/*!40000 ALTER TABLE `brand` DISABLE KEYS */;
INSERT INTO `brand` VALUES (1,'Nike'),(2,'Adidas'),(3,'Puma'),(4,'Under Armour');
/*!40000 ALTER TABLE `brand` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Table structure for table `college_played`
--

DROP TABLE IF EXISTS `college_played`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `college_played` (
  `idCOLLEGE_PLAYED` int(11) NOT NULL,
  `School_Name` varchar(45) NOT NULL,

```

```

PRIMARY KEY (`idCOLLEGE_PLAYED`)
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `college_played`
--

LOCK TABLES `college_played` WRITE;
/*!40000 ALTER TABLE `college_played` DISABLE KEYS */;
INSERT INTO `college_played` VALUES (1,'Duke University');
/*!40000 ALTER TABLE `college_played` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Table structure for table `highest_scorer`
--

DROP TABLE IF EXISTS `highest_scorer`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `highest_scorer` (
  `idHIGHEST_SCORER` int(11) NOT NULL,
  `Score_Count` varchar(45) NOT NULL,
  `PLAYER_PlayerID` int(11) NOT NULL,
  PRIMARY KEY (`idHIGHEST_SCORER`),
  UNIQUE KEY `idHIGHEST_SCORER_UNIQUE` (`idHIGHEST_SCORER`),
  KEY `fk_HIGHEST_SCORER_PLAYER1_idx` (`PLAYER_PlayerID`),
  CONSTRAINT `fk_HIGHEST_SCORER_PLAYER1` FOREIGN KEY (`PLAYER_PlayerID`) REFERENCES
`player` (`PlayerID`) ON DELETE NO ACTION ON UPDATE NO ACTION
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `highest_scorer`
--

LOCK TABLES `highest_scorer` WRITE;
/*!40000 ALTER TABLE `highest_scorer` DISABLE KEYS */;
INSERT INTO `highest_scorer` VALUES (0,"5"),(1,'10',1),(2,'8',7);
/*!40000 ALTER TABLE `highest_scorer` ENABLE KEYS */;
UNLOCK TABLES;
/*!50003 SET @saved_cs_client = @@character_set_client */;
/*!50003 SET @saved_cs_results = @@character_set_results */;

```

```

/*!50003 SET @saved_col_connection = @@collation_connection */;
/*!50003 SET character_set_client = utf8 */;
/*!50003 SET character_set_results = utf8 */;
/*!50003 SET collation_connection = utf8_general_ci */;
/*!50003 SET @saved_sql_mode = @@sql_mode */;
/*!50003 SET sql_mode = 'NO_ENGINE_SUBSTITUTION' */;
DELIMITER ;;
/*!50003 CREATE*/ /*!50017 DEFINER=`root`@`localhost`*/ /*!50003 TRIGGER `HS_update`
    AFTER INSERT
    ON `highest_scorer`
    FOR EACH ROW
BEGIN
    INSERT INTO `mydb`.`highest_scorer`
    (`idHIGHEST_SCORER`,
    `Score_Count`,
    `PLAYER_PlayerID`)
VALUES
(new.idHighest_Scorer,
50,
new.Player_PlayerID);
END */;;
DELIMITER ;
/*!50003 SET sql_mode = @saved_sql_mode */;
/*!50003 SET character_set_client = @saved_cs_client */;
/*!50003 SET character_set_results = @saved_cs_results */;
/*!50003 SET collation_connection = @saved_col_connection */;

--
-- Table structure for table `mvp`
--

DROP TABLE IF EXISTS `mvp`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `mvp` (
  `MvpID` int(11) NOT NULL,
  `PlayerID` int(11) NOT NULL,
  `MVP_Count` int(11) NOT NULL,
  PRIMARY KEY (`MvpID`)
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `mvp`

```

```

--

LOCK TABLES `mvp` WRITE;
/*!40000 ALTER TABLE `mvp` DISABLE KEYS */;
INSERT INTO `mvp` VALUES (1,7,4),(2,5,2),(3,6,1);
/*!40000 ALTER TABLE `mvp` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Table structure for table `mvp_has_player`
--

DROP TABLE IF EXISTS `mvp_has_player`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `mvp_has_player` (
  `MVP_MvpID` int(11) NOT NULL,
  `PLAYER_PlayerID` int(11) NOT NULL,
  PRIMARY KEY (`MVP_MvpID`,`PLAYER_PlayerID`),
  KEY `fk_MVP_has_PLAYER_PLAYER1_idx` (`PLAYER_PlayerID`),
  KEY `fk_MVP_has_PLAYER_MVP1_idx` (`MVP_MvpID`),
  CONSTRAINT `fk_MVP_has_PLAYER_MVP1` FOREIGN KEY (`MVP_MvpID`) REFERENCES `mvp`
(`MvpID`) ON DELETE NO ACTION ON UPDATE NO ACTION,
  CONSTRAINT `fk_MVP_has_PLAYER_PLAYER1` FOREIGN KEY (`PLAYER_PlayerID`) REFERENCES
`player` (`PlayerID`) ON DELETE NO ACTION ON UPDATE NO ACTION
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `mvp_has_player`
--

LOCK TABLES `mvp_has_player` WRITE;
/*!40000 ALTER TABLE `mvp_has_player` DISABLE KEYS */;
INSERT INTO `mvp_has_player` VALUES (1,7);
/*!40000 ALTER TABLE `mvp_has_player` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Table structure for table `other_business`
--

DROP TABLE IF EXISTS `other_business`;
/*!40101 SET @saved_cs_client = @@character_set_client */;

```

```

/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `other_business` (
  `obID` int(11) NOT NULL,
  `Business_Type` varchar(45) NOT NULL,
  PRIMARY KEY (`obID`)
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `other_business`
--

LOCK TABLES `other_business` WRITE;
/*!40000 ALTER TABLE `other_business` DISABLE KEYS */;
INSERT INTO `other_business` VALUES (1,'Under
Wear'),(2,'Investments'),(3,'Marketing'),(4,'Programming'),(5,'Partnerships');
/*!40000 ALTER TABLE `other_business` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Table structure for table `other_business_has_player`
--

DROP TABLE IF EXISTS `other_business_has_player`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `other_business_has_player` (
  `OTHER_BUSINESS_obID` int(11) NOT NULL,
  `PLAYER_PlayerID` int(11) NOT NULL,
  PRIMARY KEY (`OTHER_BUSINESS_obID`,`PLAYER_PlayerID`),
  KEY `fk_OTHER_BUSINESS_has_PLAYER_PLAYER1_idx` (`PLAYER_PlayerID`),
  KEY `fk_OTHER_BUSINESS_has_PLAYER_OTHER_BUSINESS1_idx` (`OTHER_BUSINESS_obID`),
  CONSTRAINT `fk_OTHER_BUSINESS_has_PLAYER_OTHER_BUSINESS1` FOREIGN KEY
(`OTHER_BUSINESS_obID`) REFERENCES `other_business` (`obID`) ON DELETE NO ACTION ON
UPDATE NO ACTION,
  CONSTRAINT `fk_OTHER_BUSINESS_has_PLAYER_PLAYER1` FOREIGN KEY (`PLAYER_PlayerID`)
REFERENCES `player` (`PlayerID`) ON DELETE NO ACTION ON UPDATE NO ACTION
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `other_business_has_player`
--

```

```

LOCK TABLES `other_business_has_player` WRITE;
/*!40000 ALTER TABLE `other_business_has_player` DISABLE KEYS */;
INSERT INTO `other_business_has_player` VALUES (1,1),(2,7);
/*!40000 ALTER TABLE `other_business_has_player` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Table structure for table `player`
--

DROP TABLE IF EXISTS `player`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `player` (
  `PlayerID` int(11) NOT NULL AUTO_INCREMENT,
  `FirstName` varchar(45) NOT NULL,
  `LastName` varchar(45) NOT NULL,
  `DOB` date NOT NULL,
  `Position` varchar(45) NOT NULL,
  `Nationality` varchar(45) NOT NULL,
  `TEAM_TeamID` int(11) NOT NULL,
  `BRAND_BrandID` int(10) unsigned NOT NULL,
  `COLLEGE_PLAYED_idCOLLEGE_PLAYED` int(11) NOT NULL,
  PRIMARY KEY (`PlayerID`),
  UNIQUE KEY `PlayerID_UNIQUE` (`PlayerID`),
  KEY `fk_PLAYER_TEAM1_idx` (`TEAM_TeamID`),
  KEY `fk_PLAYER_BRAND1_idx` (`BRAND_BrandID`),
  KEY `fk_PLAYER_COLLEGE_PLAYED1_idx` (`COLLEGE_PLAYED_idCOLLEGE_PLAYED`),
  CONSTRAINT `fk_PLAYER_BRAND1` FOREIGN KEY (`BRAND_BrandID`) REFERENCES `brand`
(`BrandID`) ON DELETE NO ACTION ON UPDATE NO ACTION,
  CONSTRAINT `fk_PLAYER_COLLEGE_PLAYED1` FOREIGN KEY
(`COLLEGE_PLAYED_idCOLLEGE_PLAYED`) REFERENCES `college_played` (`idCOLLEGE_PLAYED`)
ON DELETE NO ACTION ON UPDATE NO ACTION,
  CONSTRAINT `fk_PLAYER_TEAM1` FOREIGN KEY (`TEAM_TeamID`) REFERENCES `team`
(`TeamID`) ON DELETE NO ACTION ON UPDATE NO ACTION
) ENGINE=InnoDB AUTO_INCREMENT=11 DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `player`
--

LOCK TABLES `player` WRITE;
/*!40000 ALTER TABLE `player` DISABLE KEYS */;

```

```

INSERT INTO `player` VALUES (1,'Kyrie','Irving','1992-03-23','Point Guard','Australian-American',1,1,1),(2,'Jaylen ','Brown','1996-10-24','Shooting Guard','American',1,2,1),(3,'Isaiah','Thomas','1989-02-07','Point Guard','American',2,3,1),(4,'Lonzo','Ball','1997-10-27','Point Guard','American',2,1,1),(5,'Stephen','Curry','1988-03-14','Point Guard','American',3,2,1),(6,'Kevin','Durant','1988-09-29','Small Forward','American',3,3,1),(7,'LeBron','James','1984-12-30','Power Forward','American',4,1,1),(8,'J.R.','Smith','1985-09-09','Shooting Guard','American',4,4,1),(9,'Dwayne','Wade','1982-01-17','Shooting Guard','American',5,4,1),(10,'Derrick','Jones','1997-02-15','Small Forward','American',5,3,1);
/*!40000 ALTER TABLE `player` ENABLE KEYS */;
UNLOCK TABLES;

```

```

--
-- Temporary view structure for view `player_view`
--

```

```

DROP TABLE IF EXISTS `player_view`;
/*!50001 DROP VIEW IF EXISTS `player_view`*/;
SET @saved_cs_client = @@character_set_client;
SET character_set_client = utf8;
/*!50001 CREATE VIEW `player_view` AS SELECT
  1 AS `PlayerID`,
  1 AS `FirstName`,
  1 AS `LastName`,
  1 AS `DOB`,
  1 AS `Position`,
  1 AS `Nationality`,
  1 AS `TEAM_TeamID`,
  1 AS `BRAND_BrandID`,
  1 AS `COLLEGE_PLAYED_idCOLLEGE_PLAYED`*/;
SET character_set_client = @saved_cs_client;

```

```

--
-- Table structure for table `team`
--

```

```

DROP TABLE IF EXISTS `team`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `team` (
  `Name` varchar(20) NOT NULL,
  `TeamID` int(11) NOT NULL,
  `BRAND_BrandID` int(10) unsigned NOT NULL,

```

```

PRIMARY KEY (`TeamID`),
KEY `fk_TEAM_BRAND1_idx` (`BRAND_BrandID`),
CONSTRAINT `fk_TEAM_BRAND1` FOREIGN KEY (`BRAND_BrandID`) REFERENCES `brand`
(`BrandID`) ON DELETE NO ACTION ON UPDATE NO ACTION
) ENGINE=InnoDB DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `team`
--

LOCK TABLES `team` WRITE;
/*!40000 ALTER TABLE `team` DISABLE KEYS */;
INSERT INTO `team` VALUES ('Boston Celtics',1,1),('LA Lakers',2,2),('Golden State
Warrior',3,1),('Cleveland Cavaliers',4,3),('Miami Heat',5,4);
/*!40000 ALTER TABLE `team` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Table structure for table `top_assist`
--

DROP TABLE IF EXISTS `top_assist`;
/*!40101 SET @saved_cs_client = @@character_set_client */;
/*!40101 SET character_set_client = utf8 */;
CREATE TABLE `top_assist` (
  `AssistID` int(11) NOT NULL AUTO_INCREMENT,
  `Assist_Count` varchar(45) DEFAULT NULL,
  `PLAYER_PlayerID` int(11) NOT NULL,
  PRIMARY KEY (`AssistID`),
  UNIQUE KEY `AssistID_UNIQUE` (`AssistID`),
  UNIQUE KEY `Assist_Count_UNIQUE` (`Assist_Count`),
  KEY `fk_TOP_ASSIST_PLAYER1_idx` (`PLAYER_PlayerID`),
  CONSTRAINT `fk_TOP_ASSIST_PLAYER1` FOREIGN KEY (`PLAYER_PlayerID`) REFERENCES
`player` (`PlayerID`) ON DELETE NO ACTION ON UPDATE NO ACTION
) ENGINE=InnoDB AUTO_INCREMENT=4 DEFAULT CHARSET=utf8;
/*!40101 SET character_set_client = @saved_cs_client */;

--
-- Dumping data for table `top_assist`
--

LOCK TABLES `top_assist` WRITE;
/*!40000 ALTER TABLE `top_assist` DISABLE KEYS */;

```



```

INSERT INTO `top_assist` VALUES (1,'25',2),(2,'22',4),(3,'18',6);
/*!40000 ALTER TABLE `top_assist` ENABLE KEYS */;
UNLOCK TABLES;

--
-- Dumping events for database 'mydb'
--

--
-- Dumping routines for database 'mydb'
--
/*!50003 DROP PROCEDURE IF EXISTS `Get_HS` */;
/*!50003 SET @saved_cs_client      = @@character_set_client */;
/*!50003 SET @saved_cs_results    = @@character_set_results */;
/*!50003 SET @saved_col_connection = @@collation_connection */;
/*!50003 SET character_set_client = utf8 */;
/*!50003 SET character_set_results = utf8 */;
/*!50003 SET collation_connection = utf8_general_ci */;
/*!50003 SET @saved_sql_mode      = @@sql_mode */;
/*!50003 SET sql_mode              = 'NO_ENGINE_SUBSTITUTION' */;
DELIMITER ;;
CREATE DEFINER=`root`@`localhost` PROCEDURE `Get_HS`()
BEGIN
    SELECT * FROM Highest_Scorer;
END ;;
DELIMITER ;
/*!50003 SET sql_mode              = @saved_sql_mode */;
/*!50003 SET character_set_client  = @saved_cs_client */;
/*!50003 SET character_set_results = @saved_cs_results */;
/*!50003 SET collation_connection = @saved_col_connection */;

--
-- Final view structure for view `player_view`
--

/*!50001 DROP VIEW IF EXISTS `player_view` */;
/*!50001 SET @saved_cs_client      = @@character_set_client */;
/*!50001 SET @saved_cs_results    = @@character_set_results */;
/*!50001 SET @saved_col_connection = @@collation_connection */;
/*!50001 SET character_set_client  = utf8 */;
/*!50001 SET character_set_results = utf8 */;
/*!50001 SET collation_connection  = utf8_general_ci */;
/*!50001 CREATE ALGORITHM=UNDEFINED */
/*!50013 DEFINER=`root`@`localhost` SQL SECURITY DEFINER */

```

```
/*!50001 VIEW `player_view` AS select `player`.`PlayerID` AS `PlayerID`,`player`.`FirstName` AS  
`FirstName`,`player`.`LastName` AS `LastName`,`player`.`DOB` AS `DOB`,`player`.`Position` AS  
`Position`,`player`.`Nationality` AS `Nationality`,`player`.`TEAM_TeamID` AS  
`TEAM_TeamID`,`player`.`BRAND_BrandID` AS  
`BRAND_BrandID`,`player`.`COLLEGE_PLAYED_idCOLLEGE_PLAYED` AS  
`COLLEGE_PLAYED_idCOLLEGE_PLAYED` from `player` */;  
/*!50001 SET character_set_client    = @saved_cs_client */;  
/*!50001 SET character_set_results   = @saved_cs_results */;  
/*!50001 SET collation_connection   = @saved_col_connection */;  
/*!40103 SET TIME_ZONE=@OLD_TIME_ZONE */;  
  
/*!40101 SET SQL_MODE=@OLD_SQL_MODE */;  
/*!40014 SET FOREIGN_KEY_CHECKS=@OLD_FOREIGN_KEY_CHECKS */;  
/*!40014 SET UNIQUE_CHECKS=@OLD_UNIQUE_CHECKS */;  
/*!40101 SET CHARACTER_SET_CLIENT=@OLD_CHARACTER_SET_CLIENT */;  
/*!40101 SET CHARACTER_SET_RESULTS=@OLD_CHARACTER_SET_RESULTS */;  
/*!40101 SET COLLATION_CONNECTION=@OLD_COLLATION_CONNECTION */;  
/*!40111 SET SQL_NOTES=@OLD_SQL_NOTES */;  
  
-- Dump completed on 2018-04-27 12:13:29
```