EXERCISE 03

CURRENCY

CREATE TABLE currency

(

currency\_id numeric (4,0) NOT NULL,

name character varying (20) ,

country character varying (20),

b\_currency integer,

CONSTRAINT currency\_pkey PRIMARY KEY (currency\_id),

CONSTRAINT currency\_unique UNIQUE (currency\_id)

);

EVILNESS:

CREATE TABLE evilness

(

evil\_id integer NOT NULL,

level integer,

description character varying (20),

CONSTRAINT evilness\_unique UNIQUE (evil\_id)

);

INVOLVED\_IN:

CREATE TABLE involved\_in

(

minion\_id integer NOT NULL,

mission\_id integer NOT NULL,

master\_id integer,

CONSTRAINT involved\_in\_pkey PRIMARY KEY (minion\_id, mission\_id),

CONSTRAINT invloved\_in\_unique UNIQUE (minion\_id)

);

MASTER:

CREATE TABLE master

(

master\_id integer NOT NULL,

name character varying (15) ,

mtype character varying (15) ,

nationality character varying (15) ,

CONSTRAINT master\_pkey PRIMARY KEY (master\_id),

CONSTRAINT master\_unique UNIQUE (master\_id)

);

MINION:

CREATE TABLE minion

(

minion\_id integer NOT NULL,

evilness integer,

name character varying (20),

gender character varying (2) ,

age integer,

nationality character varying (20) ,

hiring\_charge numeric (6,0),

CONSTRAINT minion\_pkey PRIMARY KEY (minion\_id),

CONSTRAINT minion\_unique UNIQUE (minion\_id)

);

MISSION:

CREATE TABLE mission

(

mission\_id integer NOT NULL,

pre\_req integer,

m\_count integer,

country character varying (20) ,

estimate numeric (8,0),

status character varying (15) COLLATE pg\_catalog."COMPLETE",

from\_date date,

to\_date date,

CONSTRAINT mission\_pkey PRIMARY KEY (mission\_id),

CONSTRAINT mission\_unique UNIQUE (mission\_id)

);

PAYMENT:

CREATE TABLE payment

(

mission\_id integer NOT NULL,

payment\_id integer NOT NULL,

currency\_id integer,

amount integer,

date date,

CONSTRAINT payment\_pkey PRIMARY KEY (mission\_id, payment\_id),

CONSTRAINT payment\_unique UNIQUE (payment\_id)

);

TAKES\_TRAINING:

CREATE TABLE takes\_training

(

training\_id integer NOT NULL,

minion\_id integer NOT NULL,

CONSTRAINT takes\_training\_pkey PRIMARY KEY (training\_id, minion\_id),

);

TRAINING:

CREATE TABLE training

(

training\_id integer NOT NULL,

level integer,

trainer integer,

from\_date date,

to\_date date,

CONSTRAINT training\_pkey PRIMARY KEY (training\_id),

CONSTRAINT training\_unique UNIQUE (training\_id)

);

FOREIGN KEY:

* Alter Table minion ADD constraint fk\_evilness foreign key (evilness) references evilness(evil\_id);
* Alter Table involved\_in ADD CONSTRAINT fk\_minion foreign key(minion\_id) References minion(minion\_id);
* Alter Table involved\_in ADD CONSTRAINT fk\_mission foreign key(mission\_id) References mission(mission\_id);
* Alter Table involved\_in ADD CONSTRAINT fk\_master foreign key(master\_id) References master(master\_id);
* Alter Table payment ADD CONSTRAINT fk\_currency foreign key(currency\_id) References currency(currency\_id);
* Alter Table payment ADD CONSTRAINT fk\_mission foreign key(mission\_id) References mission(mission\_id) ON DELETE CASCADE;
* Alter Table takes\_training ADD CONSTRAINT fk\_training foreign key(training\_id) References training(training\_id);
* Alter Table takes\_training ADD CONSTRAINT fk\_mission foreign key(minion\_id) References minion(minion\_id);