

## Aufgabe 4 - 1

Navigator: SCHEMAS

Filter objects

- gruppe7
  - abilities
  - card\_abilities
  - cards
  - cards\_troop
  - deck
  - elements
  - encounter\_campaign
  - encounter\_random
  - hero
  - hero\_abilities
- Views
  - hero\_view
  - Stored Procedures
  - Functions
- sakila
- sys
- world

Administration Schemas

Information

Schema: **gruppe7**

Gruppe7\_A4-1 Gruppe7\_A4-2 Gruppe7\_A4-3 Gruppe7\_A4-4 Gruppe7\_A4-5\_25 Gruppe7\_A4-5\_50

Limit to 1000 rows

```

1 • USE gruppe7;
2
3
4 • SELECT C.*, COUNT(D.PK_id) AS Anzahl_Decks, COUNT(DISTINCT CA.PK_FK_ability) AS Anzahl_Abilities
5
6 FROM cards C
7     LEFT JOIN deck D ON D.PK_FK_card = C.PK_id
8     LEFT JOIN card_abilities CA ON C.PK_id = CA.PK_FK_card
9
10 GROUP BY C.PK_id
11 ORDER BY Anzahl_Decks DESC;
  
```

Result Grid

PK_id	name	rarity	type	subtype	FK_element	quick	cost	Anzahl_Decks	Anzahl_Abilities
M3R7201	Charge Potion	Uncommon	Action	Potion	R	1	0	130	1
M3R5203	Aura's Bow	Uncommon	Action	Weapon	A	1	15	119	1
M3R2308	Nightmare Broth	Rare	Action	Potion	D	1	0	113	1
M3R7101	Pickaxe	Common	Action	Weapon	R	1	0	113	1
M3R4203	Leana's Trident	Uncommon	Action	Weapon	W	1	15	111	1
M3R3402	Ithymia, Burning Within	Exceptional	Troop	GoddessOfLove	F	0	16	110	2
M3R2203	Ratunnara's Scythe	Uncommon	Action	Weapon	D	1	15	109	1
M3R4202	Water Crystal Vein	Uncommon	Action	Weapon	W	1	5	107	1
M3R1203	Golden Cudgel	Uncommon	Action	Weapon	L	1	15	105	1
M3R3203	Magma Hammer	Uncommon	Action	Weapon	F	1	15	104	1
M3R6203	Axe of Ursus	Uncommon	Action	Weapon	E	1	15	103	1
M3R3110	Insight Fungus	Common	Action	Mushroom	F	1	0	88	1
M3R3202	Fire Crystal Vein	Uncommon	Action	Weapon	F	1	5	88	1
M3R2202	Dark Crystal Vein	Uncommon	Action	Weapon	D	1	5	87	1
M3R5202	Air Crystal Vein	Uncommon	Action	Weapon	A	1	5	86	1
M3R1202	Light Crystal Vein	Uncommon	Action	Weapon	L	1	5	81	1
M3R1302	Lumina	Rare	Troop	Weapon	L	0	10	79	1
M3R3108	Flameburst	Common	Action	Weapon	F	1	3	79	1
M3R6202	Earth Crystal Vein	Uncommon	Action	Weapon	E	1	5	78	1
M3R7203	Shovel	Uncommon	Action	Weapon	R	1	7	77	1
M3R3120	Blaze Sword	Common	Action	Weapon	F	1	5	72	1
M3R5103	Caltrops	Common	Troop	Weapon	A	1	6	72	1
M3R5120	Wind Sword	Common	Action	Weapon	A	1	5	71	1
M3R3213	Solarefa, Steam Organist	Uncommon	Troop	Vapryo	F	0	7	70	1
M3R7405	Time Gate	Exceptional	Action	Weapon	R	1	10	70	1
M3R1120	Luminiscent Sword	Common	Action	Weapon	L	1	5	67	1
M3R4302	Aquaria	Rare	Troop	Weapon	W	0	10	67	1
M3R5302	Hallia	Rare	Troop	Weapon	A	0	10	65	1
M3R1213	Dunesurfer	Uncommon	Troop	NhubiReg	L	0	8	62	1
M3R1105	Turn to Light	Common	Action	Weapon	L	1	3	61	1
M3R2108	Mercy Killing	Common	Action	Weapon	D	1	15	61	1

## Aufgabe 4-2

Navigator

SCHEMAS

Filter objects

gruppe7

- Tables
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  - deck
  - elements
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Administration Schemas

Information

Schema: **gruppe7**

Gruppe7\_A4-1 Gruppe7\_A4-2 x Gruppe7\_A4-3 Gruppe7\_A4-4 G

1 • USE gruppe7;

2

3

4 • SELECT type, subtype, count(PK\_id) as Karten\_Anzahl

5

6 FROM cards C

7

8 GROUP BY Type, Subtype

9 ORDER BY Karten\_Anzahl DESC

Result Grid Filter Rows: Export: Wrap Cell Co

	type	subtype	Karten_Anzahl
▶	Action	NULL	119
	Troop	NULL	65
	Hero	NULL	29
	Troop	Gift	28
	Action	Fruit	26
	Troop	Beast	24
	Troop	Treasure	22
	Troop	NhubReg	17
	Troop	Hunter	17
	Troop	Vapyro	16
	Troop	Merfolk	16
	Troop	Skyfolk	16
	Troop	Obscura	16
	Troop	Bellie	13
	Action	Weapon	13
	Troop	Lyrdrhin	13
	Troop	Rathos	12
	Troop	Fardal	12
	Troop	Fish	12
	Troop	Xambr	12
	Troop	Burla	12
	Action	Map	12
	Troop	Vantu	11
	Troop	Lethe	11
	Troop	Bird	11
	Troop	Plant	10
	Troop	Pin	8
	Action	Potion	8
	Troop	Wall	7
	Troop	Snake	7
	Troop	Dragon	7
	Action	Sigil	7
	Troop	Egg	6
	Action	Mushroom	6

Result 1 x

## Aufgabe 4 – 3

Navigation: Gruppe7\_A4-1 Gruppe7\_A4-2 Gruppe7\_A4-3\* Gruppe7\_A4-4 Gruppe7\_A4-5\_25 Gruppe7\_A4-5\_50

SCHEMAS

Filter objects

▼ gruppe7

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Administration Schemas Information

Schema: gruppe7

1 • SELECT a.\*, COUNT(ha.PK\_FK\_ability) + COUNT(ca.PK\_FK\_ability) as Vorkommen\_gesamt

2

3 FROM abilities a

4 LEFT JOIN hero\_abilities ha on a.PK\_ID = ha.PK\_FK\_ability

5 LEFT JOIN card\_abilities ca on a.PK\_ID = ca.PK\_FK\_ability

6

7 GROUP BY a.PK\_ID

8 HAVING Vorkommen\_gesamt > 1

9 ORDER BY Vorkommen\_gesamt DESC;

Result Grid

PK_id	content	Vorkommen_gesamt
1200	Whenever the countdown reaches zero, you lose the game.	624
13	Countdown 10	306
137	The hand of your opponent is revealed.	64
1201	At the start of your turn, put a random allied troop in the Deck on a random empty allied field.	64
1073	15(f): Destroy all allied crystals without a neighbor of the same element.	40
1078	10(f): Destroy all crystals in chosen column.	39
1119	10(f): Destroy all crystals in chosen diagonal cross.	37
1187	Allied actions deal double damage.	34
12	Countdown 5	32
335	At the start of your turn, heal 2 (h) from all damaged allied troops.	28
1038	The cost of Weapons in your hand is reduced by 5.	28
1039	The cost of Armors in your hand is reduced by 5.	27
1029	Allied Burla gain +5(h).	26
1032	10(f): Destroy all allied crystals of the enemy hero's elements.	26
1034	Poisoned troops receive double damage.	26
1035	Whenever enemy troop is damaged by a darkness chain, poison that troop for one damage per turn.	26
1037	5(f): Destroy all allied crystals in the bottom row.	26
1042	15(f): Destroy all allied crystals.	26
1043	As long as there are at least 7 cards in your hand, you can play cards as quick cards.	26
1044	The cost of troops in your hand is reduced by 3.	26
1074	Whenever a troop is destroyed, your hero gains 10 (f).	26
1082	You gain double charge from chains.	26
1092	10(f): Change all allied (h) to the opposite element.	26
1094	Change the bonus of all allied troops to the opposite element.	26
1095	Whenever you swipe a chain, change all allied (h) of that chain's element to the opposite element.	26
1121	As long as your hero has 30 or less (h), you can play troops in your hand as quick cards.	26
1122	If your hero has 30 or less (h), your hero receives half damage.	26
1124	10(f): Destroy all crystals in chosen cross.	26
1126	As long as there is exactly one card in your hand, you can play cards as quick cards.	26
1134	20(f): Change the element of all crystals in chosen 2x2 square to darkness.	26
1135	Allied Fishes gain +7(h).	26
1136	Double the bonus of all allied Fishes.	26
1164	Heroes receive double damage.	26
1031	Whenever you play a Burla, you create a random Fruit from the Relegatia set in your hand.	25

Result 1 x

## Aufgabe 4 – 4

Navigator: SCHEMAS

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Administration Schemas

Information

Schema: **gruppe7**

Gruppe7\_A4-1 Gruppe7\_A4-2 Gruppe7\_A4-3\* Gruppe7\_A4-4 x Gruppe7\_A4-5\_25 Gruppe7\_A4-5\_50

Limit to 1000 rows

```

1 • USE gruppe7;
2
3 • SELECT D.PK_id as Deck,
4         sum(D.amount) as Kartenzahl_gesamt, sum(IF(E.id_name = "Fire", 1, null)) as Kart
5         group_concat(DISTINCT E.id_name) as Elemente
6
7 FROM deck D
8     JOIN cards C ON D.PK_FK_card = C.PK_ID
9     JOIN elements E ON C.FK_element = E.PK_id_char
10
11 WHERE D.PK_id in (
12     SELECT D.PK_id
13     FROM deck D LEFT JOIN cards C ON D.PK_FK_card = C.PK_ID
14     WHERE C.FK_element = (
15         SELECT DISTINCT PK_id_char
16         FROM elements
17         WHERE id_name = "Fire"
18     )
19 )
20
21 GROUP BY D.PK_id
22 ORDER BY Kartenzahl Fire DESC
  
```

Result Grid

Deck	Kartenzahl_gesamt	Kartenzahl_Fire	Elemente
M3C_NIMUEL_1	30	23	Fire
M3H3_0	30	23	Fire,Light
M3_VOLCANO_CRYSTAL_CANNONEER_65	30	22	Fire
M3_VOLCANO_STEAMENGINEER_41	30	22	Fire,Rainbow
M3C_VAPYRO_MALO_SOVEREIGN	30	22	Fire
M3_VOLCANO_CRYSTAL_CANNONEER_5	30	21	Fire,Rainbow
M3_VOLCANO_STEAMENGINEER_21	30	21	Fire
M3H3_1	30	21	Fire,Rainbow
M3_VOLCANO_MARKED_GRIFTER_3	30	20	Darkness,Fire,Rainbow,Water
M3_VOLCANO_STEAMENGINEER_61	30	20	Fire,Rainbow
M3_VOLCANO_CRYSTAL_CANNONEER_25	30	19	Fire
M3_VOLCANO_CRYSTAL_CANNONEER_45	30	19	Fire
M3H3_2	30	19	Fire,Rainbow
M3_VOLCANO_STEAMENGINEER_81	30	18	Fire,Rainbow
M3C_VAPYRO_VANGUARD_1	30	18	Fire,Rainbow
M3_VOLCANO_MARKED_GRIFTER_43	30	16	Darkness,Fire
M3_VOLCANO_MARKED_GRIFTER_63	30	16	Darkness,Fire
M3H3_3	30	16	Air,Darkness,Earth,Fire

Result 1 x

## Aufgabe 4 – 5a (>25)

Navigator

SCHEMAS

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Administration Schemas

Information

Schema: **gruppe7**

Gruppe7\_A4-1 Gruppe7\_A4-2 Gruppe7\_A4-3\* Gruppe7\_A4-4 Gruppe7\_A4-5\_25

Limit to 1000 rows

```

1 • USE gruppe7;
2
3 • SELECT C.*
4
5 FROM hero H
6 JOIN encounter_campaign E ON E.FK_hero = H.PK_id
7 JOIN deck D on E.FK_deck = D.PK_id
8 JOIN cards C on D.PK_FK_card = C.PK_id
9
10 WHERE C.PK_id not in (
11     SELECT C.PK_id
12     FROM hero H
13     JOIN encounter_campaign E ON E.FK_hero = H.PK_id
14     JOIN deck D on E.FK_deck = D.PK_id
15     JOIN cards C on D.PK_FK_card = C.PK_id
16     WHERE level > 24
17     GROUP BY C.PK_id
18 )
19
20 GROUP BY C.PK_id
  
```

Result Grid

Filter Rows:

Export: Wrap Cell Content:

	PK_id	name	rarity	type	subtype	FK_element	quick	cost
▶	M3C202	Gold Chest	Rare	Troop	Treasure	N	1	0
	M3C203	Forbidden Chest	Exceptional	Troop	Treasure	N	1	0
	M3C208	Mushroom Patch	Common	Troop	NULL	N	1	0
	M3C209	Fruit Garden	Common	Troop	NULL	N	1	0
	M3C211	Ochre Crate	Common	Troop	Treasure	L	1	0
	M3C212	Indigo Crate	Common	Troop	Treasure	D	1	0
	M3C213	Garnet Crate	Common	Troop	Treasure	F	1	0
	M3C214	Cobalt Crate	Common	Troop	Treasure	W	1	0
	M3C215	Azure Crate	Common	Troop	Treasure	A	1	0
	M3C216	Umber Crate	Common	Troop	Treasure	E	1	0
	M3C221	Amber Chest	Uncommon	Troop	Treasure	L	1	0
	M3C222	Onyx Chest	Uncommon	Troop	Treasure	D	1	0
	M3C223	Cinnabar Chest	Uncommon	Troop	Treasure	F	1	0
	M3C224	Aquamarine Chest	Uncommon	Troop	Treasure	W	1	0
	M3C225	Turquoise Chest	Uncommon	Troop	Treasure	A	1	0
	M3C226	Jade Chest	Uncommon	Troop	Treasure	E	1	0
	M3C231	Hallowed Antique	Rare	Troop	Treasure	L	1	0
	M3C232	Forsaken Relic	Rare	Troop	Treasure	D	1	0
	M3C233	Infernal Hoard	Rare	Troop	Treasure	F	1	0
	M3C234	Frozen Treasure	Rare	Troop	Treasure	W	1	0
	M3C235	Crystal's Demand	Rare	Troop	Treasure	A	1	0

Result 1

## Aufgabe 4 - 5b (>50)

Navigator

SCHEMAS

Filter objects

gruppe7

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  - cards\_troop
  - deck
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Administration Schemas

Information

Schema: **gruppe7**

Gruppe7\_A4-1 Gruppe7\_A4-2 Gruppe7\_A4-3\* Gruppe7\_A4-4 Gruppe7\_A4-5\_25 Gruppe7\_A4-5\_50 x

Limit to 1000 rows

```
1 • USE gruppe7;
2
3 • SELECT C.*
4
5 FROM hero H
6 JOIN encounter_campaign E ON E.FK_hero = H.PK_id
7 JOIN deck D on E.FK_deck = D.PK_id
8 JOIN cards C on D.PK_FK_card = C.PK_id
9
10 WHERE C.PK_id not in (
11 SELECT C.PK_id
12 FROM hero H
13 JOIN encounter_campaign E ON E.FK_hero = H.PK_id
14 JOIN deck D on E.FK_deck = D.PK_id
15 JOIN cards C on D.PK_FK_card = C.PK_id
16 WHERE level < 50
17 GROUP BY C.PK_id
18 )
19
20 GROUP BY C.PK_id
```

Result Grid

Filter Rows:

Export: Wrap Cell Content: [1A](#)

PK_id	name	rarity	type	subtype	FK_element	quick	cost
M3R2403	Lorzhan, the Orphan God	Exceptional	Troop	GodOfDarkness	D	0	14
M3R2404	Aterioth Banished	Exceptional	Troop	GodOfDestruction	D	0	18
M3R7204	Stinking Rich Patron	Uncommon	Troop	Lyrdhin	R	1	60
M3R7206	Old Hope	Uncommon	Troop	Lyrdhin	R	1	20