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Atividade Criação de SQL DDL

Considerando as tabelas mostradas na planilha em anexo à atividade do exercício (TEAM, PLAYER, ROUND, KILL), que é uma base de dados sobre uma partida de Counter Strike, resolva as questões abaixo.

1. Classifique o domínio de cada atributo de cada relação (TEAM, PLAYER, ROUND, KILL) como um tipo fundamental da linguagem SQL (integer, numeric, varchar, boolean, etc) e preencha abaixo dos atributos nas tabelas abaixo (VALOR: 25 pontos)

|  |  |
| --- | --- |
| TABELA TEAM | |
| id | name |
| **Integer** | varchar |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| TABELA PLAYER | | | | | | | | | | | | | | | | | |
| id | Name | Rank | Team\_id | Kills | Assists | Deaths | HS | HS\_percent | Entry\_kill | Bomb\_plants | Bomb\_defused | MVP | Score | KPR | APR | DPR | ADR |
| Integer | varchar | varchar | integer | integer | integer | integer | smallint | numeric | numeric | integer | integer | integer | integer | numeric | numeric | numeric | numeric |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| TABELA ROUND | | | | | | | | | | |
| Number | Duration | Winner\_team | Winner\_faction | Kills | Bomb\_planted | Bomb\_defused | Start\_money\_team1 | Start\_money\_team2 | Equip\_value\_team1 | Equip\_value\_team2 |
| smallint | numeric | varchar | varchar | integer | integer | integer | integer | integer | integer | integer |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| TABELA KILL | | | | | | | | | | | |
| Round | Time death | Killer\_id | Killer\_side | Killer\_blinded | Victim\_id | Victim\_side | Victim\_blinded | Assister\_id | Weapon | Headshot | Trade\_kill |
| smallint | varchar | integer | boolean | boolean | integer | boolean | boolean | integer | varchar | boolean | boolean |

1. Crie as instruções DDL de SQL para a criação das tabelas TEAM, PLAYER, ROUND, KILL e insira na tabela abaixo. (VALOR: 50 pontos)

|  |
| --- |
| TEAM |
| CREATE TABLE TEAM(  id integer,  varchar(5) name,  primary key(id)  ) |

|  |
| --- |
| PLAYER |
| CREATE TABLE PLAYER(  id integer,  varchar(20) name,  varchar(20) rank,  team\_id integer,  kills smallint,  assists smallint,  hs smallint,  hs\_percent numeric,  entry\_kill numeric,  bomb\_plants integer,  bomb\_defused integer,  mvp integer,  score integer,  kpr numeric,  apr numeric,  dpr numeric,  adr numeric,  primary key(id)  ) |

|  |
| --- |
| ROUND |
| CREATE TABLE ROUND(  number smallint,  duration numeric,  winner\_team varchar(20),  winner\_faction varchar(10),  kills integer,  bomb\_planted integer,  bomb\_defused integer,  start\_money\_team1 integer,  start\_money\_team2 integer,  equip\_value\_team1 integer,  equip\_value\_team2 integer,  primary key(number)  ) |

|  |
| --- |
| KILL |
| CREATE TABLE KILL(  round smallint,  time death varchar(20),  killer\_id integer,  killer\_side boolean,  killer\_blinded boolean,  victim\_id integer,  victim\_side boolean,  victin\_blinded boolean,  assister\_id integer,  weapon varchar(20),  headshot boolean,  trade\_kill boolean,  primary key(round)  ) |

1. Identifique, para cada tabela, que campos são chaves primárias e, se houver, que campos são chaves estrangeiras. Para o caso de chave estrangeira identifique a tabela(relação) de referência. (VALOR: 25 pontos)

|  |  |
| --- | --- |
| TEAM | |
| Chave(s) primária(s) | id |
| Chave(s) estrangeira(s) | id (PLAYER) |

|  |  |
| --- | --- |
| PLAYER | |
| Chave(s) primária(s) | id |
| Chave(s) estrangeira(s) | name (TEAM) |

|  |  |
| --- | --- |
| ROUND | |
| Chave(s) primária(s) | number |
| Chave(s) estrangeira(s) |  |

|  |  |
| --- | --- |
| KILL | |
| Chave(s) primária(s) | round |
| Chave(s) estrangeira(s) | killer\_id (PLAYER)  assister\_id (PLAYER) |