Meny Tianao

```
count uplayeried) ( birth Year > ' v birth Month= 1' v birth Day = 1' (Master))
                                  count (play orid) ( TI playerid ( Hall of Fame) )
 (1)
 (2) The fire category to beaut, to alive, to total, to traction to the category to the categor
            (+, | Category, fraution, total) (To category, fraution, total);
          fraction 		 Category g count ( player ID ) ( Tiphyorin ( Hall Of Fone)) /
                                                   Count (playor ZD) [ TI playor 2D (Hall Of Fame));
            total < Count (player 2D) (TI player 2D ( Hall Of Fame));
Et. (category lead) = The cutegory, dead (Hall Of Fame Hall of Fame. player to = Master. player to Master);
    dead ( cotegory 9 count ( player 2D)
  [ | Januario | | Hall Of Fame | Hall Of Fame player in Master) ) i

leath Day | = " \ death Month | = " \ denth Year | = "
(to (category aline) = The cutegory, a live (Hall Of Fame Hall of fame. player to = Master. player to Master);
      alive category g count (playor ZD)
  [ Hall Of Fame | Hall Of Fame player 20 Master) ) i

Leath Day 2 ' / death Month = '' / death Years"
```

3) () (TI to name Forst, to name last, to name aboven, to total (Pt. total (t, Mt. playorzo = ts. playorzo tz) desc) Ctiplimer D, total T player 2D, total total C player 2D g [Salaries)/i Sum (sulary) (Salurises); t_(player2V), name first, name last, name Given) [T player2D, namefirst, namelast, nameGivan (Masfer)); 2) playors only Grownums 20 A rownums 63 (TI to. name Ford, to. name last, to. name and, to. total (Tt. total (Tt. total (Tt. playor 20 = to. playor 20 = to.)) player _ TplayorD (Master) - TplayerZD (Managers); Pt, (playor2), total) [[playor20, total (Salaries 1x playor.playor20 = Salories.playor20)]; total

Player ZD g Sum (Salary) (Salaries) i lts (player ID, name first, namelast, namelisen) (Tplayer ID, name First, normalast, namelisen (Master);

```
(3) Managers only
    Grawnums SUA rawnums 43 (TI ts. name First, ts. name last, ts. name Gran, t. total (Tt. total (Tt. total (Tt. playor 20 = ts. playor 20 = ts. playor 20)
 manager < Tiplayerzy (Managers);
  [t, (playor2), total) [[playor20, total ( Salaries | Manager, playor20 = Salorses.playor20)];
  total < Player ZD g Sum (Salary) (Salaries) i
 ltz (player ID, name first, namelast, namelissen) (T player ID, name First, namelissen (Master);
(3) other.
    Grawnums SUA rawnums 63 (TI ts. name First, tz. name last, tz. name asan, t. total (Tt. total (Tt. total (Th. ) playor 20 = tz. playor 20 = tz. playor 20)
   playor = Toplayor2) (Master) - Toplayer2) (Managers);
manager = Toplayor2) (Managers);
    Other < Tiplayerip (Master) - player - Manager;
   Pt. (playerz), total) [[playerz], total ( Salaries Wother, player2) = Salorses.player2) ) ;
    total < Player ZD g Sum (Salary) (Salaries);
   lts (player ID, name first, namelast, namelisen) (T playor ID, name First, namelast, namelisen
```

```
4) TI to the (to);

Pto L player D, player Ap) (TI player D), player HP (Bating);

player HR 

player 2D) g Sum (HP) (Batting);

to HR 

AVA (player HP) (to);

Thought 20 (To player HP) (Batting);

Player HR 

Player D, player D) g Sum (HP) (Batting);

player HR 

Player D) g Sum (HP) (Batting);
```

ti. HR AVG (player_ HR) (t,);

```
6) Pt. (player W. player HD) (TT player IP, player HR (Batting));
  ti. Player_HR 		 Player ID g Sum (HR) (Butting);
    Ct3 (t, playord) (Tt, playord) (bt, playor-HR > AVG-HR (t,));
     (tr L player 21) , player - HR) (Toplayer 20, player - HR (Batting));
  tz. Player-HR = player ZD 9 Sum (HP) (Batting);
      AVa-HR + T(HR (t2);
         HR < playor ID g AVG (t2. playor HR)(t2);
   to player 20, player_SHO) (To player_ID, player_SHO (pitching));
 ty. Player_SHO 		 Player ID g Sum (SHO) c pitching);
   Clusty playors) (Tty. playors) (by. playor-SHO> AVG-SHO (ty));
    tslplayer21), player_SHO) (Tplayer20, player-SHO (pitching));
 to. Pluyer-SHU = player ZD 9 Sum (SItO) [ Pitching);
    AVa-SHU + TI sHO ( ts);
       SHU & player ID g AVG (ts. player_sHU)(ts);
  The Good-playor (t3 1/2 ts. player 2D = to-playor 2P tb);
  Good-player (to.playerD) (t3 × +3.playerD= +6.playerD)
```