

1. Create a collection called 'games'.

```
> db.createCollection('games')
{ "ok" : 1 }
```

2. Add 5 games to the database and remove if entered wrong data.

```
> db.games.insert({name:'super mario',genre:'action',rating:90});
WriteResult({ "nInserted" : 1 })
> db.games.insert({name:'fifa',genre:'sports',rating:80});
WriteResult({ "nInserted" : 1 })
> db.games.insert({name:'pubg',genre:'battle',rating:95});
WriteResult({ "nInserted" : 1 })
> db.games.insert({name:'car rally',genre:'racing',rating:70});
WriteResult({ "nInserted" : 1 })
> db.games.insert({name:'street fighter',genre:'fighting',rating:89});
WriteResult({ "nInserted" : 1 })
> db.games.insert({name:'callofduty',genre:'battle',rating:89});
WriteResult({ "nInserted" : 1 })
```

3. Write a query that returns all the games.

```
> db.games.find({}, {name:true, _id:false}).pretty();
{ "name" : "super mario" }
{ "name" : "fifa" }
{ "name" : "pubg" }
{ "name" : "car rally" }
{ "name" : "street fighter" }
```

4. Write a query to find one of your games by name without using limit(). Use the findOne method.

```
> db.games.findOne({genre:'battle'});
{
  "_id" : ObjectId("5e1f2ce86b1762f84aa4cc25"),
  "name" : "pubg",
  "genre" : "battle",
  "rating" : 95
}
```

5. Write a query that returns the 3 highest rated games.

```
> db.games.find().sort({rating:-1}).limit(3);
{ "_id" : ObjectId("5e1f2ce86b1762f84aa4cc25"), "name" : "pubg", "genre" : "battle",
  "rating" : 95 }
{ "_id" : ObjectId("5e1f2cb76b1762f84aa4cc23"), "name" : "super mario", "genre" : "action",
  "rating" : 90 }
{ "_id" : ObjectId("5e1f2d546b1762f84aa4cc27"), "name" : "street fighter", "genre" :
  "fighting", "rating" : 89 }
```

6. Update your two favourite games to have two achievements called 'Game Master' and 'Speed Demon' using two methods.

**using update:**

```
> db.games.update({name: 'pubg'}, {achievements:'game master'});
WriteResult({ "nMatched" : 1, "nUpserted" : 0, "nModified" : 1 })
> db.games.update({name: 'super mario'}, {achievements:'speed demon'});
WriteResult({ "nMatched" : 1, "nUpserted" : 0, "nModified" : 1 })
```

**using save:**

```
> var p=db.games.findOne({name:'callofduty'})
> p.achievements='game master'
game master
> db.games.save(p)
WriteResult({ "nMatched" : 1, "nUpserted" : 0, "nModified" : 1 })

> var p=db.games.findOne({name:'callofduty'})
> p.achievements=['game master','speed demon']
[ "game master", "speed demon" ]
> db.games.save(p)
WriteResult({ "nMatched" : 1, "nUpserted" : 0, "nModified" : 1 })
```

7. Write a query that returns all the games that have both the 'Game Maser' and the 'Speed Demon' achievements.

```
> db.games.find({$and:[{achievements:'speed demon'},{achievements:'game master'}]})
{ "_id" : ObjectId("5e1f331c6b1762f84aa4cc28"), "name" : "callofduty", "genre" : "battle",
  "rating" : 89, "achievements" : [ "game master", "speed demon" ] }
```

8. Write a query that returns only games that have achievements.

```
> db.games.find({achievements:{$exists:true}})
{ "_id" : ObjectId("5e1f2cb76b1762f84aa4cc23"), "achievements" : "speed demon" }
{ "_id" : ObjectId("5e1f2ce86b1762f84aa4cc25"), "achievements" : "game master" }
```

```
{ "_id" : ObjectId("5e1f331c6b1762f84aa4cc28"), "name" : "callofduty", "genre" :  
  "battle", "rating" : 89, "achievements" : [ "game master", "speed demon" ] }
```