```
CREATE TABLE GAMES(
GAME ID CHAR(6) PRIMARY KEY NOT NULL,
GAME NAME VARCHAR(50) NOT NULL,
GAME DESCRIPTION VARCHAR(250)
);
CREATE TABLE GAME TABLE(
GAME_TABLE_ID CHAR(5) PRIMARY KEY NOT NULL,
GAME ID CHAR(6) NOT NULL,
CAPACITY INTEGER NOT NULL,
INITIAL AMOUNT INTEGER NOT NULL
);
CREATE TABLE EMPLOYEE(
EMPLOYEE ID CHAR(10) PRIMARY KEY NOT NULL,
FIRST_NAME VARCHAR(25) NOT NULL,
LAST_NAME VARCHAR(25) NOT NULL,
GENDER CHAR(1) NOT NULL,
BIRTH DATE DATE NOT NULL,
SALARY DECIMAL(10,2) NOT NULL,
POSITION_CODE CHAR(5) NOT NULL,
HIRE_DATE DATE
);
CREATE TABLE POSITION (
POSITION CODE CHAR(5) PRIMARY KEY NOT NULL,
POSITION NAME VARCHAR(25) NOT NULL,
DESCRIPTION VARCHAR(100)
);
CREATE TABLE SHIFT(
SHIFT_ID VARCHAR(10) PRIMARY KEY NOT NULL,
SHIFT VARCHAR(15) NOT NULL
);
CREATE TABLE ROUNDS(
ROUND ID CHAR(5) PRIMARY KEY NOT NULL,
GAME TABLE ID CHAR(5) NOT NULL.
EMPLOYEE ID CHAR(10) NOT NULL,
GAME_DAY DATE NOT NULL,
SHIFT ID VARCHAR(10) NOT NULL
);
CREATE TABLE DRINK_ORDER(
TICKET_ID CHAR(10) PRIMARY KEY NOT NULL,
GAME_TABLE_ID CHAR(5) NOT NULL
);
CREATE TABLE DRINK ITEM(
TICKET_ID CHAR(10) NOT NULL,
```

SEQNUMBER INTEGER NOT NULL, DRINK_ID CHAR(5) NOT NULL, QUANTITY INTEGER NOT NULL, PRIMARY KEY (TICKET_ID, SEQNUMBER));

CREATE TABLE DRINK_NAME(
DRINK_ID CHAR(5) PRIMARY KEY NOT NULL,
DRINK_NAME VARCHAR(25) NOT NULL,
UNIT_PRICE DECIMAL(10,2) NOT NULL
);

CREATE TABLE TRANSACTION_IN(
ROUND_ID CHAR(5) NOT NULL,
SEQNUMBER INTEGER NOT NULL,
CHIP_ID CHAR(2) NOT NULL,
QUANTITY_IN INTEGER NOT NULL,
PRIMARY KEY(ROUND_ID, SEQNUMBER)
);

CREATE TABLE TRANSACTION_OUT(
ROUND_ID CHAR(5) NOT NULL,
SEQNUMBER INTEGER NOT NULL,
CHIP_ID CHAR(2) NOT NULL,
QUANTITY_OUT INTEGER NOT NULL,
PRIMARY KEY(ROUND_ID, SEQNUMBER)
);

CREATE TABLE PAYMENT(
PAYMENT_ID CHAR(5) NOT NULL,
SEQNUMBER INTEGER NOT NULL,
PLAYER_ID CHAR(9) NOT NULL,
CHIP_TYPE CHAR(2) NOT NULL,
QUANTITY INTEGER NOT NULL,
SHIFT_ID VARCHAR(10) NOT NULL,
TRANSACTION_DATE DATE NOT NULL,
PRIMARY KEY (PAYMENT_ID, SEQNUMBER)
);

CREATE TABLE CHIPS(
CHIP_ID CHAR(2) PRIMARY KEY NOT NULL,
VALUE INTEGER NOT NULL,
COLOR VARCHAR(10) NOT NULL
);

CREATE TABLE PLAYERS(
PLAYER_ID CHAR(9) PRIMARY KEY NOT NULL,
FIRST_NAME VARCHAR(25) NOT NULL,
LAST_NAME VARCHAR(25) NOT NULL,

AGE INTEGER, GENDER_ID CHAR(1) NOT NULL, PHONE_NUMBER VARCHAR(20));

CREATE TABLE GENDER(
GENDER_ID CHAR(1) PRIMARY KEY NOT NULL,
DESCRIPTION VARCHAR(10) NOT NULL
);

############FK OF TABLE GAME_TABLE

ALTER TABLE GAME_TABLE ADD FOREIGN KEY (GAME_ID) REFERENCES GAMES (GAME_ID);

############FK OF TABLE EMPLOYEE

ALTER TABLE EMPLOYEE
ADD FOREIGN KEY (POSITION_CODE)
REFERENCES POSITION (POSITION_CODE);

ALTER TABLE EMPLOYEE ADD FOREIGN KEY (GENDER) REFERENCES GENDER (GENDER_ID);

############FK OF TABLE ROUNDS

ALTER TABLE ROUNDS ADD FOREIGN KEY (GAME_TABLE_ID) REFERENCES GAME_TABLE (GAME_TABLE_ID);

ALTER TABLE ROUNDS ADD FOREIGN KEY (SHIFT_ID) REFERENCES SHIFT (SHIFT_ID);

ALTER TABLE ROUNDS ADD FOREIGN KEY (EMPLOYEE_ID) REFERENCES EMPLOYEE (EMPLOYEE_ID);

##############FK OF TABLE DRINK ORDER

ALTER TABLE DRINK_ORDER ADD FOREIGN KEY (GAME_TABLE_ID) REFERENCES GAME_TABLE (GAME_TABLE_ID);

#############FK OF TABLE DRINK_ITEM

ALTER TABLE DRINK_ITEM ADD FOREIGN KEY (TICKET_ID)

REFERENCES DRINK_ORDER (TICKET_ID);

ALTER TABLE DRINK_ITEM
ADD FOREIGN KEY (DRINK_ID)
REFERENCES DRINK_NAME (DRINK_ID);

##########FK OF TABLE PLAYERS

ALTER TABLE PLAYERS ADD FOREIGN KEY (GENDER_ID) REFERENCES GENDER (GENDER_ID);

##########FK OF TABLE TRANSACTION_IN

ALTER TABLE TRANSACTION_IN ADD FOREIGN KEY (ROUND_ID) REFERENCES ROUNDS (ROUND_ID);

ALTER TABLE TRANSACTION_IN ADD FOREIGN KEY (CHIP_ID) REFERENCES CHIPS (CHIP_ID);

##########FK OF TABLE TRANSACTION_OUT

ALTER TABLE TRANSACTION_OUT ADD FOREIGN KEY (ROUND_ID) REFERENCES ROUNDS (ROUND_ID);

ALTER TABLE TRANSACTION_OUT ADD FOREIGN KEY (CHIP_ID) REFERENCES CHIPS (CHIP_ID);

##########FK OF TABLE PAYMENT

ALTER TABLE PAYMENT ADD FOREIGN KEY (PLAYER_ID) REFERENCES PLAYERS (PLAYER_ID);

ALTER TABLE PAYMENT ADD FOREIGN KEY (CHIP_TYPE) REFERENCES CHIPS (CHIP_ID);

ALTER TABLE PAYMENT ADD FOREIGN KEY (SHIFT_ID) REFERENCES SHIFT (SHIFT_ID);