CREATE TABLE IF NOT EXISTS Team (

TID INT PRIMARY KEY,

TEAM VARCHAR(30),

CONF VARCHAR(5),

DIVISION VARCHAR(10),

GP INT,

PTSGM NUMERIC(4,1),

aPTSGM NUMERIC(4,1),

PTSDIFF NUMERIC(3,1),

PACE NUMERIC(4,1),

OEFF NUMERIC(4,1),

DEFF NUMERIC(4,1),

EDIFF NUMERIC(3,1),

SOS NUMERIC(3,1),

rSOS NUMERIC(3,1),

SAR NUMERIC(3,1),

CONS NUMERIC(3,1),

A4F NUMERIC(4,3),

W INT,

L INT,

WIN NUMERIC(4,3),

eWIN NUMERIC(4,3),

pWIN NUMERIC(4,3),

ACH NUMERIC(4,3),

STRK VARCHAR(5)

);

CREATE TABLE Player (

PID int NOT NULL,

TID int NOT NULL,

FULLNAME text,

POS text,

AGE int,

GP int,

MPG NUMERIC(3,1),

MIN% NUMERIC(3,1),

USG% NUMERIC(3,1),

Tor% NUMERIC(3,1),

FTA int,

FT% NUMERIC(4,3),

2PA int,

2P% NUMERIC(4,3),

3PA int,

3P%, NUMERIC(4,3),

EFG% NUMERIC(4,3),

TS% NUMERIC(4,3),

PPG NUMERIC(3,1),

RPG NUMERIC(3,1),

TRB% NUMERIC(3,1),

APG NUMERIC(2,1),

AST% NUMERIC(3,1),

SPG NUMERIC(3,2),

BPG NUMERIC(3,2),

TOPG NUMERIC(3,2),

VI NUMERIC(2,1),

ORTG NUMERIC(4,1),

DRTG NUMERIC(4,1),

PRIMARY KEY (PID, PID),

FOREIGN KEY (tid) references Team(tid) ON DELETE CASCADE,

);

CREATE TABLE User (

uid int NOT NULL,

username text,

password text,

tid int NOT NULL,

pid int NOT NULL,

PRIMARY KEY (uid, tid, pid),

FOREIGN KEY (tid) references Team(tid) ON DELETE NO ACTION,

FOREIGN KEY (pid) references Player(pid) ON DELETE NO ACTION

);

CREATE TABLE Match (

MID int NOT NULL,

MATCH\_DATE date,

MATCH\_TIME time,

VISITOR\_TID int NOT NULL,

VISITOR\_NAME VARCHAR(30),

VISITOR\_PTS int,

HOME\_TID int NOT NULL,

HOME\_NAME varchar(30),

HOME\_PTS int,

ATTEND int,

PRIMARY KEY (mid, VISITOR\_TID, HOME\_TID),

FOREIGN KEY (VISITOR\_TID) references Team(TID) ON DELETE NO ACTION,

FOREIGN KEY (HOME\_TID) references Team(TID) ON DELETE NO ACTION

);

CREATE TABLE player\_compare (

uid int NOT NULL,

player\_id\_1 int NOT NULL,,

player\_id\_2 int NOT NULL,,

comp\_text text

PRIMARY KEY (uid, player\_id\_1, player\_id\_2),

FOREIGN KEY (uid) REFERENCES Users,

FOREIGN KEY (player\_id\_1) references Player(pid) ON DELETE NO ACTION

FOREIGN KEY (player\_id\_2) references Player(pid) ON DELETE NO ACTION

);