

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
- Ammo

HUNT

SHOWDOWN

INSERT

DELETE

UPDATE

QUERIES

DROP

INITIALIZE

TRAITS

INSERT

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
 - Ammo

TABLE

TRAIT

traitName:

textbox

trait Description:

textbox

traitCost:

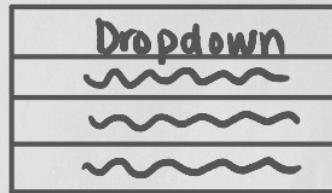
textbox

EXECUTE

DELETE

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
 - Ammo

Delete the Consumable named:



EXECUTE

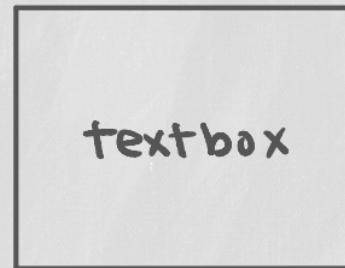
UPDATE

Change the description of an available tool:

TOOL:



New Description:



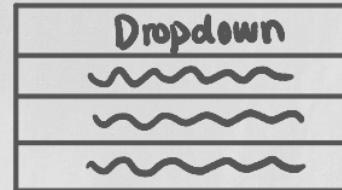
- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
- Ammo

EXECUTE

DROP

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
 - Ammo

TABLE



EXECUTE

DROP ALL

INITIALIZE

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
 - Ammo

SQL TEXTBOX

EXECUTE

QUERIES

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
 - Ammo

Select and Project

Join, select and Project

Aggregation with GROUP BY

Aggregation with HAVING

Nested Aggregation with GROUP BY

Division

SELECT AND PROJECT

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
- Ammo

Find the name, cost, melee damage, and heavy
melee damage of all tools that cost at most:

\$

textbox

EXECUTE

toolName	toolCost	toolMeleeDamage	toolHeavyMeleeDamage
a	f	k	p
b	g	l	q
c	h	m	r
d	i	n	s
e	j	o	t

JOIN, SELECT AND PROJECT

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
 - Ammo

Find the names and levels of all hunters below

level and Whose firearms cost at least
\$

EXECUTE

hunterName	hunterLevel
a	v
b	w
c	x
d	y
e	z

Aggregation with GROUP BY

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
- Ammo

Count the number of unique traits available
at every price point:

EXECUTE

traitCost	Count
1	v
2	w
3	x
4	y
5	z

Aggregation with Having

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
- Ammo

Find the names of all firearms that cost more than the average cost of a firearm

EXECUTE

firearm Name
v
w
x
y
z

NESTED AGGREGATION WITH GROUP BY

Find the average number of hunters
that hunt each monster:

EXECUTE

Average

X

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
- Ammo

DIVISION

- Home
- Hunters
- Monsters
- Locations
- Traits
- Tools
- Consummables
 - Syringes
 - Explosives
- Firearms
- Ammo

Find the names of all hunters who carry both a knife and throwing Knives:

EXECUTE

hunter Name

