-- حذف جداول در صورت وجود

DROP TABLE IF EXISTS children\_impact CASCADE;

DROP TABLE IF EXISTS children\_interaction CASCADE;

DROP TABLE IF EXISTS impact CASCADE;

DROP TABLE IF EXISTS interaction CASCADE;

DROP TABLE IF EXISTS fridgedoor CASCADE;

DROP TABLE IF EXISTS children CASCADE;

DROP TABLE IF EXISTS velociraptor CASCADE;

-- ایجاد جداول با محدودیت‌های به‌روز شده

CREATE TABLE velociraptor (

velociraptor\_id SERIAL PRIMARY KEY,

power INT NOT NULL CHECK (power > 0 AND power <= 100),

behavior VARCHAR(256) NOT NULL CHECK (behavior IN ('aggressive', 'calm', 'neutral'))

);

CREATE TABLE children (

child\_id SERIAL PRIMARY KEY,

Name TEXT NOT NULL CHECK (char\_length(Name) > 1),

Reaction TEXT NOT NULL

);

CREATE TABLE fridgedoor (

door\_id SERIAL PRIMARY KEY,

Resistance INT NOT NULL CHECK (Resistance >= 0),

Status TEXT NOT NULL CHECK (Status IN ('open', 'closed'))

);

-- تغییر اصلی اینجاست: اضافه کردن ON UPDATE CASCADE به کلیدهای خارجی

CREATE TABLE interaction (

interaction\_id SERIAL PRIMARY KEY,

velociraptorId INT REFERENCES velociraptor(velociraptor\_id)

ON DELETE CASCADE

ON UPDATE CASCADE, -- این خط اضافه شد

doorId INT REFERENCES fridgedoor(door\_id)

ON DELETE CASCADE

ON UPDATE CASCADE, -- این خط اضافه شد

Result TEXT NOT NULL CHECK (char\_length(Result) > 2),

interaction\_time TIMESTAMP WITH TIME ZONE

);

-- همین تغییر برای بقیه جداول:

CREATE TABLE children\_interaction (

childId INT REFERENCES children(child\_id)

ON DELETE CASCADE

ON UPDATE CASCADE, -- اضافه شد

interactionId INT REFERENCES interaction(interaction\_id)

ON DELETE CASCADE

ON UPDATE CASCADE, -- اضافه شد

PRIMARY KEY (childId, interactionId)

);

CREATE TABLE impact (

impact\_id SERIAL PRIMARY KEY,

velociraptorId INT REFERENCES velociraptor(velociraptor\_id)

ON DELETE CASCADE

ON UPDATE CASCADE, -- اضافه شد

doorid INT REFERENCES fridgedoor(door\_id)

ON DELETE CASCADE

ON UPDATE CASCADE, -- اضافه شد

impacttype TEXT NOT NULL CHECK (impacttype IN ('physical', 'psychological')),

description TEXT NOT NULL CHECK (char\_length(description) > 5),

impact\_date TIMESTAMP WITH TIME ZONE DEFAULT CURRENT\_TIMESTAMP

);

CREATE TABLE children\_impact (

childId INT REFERENCES children(child\_id)

ON DELETE CASCADE

ON UPDATE CASCADE, -- اضافه شد

impactId INT REFERENCES impact(impact\_id)

ON DELETE CASCADE

ON UPDATE CASCADE, -- اضافه شد

PRIMARY KEY (childId, impactId)

);

-- Insert data into Velociraptor table

INSERT INTO velociraptor (power, behavior) VALUES

(10, 'aggressive'),

(8, 'calm');

-- Insert data into Children table

INSERT INTO children (name, reaction) VALUES

('tim', 'scared'),

('alice', 'curious');

-- Insert data into FridgeDoor table

INSERT INTO fridgedoor (resistance, status) VALUES

(15, 'closed'),

(10, 'open');

-- Insert data into Interaction table

INSERT INTO Interaction (velociraptorid, doorid, result, interaction\_time) VALUES

(1, 1, 'door held', '2025-03-30 14:00:00+03'),

(2, 2, 'door opened', '2025-03-31 14:00:00+03');

-- Insert data into Children\_Interaction table

INSERT INTO children\_interaction (childid, interactionid) VALUES

(1, 1), -- Tim participated in Interaction 1

(2, 1), -- Alice participated in Interaction 1

(1, 2); -- Tim participated in Interaction 2

-- Insert data into Impact table

INSERT INTO Impact (velociraptorid, doorid, Impacttype, description) VALUES

(1, 1, 'physical', 'door resisted'),

(2, 2, 'psychological', 'children scared');

-- Insert data into Children\_Impact table

INSERT INTO children\_impact (childid, impactid) VALUES

(1, 1), -- Tim was affected by Impact 1

(2, 2); -- Alice was affected by Impact 2

-- testttttt

SELECT \* FROM velociraptor WHERE velociraptor\_id = 40;

UPDATE velociraptor

SET velociraptor\_id = 1

WHERE velociraptor\_id = 40;

SELECT \* FROM interaction WHERE velociraptorId = 40 ;

SELECT \* FROM impact WHERE velociraptorId = 39;