Activity

1. Create SQL View for "`YellowCards`" that returns Player tuples with "`yCard=yes`", and then another View "`NaughtyMidsNames`" which uses the first View to display the names of players who tried out for the "mid" position who also have Yellow Cards.

2. Build a Trigger that will track updates to the `decision` attribute in the `Tryout` table to a new table `DecisionUpdates`. Be sure to include the date/time and the old and new values of the `decision` attribute.

3. Alter the Player table to have a new integer attribute Successes.

4. Create a stored procedure `ResetSuccesses( )` that resets a player's `Successes` value to zero.

5. Create a Trigger UpdateSuccesses that will which will count the number of "`yes`" values a player has in the `decision` attribute of the Tryout table whenever an UPDATE occurs.

6. For a REAL challenge, try to create a table with "`ON DELETE CASCADE`" so that when the nth tuple is deleted, it causes all of the table's previously inserted tuples to be deleted.