

Given is the following data base schema. Provide SQL queries for the beneath information needs!

Schema:

```
zutat{zid, zname, alkoholgehalt}
lokal{lid, lname, plz, stadt}
glas{gid, gname}
cocktail{cid, cname, alkoholisch, gid} //alkoholisch={y,n}
person{pid, name, geburtsdatum}
zutat_cocktail{zid, cid, menge}
cocktail_person{cid, pid1, pid2}
cocktail_lokal{cid, lid}
```

Information needs:

1. In a drinking game every participant should play against every other participant. Provide the list of matches (Name, Name).
2. Provide the names of glasses and cocktails in a one-column table (list).
3. Which cocktails do not have a recipe in the data base?
4. In which bars (lokal) no 'Knieweich' is served?
5. What is the sum of ingredient units per cocktail?
6. What is the sum of ingredient units per alcoholic cocktail?
7. Which are the cocktails that require more than two ingredients? Provide the count of ingredients per cocktail!
8. The real alcoholic strength of a cocktail is the sum of all (alcoholic strength of an ingredient times the count of units for this ingredient) divided by the sum of all ingredients. Perform appropriate renames.
9. Which are the alcoholic and non-alcoholic cocktails which contain more than 4 ingredients?
10. Create a view "Cocktail_Alkoholgehalt" with the attributes CID and alcoholic strength.
11. For every bar (Lokal), what are the drinks with the maximum and minimum alcoholic strength? Use the created view.
12. Create a table 'Updatewatcher' with the attributes (tabellenname char(20), Anzahl number). Insert the values ('cocktail', 0) into that table!
13. Create a trigger which triggers an update on table 'Updatewatcher' every time an update operation is performed on table cocktail. In that update operation on 'Updatewatcher', the attribute 'Anzahl' should be increased by one for the tuple with the table name 'cocktail'.

14. Create a trigger: after an insertion on cocktail, this cocktail should be added to the bar((insert into table cocktail_lokal),which has the least # cocktails