

Mid-Level Exercises

1 My Game Collection

ANALYSIS CASE



Over the years, you have collected quite a few video games, so you cataloged them in an Access database. After opening the database, you create two tables—one to identify the game system that plays your game and the other to identify the category or genre of the game. Then, you will join each table in a relationship so that you can query the database. Refer to Figure 2.53 as you complete this exercise.

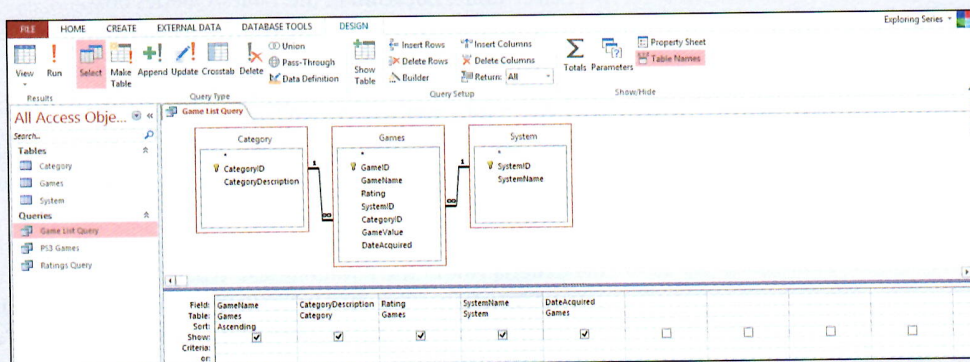


FIGURE 2.53 Game List Query

- Open *a02m1Games* and save the database as *a02m1Games_LastFirst*. Open the *Games* table and review the fields containing the game information.
- Click the **CREATE** tab and click **Table Design** in the Tables group. To save time, you opened Table Design to create the fields for a new table rather than creating a table and switching to Design View.
- Type **SystemID** for the first Field Name and select **Number** as the Data Type.
- Type **SystemName** for the second Field Name and accept **Short Text** as the Data Type.
- Change to Design view. Delete the ID row. Make **SystemID** the primary key and change the Data Type to **AutoNumber**. Add the caption **System ID**.
- Change the SystemName Field Size property to 15. Add the caption **System Name**, making sure there is a space between System and Name. Save the table as **System**, saving the changes to the table design. Switch to Datasheet view.
- Add the system names to the System table as shown below, letting Access use AutoNumber to create the SystemID field. Close the table.

System ID	System Name
1	XBOX 360
2	PS3
3	Wii
4	NES
5	PC Game
6	Nintendo 3DS

- Click the **CREATE** tab and click **Table Design** in the Tables group. Delete the existing ID row. Type **CategoryID** for the first Field Name and select **AutoNumber** as the Data Type. Set the CategoryID as the **Primary Key**.
- Type **CategoryDescription** for the second Field Name and accept **Short Text** as the Data Type. Change the Field Size property to 25. Add the caption **Category Description**, making sure there