数据库实验10_20337025_崔璨明

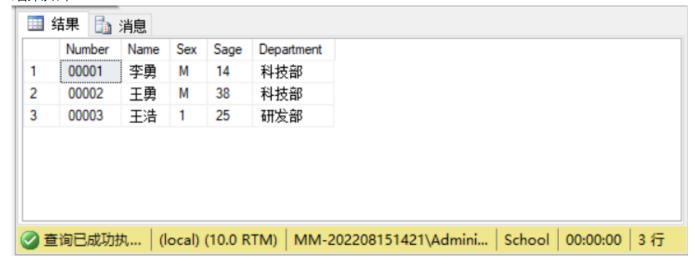
姓名	学号
崔璨明	20337025

按照示例中worker建表:

```
create table Worker(
Number char(5),
Name char(8) constraint U1 unique,
Sex char(1),
Sage int ,
Department char(20),
constraint PK_Worker Primary Key (Number)
)

insert into Worker(Number,Name,Sex,Sage,Department)
values ('00001','李勇','M',14,'科技部')
insert into Worker(Number,Name,Sex,Sage,Department)
values ('00002','王勇','M',38,'科技部')
insert into Worker(Number,Name,Sex,Sage,Department)
values ('00003','王浩','1',25,'研发部')
select * from Worker
```

结果如下:



1.

加入约束U3,令sage值大于等于0。

```
alter table worker
add constraint U3 check(sage>=0)
```

执行结果,可以看到约束U3:

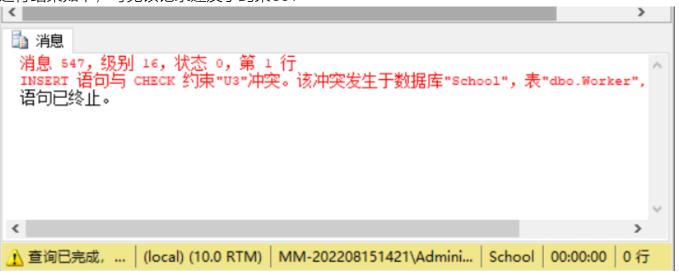
	name	id	xtype	uid	info	status	base_schema_ver	replinfo	parent_obj	crdate
1	PK_Worker	482100758	PK	1	0	0	0	0	466100701	2022
2	U1	498100815	UQ	1	0	0	0	0	466100701	2022
3	U3	514100872	С	1	0	0	0	0	466100701	2022

2.

演示插入违反约束U3的记录。

```
insert into Worker(Number,Name,Sex,Sage,Department)
values ('00004','沙壁','1',-24,'研发部')
```

运行结果如下,可见该记录违反了约束U3:

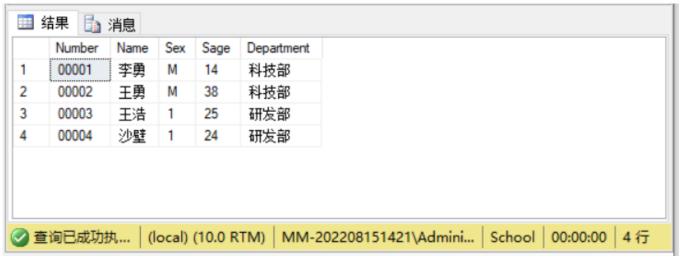


3.

演示插入不违反约束U3的记录。

```
insert into Worker(Number,Name,Sex,Sage,Department)
values ('00004','沙壁','1',24,'研发部')
```

运行结果如下,该记录不违反约束U3:

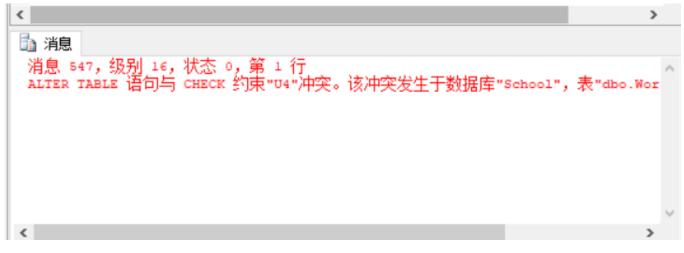


4.

加入约束U4,令sage值<0,观察执行是否成功,分析原因。

```
alter table worker
add constraint U4 check(sage<0)
```

运行结果如下,执行失败,因为加入约束4后,约束3和约束4将限制数据库不能更新任何数据:

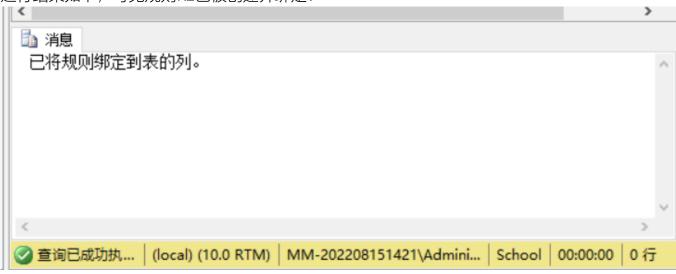


5.

加入规则R2,确保插入的记录的sage值在1到100之间,并绑定到sage属性。

```
--先创建规则,再绑定
go
create rule R2 as @value>1 and @value<100
go
exec sp_bindrule R2,'worker.[sage]'
```

运行结果如下,可见规则R2已被创建并绑定:

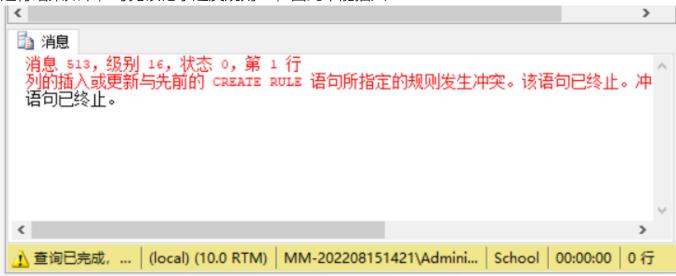


6.

演示插入违反R2的记录。

```
insert into Worker(Number,Name,Sex,Sage,Department)
values ('00005','麻痹','1',666,'研发部')
```

运行结果如下,可见该记录违反规则R2,因此不能插入:



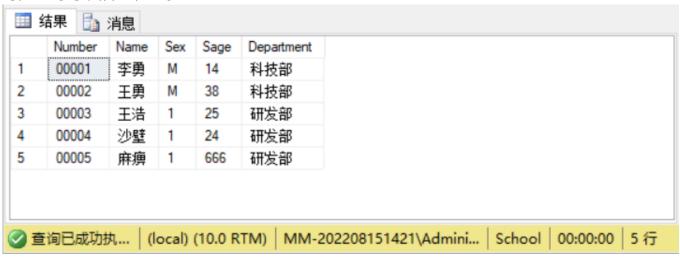
7.

解除规则R2的绑定,并重复(6)的操作。

```
--解除绑定:
exec sp_unbindrule 'worker.[sage]'
--再次插入:
insert into Worker(Number,Name,Sex,Sage,Department)
values ('000005','麻痹','1',666,'研发部')
```



可见此时可以插入该记录:



8.

已知示例三中已插入sage为38的记录,那么加入规则R3,令sage大于50。观察加入规则R3的操作是否能成功。

```
go
create rule R3 as @value>50
go
exec sp_bindrule R2,'worker.[sage]'
```

运行结果如下,加入规则R3的操作仍然可以成功,说明规则对原有的数据不起作用:

