

A FUNCTIONAL VIEW

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ANNOUNCEMENTS

- ⬡ Be making progress on your group project!
 - ⬡ Presentations on Monday and Wednesday when we get back!
 - ⬡ A list of learning objectives from HW over this semester will be posted tonight
- ⬡ Grade reports: Should go out tonight I hope! All my attention is turning toward scoring HW8-9 now

PROJECT PRESENTATIONS

- ⬡ Recall that you are presenting the week we get back!

Monday

- ⬡ Jack & Connor
- ⬡ Matthew & Aurora
- ⬡ Sam H & Michael
- ⬡ Greg & Marcus
- ⬡ Grace & Haley
- ⬡ Dayton & Nick

Wednesday

- ⬡ Harleen & Sam J
- ⬡ Jordan & Mallory
- ⬡ AJ & Jerrick
- ⬡ Hannah & Tippy
- ⬡ Sergio & Evan
- ⬡ Elise & Tiffany

DRY

- ⬡ A common programming term is that of *DRY*: Don't repeat yourself
 - ⬡ For the sake of convenience (why redo work you have already done?)
 - ⬡ For the sake of debugging/maintenance (in case of a change, each replicate needs to be found and changed)
- ⬡ Here we want to look at several methods in SQL that we can utilize to better adhere to DRY principles
 - ⬡ Views
 - ⬡ Custom functions
 - ⬡ Triggers (on Tuesday)

ADMIRING THE VIEW

VIEWS

- ⬡ A view in SQL is essentially a saved query output
- ⬡ Existing views can be treated just like tables, selecting from their contents
 - ⬡ You can even, to a limited extent, add, remove, or update contents
- ⬡ Syntax similar to creating a new table, just with **VIEW**

```
CREATE VIEW view name AS  
SELECT columns  
FROM table
```

VIEW VS TABLE

- ⬡ Despite seeming similar, views are fundamentally different from tables
 - ⬡ A view stores no new internal information in the database, whereas creating a new table copies that information
 - ⬢ This means a view will always reflect the latest data, whereas a created table would need to be updated
 - ⬡ Views can give users access only to particular columns
 - ⬢ This can be a boon for security and giving only those who need them permissions to change various tables

VIEW OPERATIONS

- ⬡ You can drop views just like tables: `DROP VIEW view name;`
- ⬡ You can create or *replace* views if the original columns and corresponding types are the same:
 - ⬡ `CREATE OR REPLACE VIEW view name ...`
 - ⬡ Avoids having to drop first to recreate
 - ⬡ New view could have more columns, but can not have less
- ⬡ Insertions, updates and removes can be made on **simple views**, which will propagate back to the original table!
 - ⬡ Views must reference single tables (no joins) and have no distinct or group by type clauses
 - ⬡ Data in the original table **not** present in the view will be given `NULL` values (if not further restrictions on the view)

FURTHER LIMITING VIEWS

- ⬡ Can also add `WITH LOCAL CHECK OPTION` to the end of a view creation query
- ⬡ This will enforce that **only data visible within the view** can be edited with inserts, updates or removes
 - ⬡ This includes any filtering done by the view!
- ⬡ Can be an excellent way to limit what data can be changed
- ⬡ Can replace `LOCAL` with `CASCADED` if you are referencing a view nested several times and want the restrictions to apply based on all the parent views as well
 - ⬡ Needs to be applied at every nesting level

CUSTOM FUNCTIONS

FUNCTIONS

- ⬡ Postgres has many prebuilt functions that we have used over the semester
- ⬡ Sometimes you need something a bit more bespoke though, for which Postgres gives you some “easy” methods of writing your own functions
- ⬡ What language you use to write your own function is highly flexible:
 - ⬡ Pure SQL
 - ⬡ PL/pgSQL: an extension of SQL that offers more programming logic
 - ⬡ Python
- ⬡ All functions will follow a similar syntax structure, but the body will depend on the details of your chosen language
 - ⬡ Documentation for all the languages (and functions in general) can be found [here](#)

STRUCTURE OF FUNCTION

- ⬡ The structure of any defined function will generally look like:

```
CREATE FUNCTION func_name(func_arguments)  
RETURNS return_type AS  
'function_body'  
LANGUAGE func_lang;
```

- ⬡ `func_name` - The desired name of the function
- ⬡ `func_arguments` - A comma separated list of paired arguments and types
- ⬡ `return_type` - The variable type of what will be returned (selected)
- ⬡ `func_lang` - The language used for the function body
- ⬡ `function_body` - a **string** containing the query or logic to process whenever the function is run

IN SQL

⬡ LANGUAGE SQL

- ⬡ Using the basic SQL language gives you access to any existing SQL queries that you already know
- ⬡ To return something you should use the `SELECT`
- ⬡ You can also write functions that do **not** return something by specifying `RETURNS void` and then using `INSERT`, `UPDATE`, `REMOVE`, etc.
- ⬡ Using `$$` to quote the body is recommended so that you do not need to double up any single quotes

IN PGSQL

- ⬡ `LANGUAGE plpgsql`
- ⬡ Extends SQL to add classic programming control structures
- ⬡ Needs to be wrapped in `BEGIN`, `END` keywords
- ⬡ Operates like a hybrid between SQL and a more typical programming language
- ⬡ Each phrase needs a terminating semicolon at the end

PGSQL STRUCTURES

- ⬡ You can define variables

```
x := 56;
```

- ⬡ Control statements

```
IF x > 5 THEN  
    ...do something...  
ELSE  
    ...do something else...  
END IF;
```

- ⬡ Returns

```
RETURN x;
```


IN PYTHON

- ⬡ `LANGUAGE plpython3u`
- ⬡ Python is another supported language in which functions can be written
- ⬡ Requires an extension to be active:

```
CREATE EXTENSION plpython3u;
```

- ⬡ Most common data types with corresponding types are converted, anything else (like timestamps!) are just utilized as strings, so plan accordingly
- ⬡ I'd generally write the Python in a more Python suited editor and then copy it in

ACTIVITY!

- ⬡ I've given you a simple starter bit of sql [here](#) to create and populate some tables. Use them to practice the below in the shown pairings.
- ⬡ Tasks:
 - ⬡ Create a view called `newest` that will only show the “new” boxes from `best_boxes`
 - ⬡ Create a view called `newred` that will only show new and red boxes using only `newest`
 - ⬡ Adjust the `CHECK OPTION` setting for both views so that you could add (`'Jane', 2, 7, 9, 'red', 'new'`) to `newred` but not (`'Bart', 6, 10, 12, 'red', 'used'`) to `newred`
 - ⬡ Write a function named `box_volume` to compute the volume of a cubic object, and use that function to populate a new `volume` column in `best_boxes`
 - ⬡ Write a function called `scale_boxes` which updates the `best_boxes` table to scale the value in the named `width`, `height`, or `depth` columns by the provided argument. Run it to ensure it is working.

GROUP WORK!

- ⬡ The remainder of class is set aside for you to work with your group on your projects!