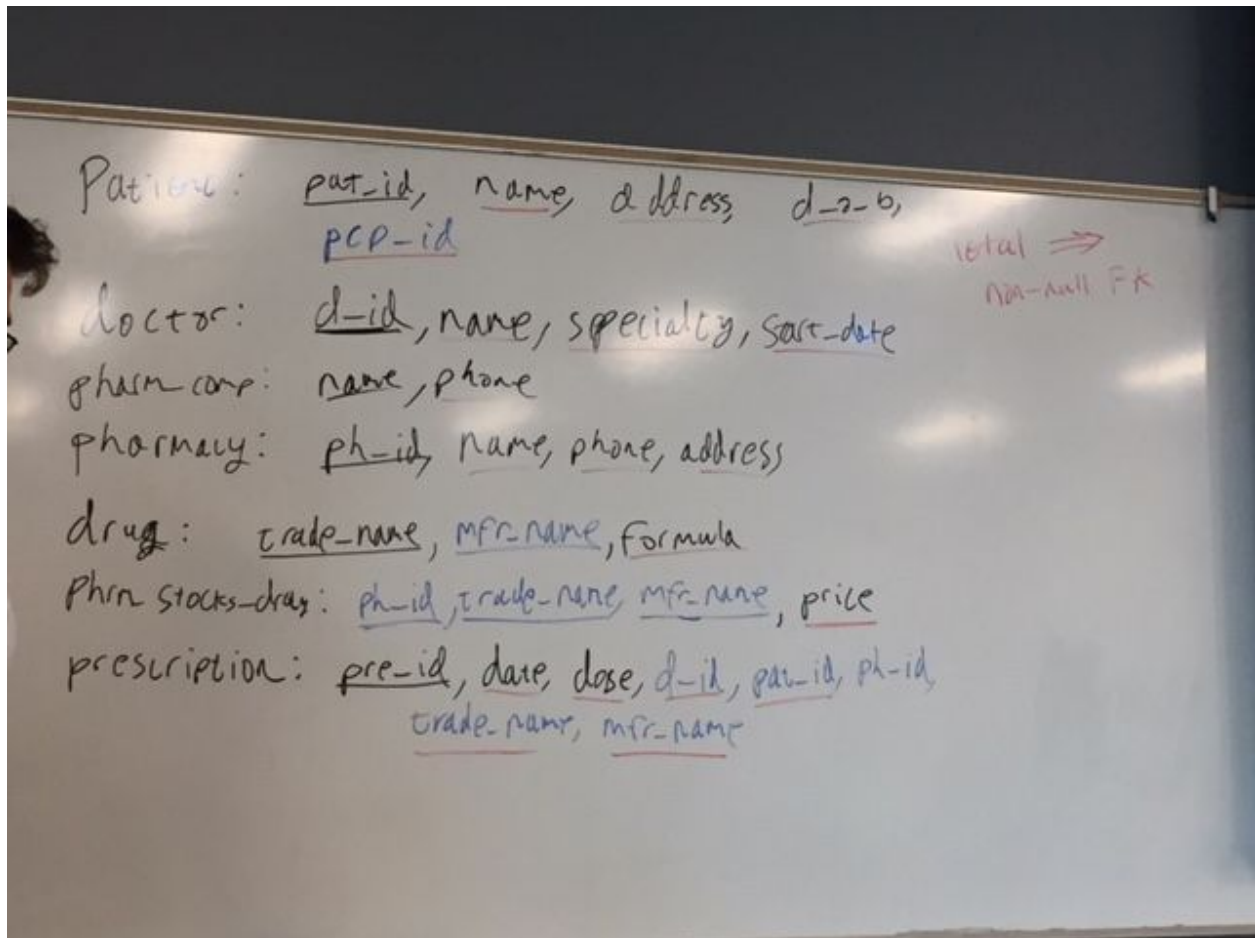


Lecture 4B

- HW1 solution



- HW2 questions?

Data Types

- Textual
 - VARCHAR
 - CHAR (rarely, if ever, needed)
 - TEXT
- Numeric
 - INTEGER
 - Various sizes; BIGINT is of particular interest
 - SERIAL is auto-incrementing
 - REAL (or DOUBLE PRECISION): floating-point

- **Never** store money in REAL/DOUBLE. People have embezzled money in floating-point errors.
- DECIMAL or NUMERIC: exact decimal numbers
 - Use this for money
 - But it is less efficient than REAL
- Date/time
 - DATE
 - TIME
 - TIMESTAMP (date + time)
 - May have time zones
- BOOLEAN (newer addition; some systems don't have it, use TINYINT to fake)
- BLOB (Binary Large Object, for storing blocks of bytes like image files)

Some examples: what do we use to store them?

Example

Calvinball Games

SQL

CREATE TABLE

INSERT