**CREATING AND POPULATING TABLES:**

***Objective :***

To set up a simple table, insert data, and retrieve that data using basic queries.

***Queries :***

**create database training;**

// This statement creates a new database named "training".

**use training;**

// This statement tells the SQL server to switch to the newly created "training" database.

create table Employees(

employee\_id int primary key,

first\_name varchar(25),

last\_name varchar(25),

department varchar(30),

salary int

);

// This statement creates a new table named "Employees" within the "training" database.

- employee\_id int primary key: This defines a column employee\_id of type int (integer). It is marked as the primary key, which means each value in this column must be unique and not null. The primary key uniquely identifies each record in the table.

- first\_name varchar(25): This defines a column first\_name of type varchar(25). The varchar data type is used to store variable-length strings. The 25 specifies that the maximum length of the first name can be up to 25 characters.

- last\_name varchar(25): This defines a column last\_name with a maximum length of 25 characters for the last name of the employee.

- department varchar(30): This defines a column department of type varchar(30), where each department name can be up to 30 characters long.

- salary int: This defines a column salary of type int, which will store the salary of the employee as an integer value.

insert into Employees values

(1,"Jack","Carlos","Sales",25000),

(2,"Jon","Simmons","Production",20000),

(3,"Robert","Jackson","Production",18000),

(4,"Christian","Piper","Sales",22000),

(5,"Terry","Jacob","HR",30000),

(6,"John","Bradly","Sales",22000),

(7,"Keith","Harper","HR",30000);

// This statement inserts data into the Employees table. Each set of values corresponds to a row in the table, with the data aligned with the columns defined earlier.

**Select \* from Employees;**

// This is a query that retrieves all records from the Employees table.

