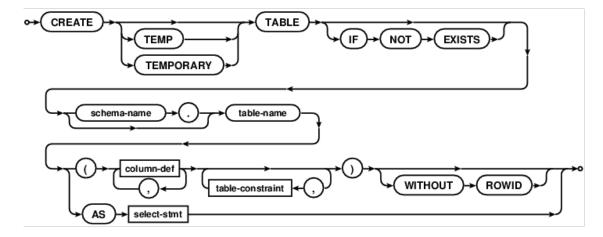


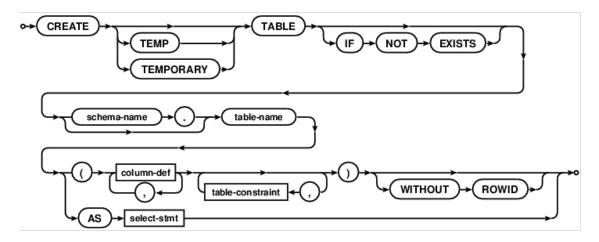


**Create Table and Drop Table** 

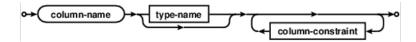
## CREATE TABLE expression syntax:



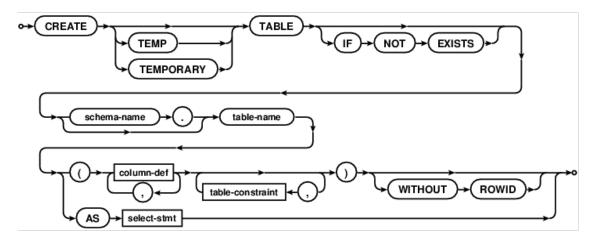
### CREATE TABLE expression syntax:



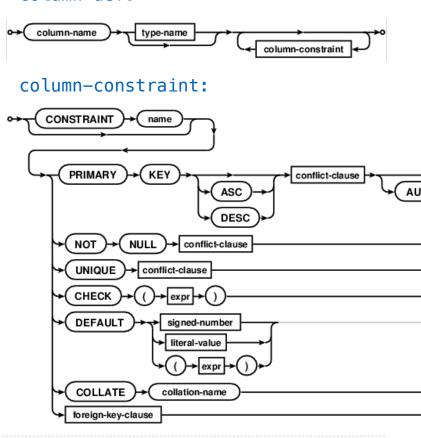
#### column-def:



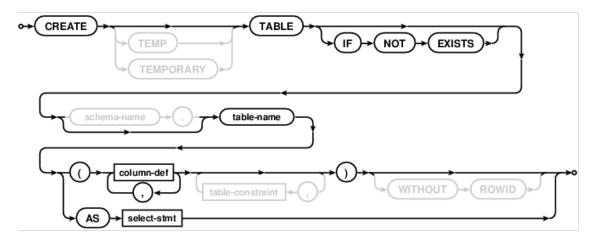
### CREATE TABLE expression syntax:



#### column-def:



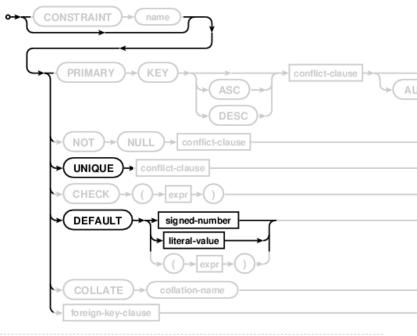
### CREATE TABLE expression syntax:



#### column-def:

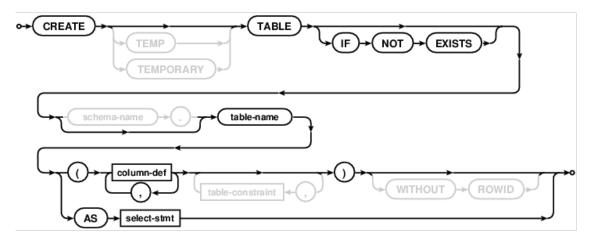


#### column-constraint:



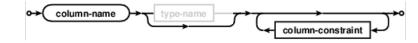
4

### CREATE TABLE expression syntax:

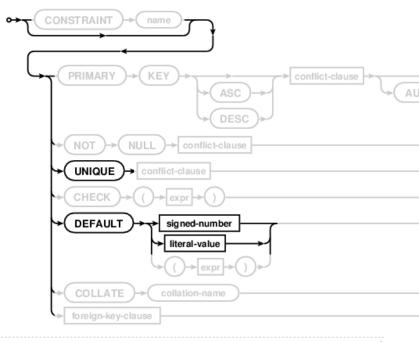


### Examples:

#### column-def:

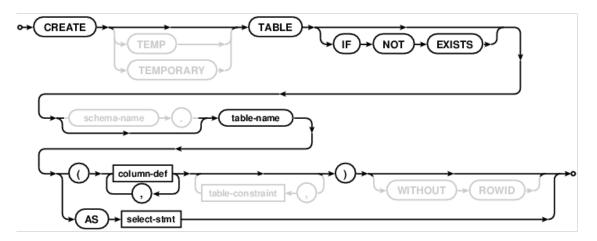


#### column-constraint:



4

### CREATE TABLE expression syntax:



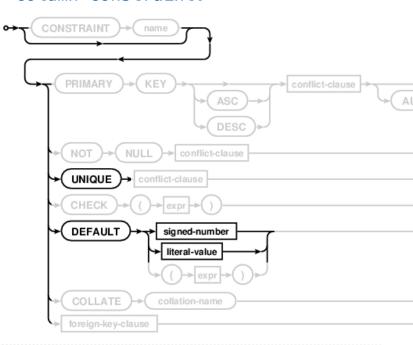
### Examples:

CREATE TABLE numbers (n, note);
CREATE TABLE numbers (n UNIQUE, note);
CREATE TABLE numbers (n, note DEFAULT "No comment");

#### column-def:



#### column-constraint:

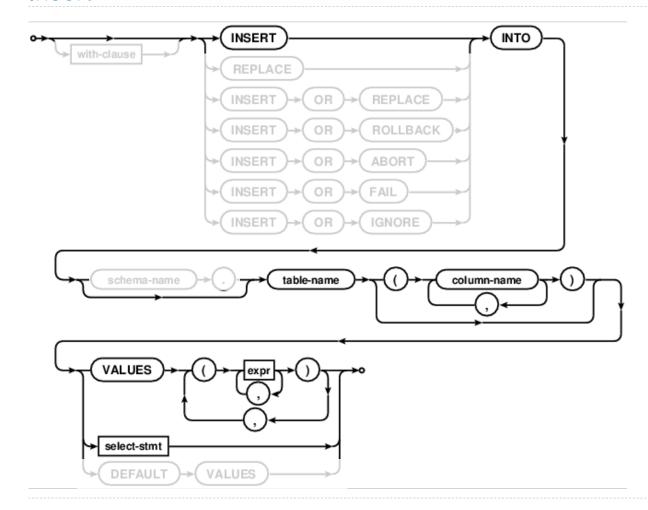


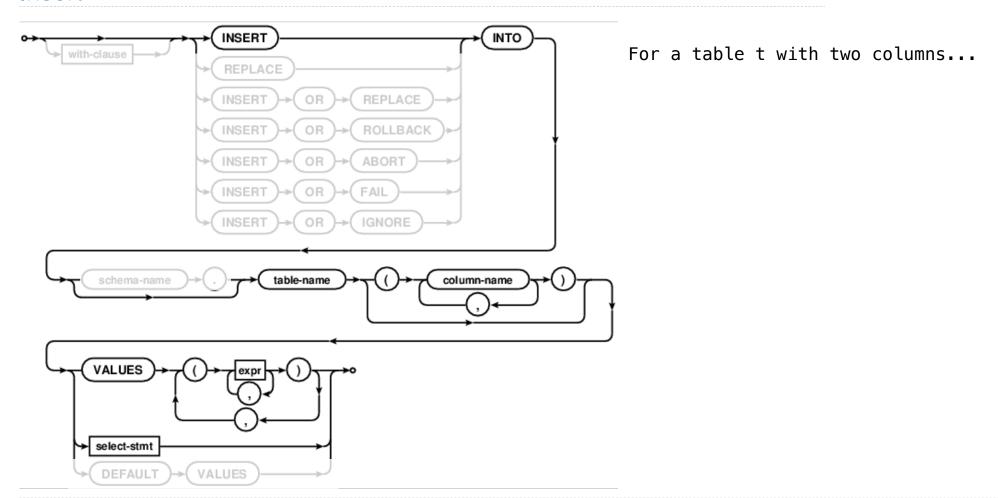
# **Drop Table**

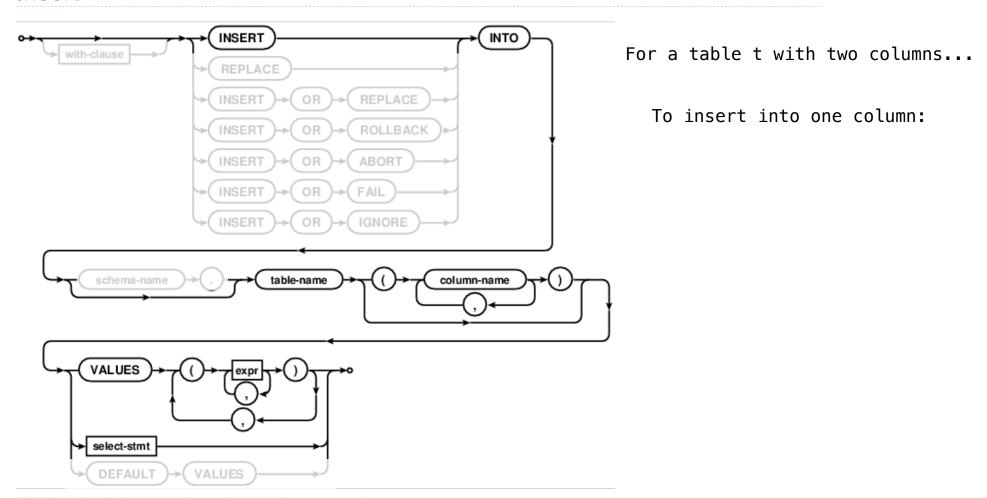


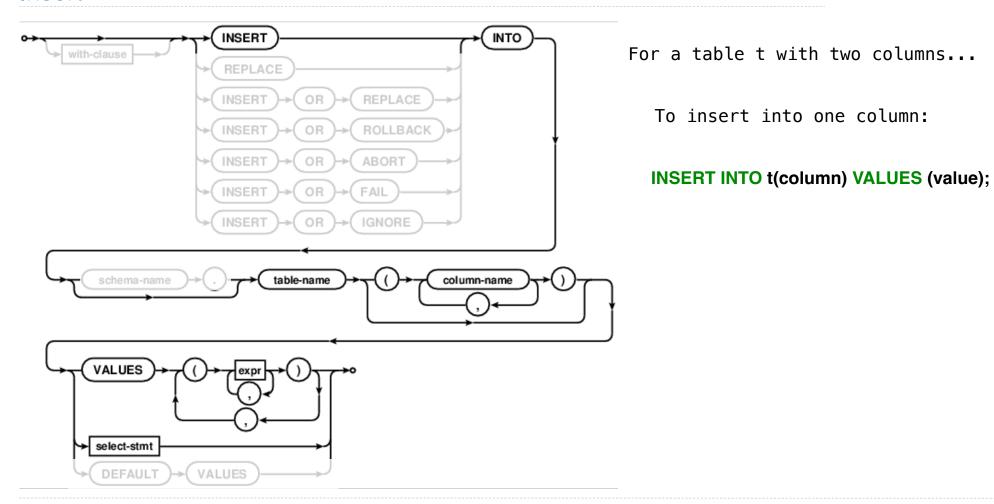
0

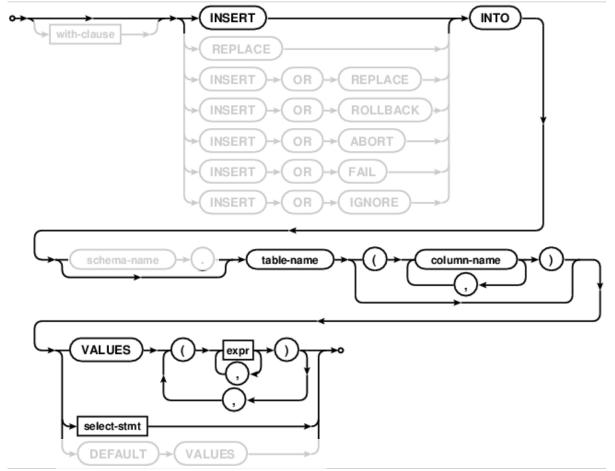










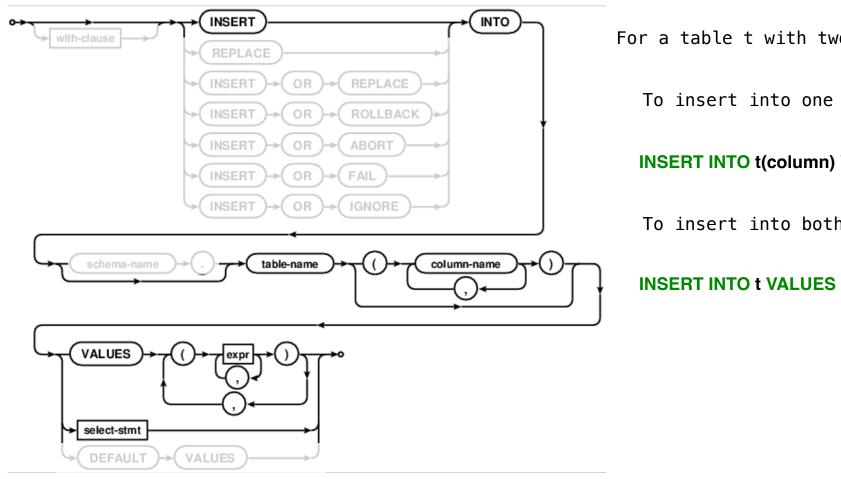


For a table t with two columns...

To insert into one column:

**INSERT INTO t(column) VALUES (value)**;

To insert into both columns:



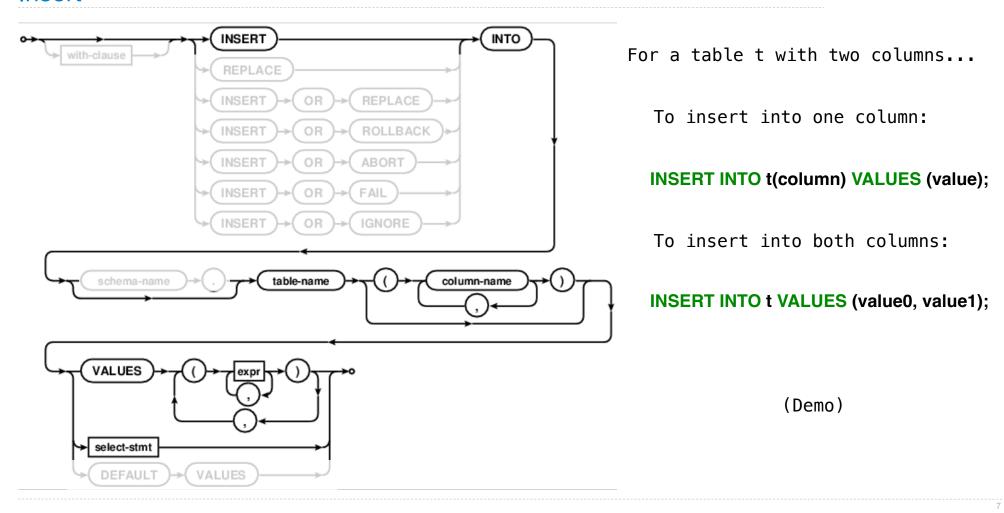
For a table t with two columns...

To insert into one column:

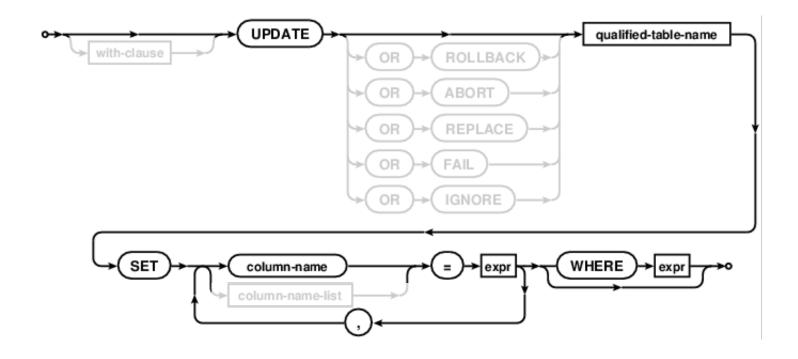
**INSERT INTO t(column) VALUES (value)**;

To insert into both columns:

INSERT INTO t VALUES (value0, value1);



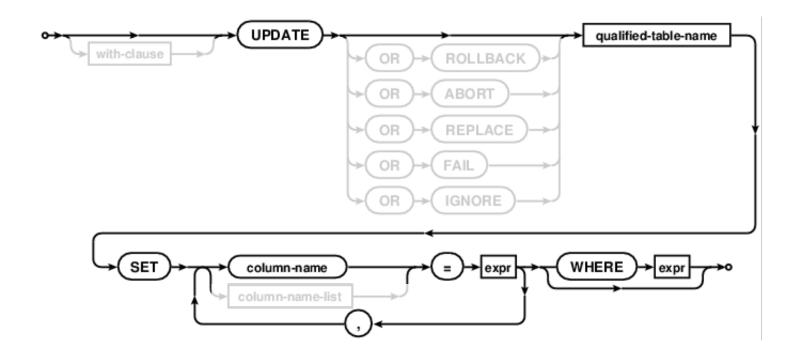
# Update



Update sets all entries in certain columns to new values, just for some subset of rows.

8

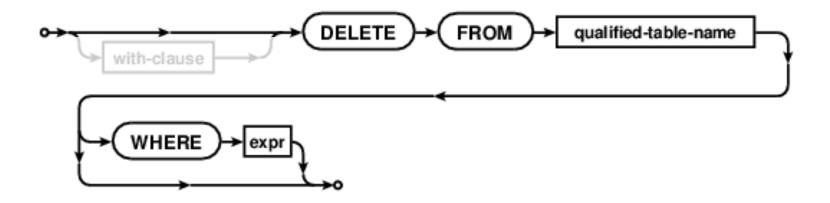
# Update



Update sets all entries in certain columns to new values, just for some subset of rows.

(Demo)

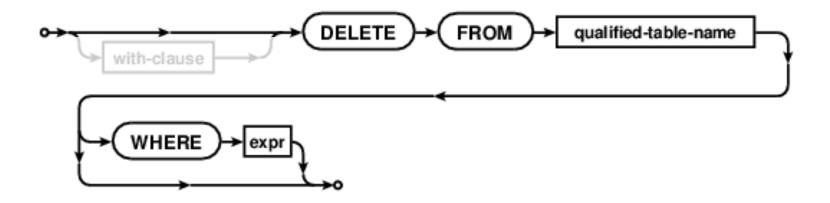
# Delete



Delete removes some or all rows from a table.

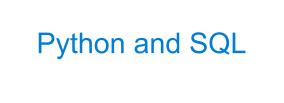
9

# Delete



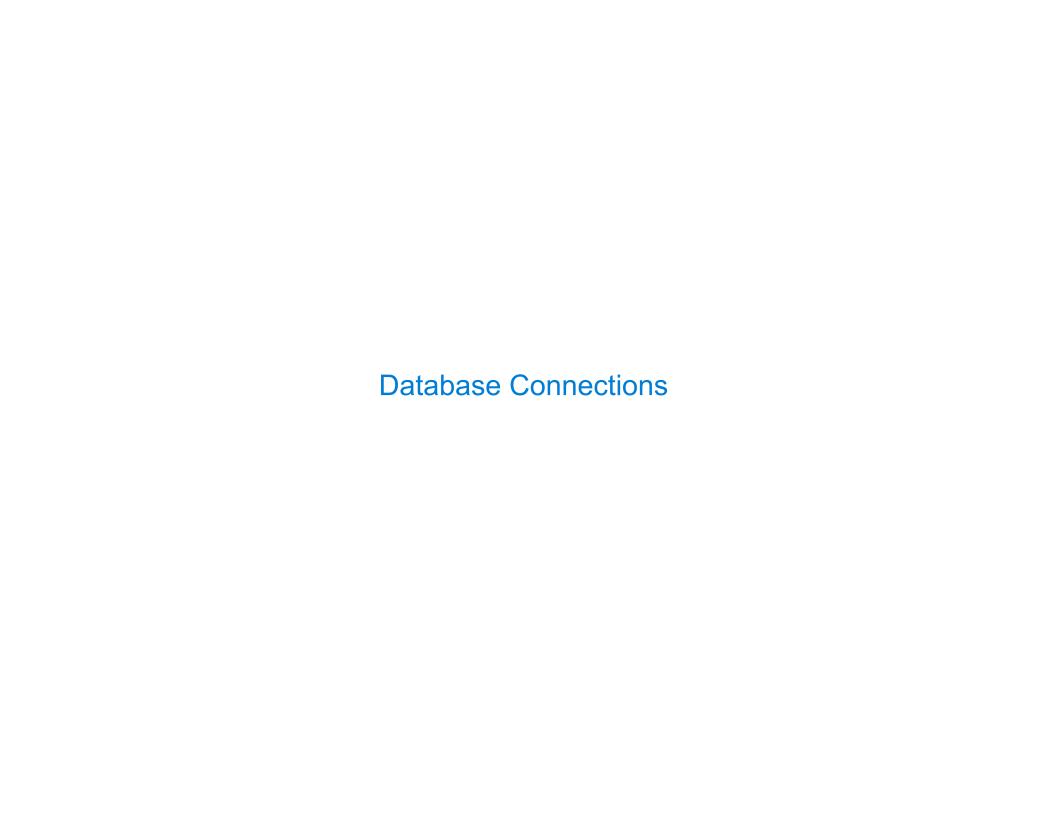
Delete removes some or all rows from a table.

(Demo)



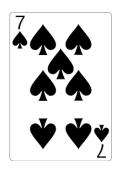
Python and SQL

(Demo)



Player:

Player:

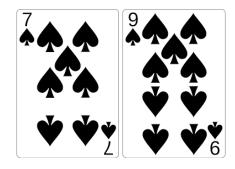


# Player:



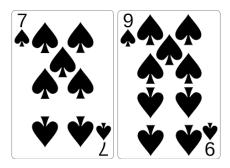


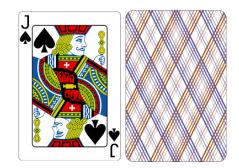
Player:



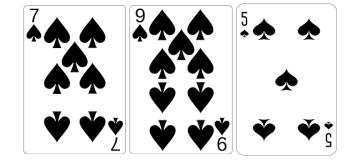


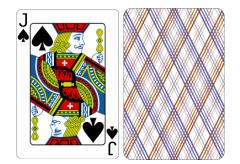
# Player:



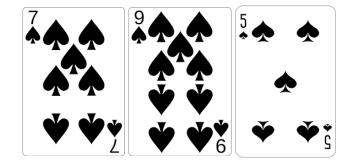


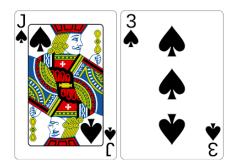
# Player:



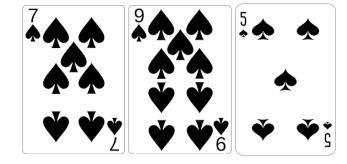


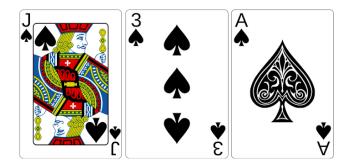
# Player:



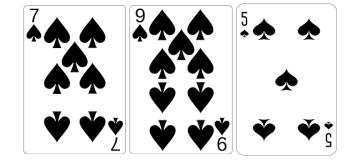


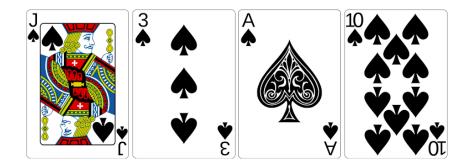
# Player:



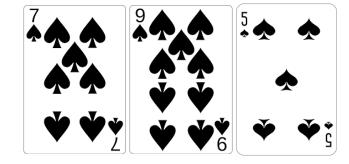


# Player:

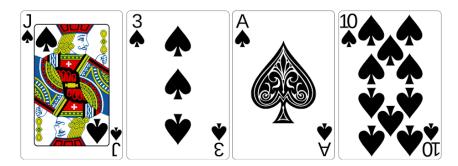




Player:



Dealer:



(Demo)