**Practical No 7: Use DML command on Relation- Part I.**

1. **DML:**

Data manipulation language (DML) is a way of making modification in existing data in a table. One can make use of appropriate DML command to perform operations like Inset, Update and Delete. CRUD operations ate achieved with DML Command.

Insert Command:

This command is use to enter new value in a table. This command makes sure that new tuple is created in a relation and memory will be allocated for same. While inserting a value one need to ensure that if numerical values are to be entered then direct values can be supplemented but if character values are to be entered then one must use pair of single quote to either side of values.

1. **To insert data there are 4 different ways:**
2. **Direct method:**

In this method one can specify the values in a command/query itself. This method is useful when a user is familiar with table schema.

Syntax: Insert into table\_name values (value1, value2,….,, value\_n);

1. **Reference method:**

In this method user can specify the values in a command/query itself. This method is used when used when user is unaware about the table schema but knows which values to be entered.

Syntax: Insert into table\_name(attribute1, attribute2,..)value(vaule1, value2.);

1. **Inserting multiple values:**

This method is use to insert bulk values in a table. The user can simply specify the attribute names preceded by ‘&’ operator.

Syntax: Insert into table\_name value (&attribute1\_name, &attribute2\_name,);

1. **Copy from other source:**

This method is use to copy the data from one source like table/view to another relation.

Syntax: Insert into table\_name(select \* from table2\_name);

1. **Query and output:**

Create table stu\_02(Roll\_No number(2), Name character(10));

Insert all

into stu\_17(Roll\_No, Name) values (17, 'Adu')

into stu\_17(Roll\_No, Name) values (20, 'Anu')

select \* from dual;

Create table stu\_02\_copy(Roll\_No number(2), Name character(10));

Insert into stu\_02\_copy(select \* from stu\_02);