# Administrator Trail View

Select All

SELECT \* FROM CW2.View\_TrailAdministrator;

Select by ID

SELECT \* FROM CW2.View\_TrailAdministrator WHERE TrailID = 1;

Select by attribute

SELECT \*

FROM CW2.View\_TrailAdministrator

WHERE Difficulty = 'Easy';

# Standard Trail View

Select All

SELECT \*

FROM CW2.View\_TrailStandard;

Select by ID

SELECT \*

FROM CW2.View\_TrailStandard

WHERE TrailID = 1;

Select by attribute

SELECT \*

FROM CW2.View\_TrailStandard

WHERE Difficulty = 'Easy';

# Insert Location Point Procedure

Insert Location Point Without a Trail

EXEC CW2.InsertLocationPoint

@Latitude = 51.5074,

@Longitude = -0.1278,

@Description = 'Example Description';

Insert Location Point with a Trail

EXEC CW2.InsertLocationPoint

@Latitude = 50.3710,

@Longitude = -4.1420,

@Description = 'Plymouth Trail Additional Viewpoint',

@TrailID = 1,

@Order\_no = 6;

# Insert Trail Procedure

EXEC CW2.InsertTrail

@Trail\_name = 'Example Name',

@Trail\_Summary = 'Example Summary.',

@Trail\_Description = 'Example Description.',

@Difficulty = 'Easy',

@Location = 'City, Country',

@Length = 12.50,

@Elevation\_gain = 850,

@Route\_type = 'Loop',

@OwnerID = 1,

@LocationPoint1 = 1,

@LocationPoint2 = 2,

@LocationPoint3 = 3,

@LocationPoint4 = 4,

@LocationPoint5 = 5;

# Insert Trail Features Procedure

* Checks if feature exists, links in relationship table if it does. Adds new feature then links in relationship table if it doesn’t.

EXEC CW2.InsertTrailFeatures

@TrailID = 1,

@FeatureJSON = '["Dog-friendly", "Scenic views", "Kid-friendly"]';

# Delete Trail Procedure

EXEC CW2.DeleteTrail @TrailID = 1;

# Update Trail Procedure

Update Some Trail Attributes

EXEC CW2.UpdateTrail

@TrailID = 1,

@Trail\_name = 'New Trail Name',

@Difficulty = 'Moderate';

Update All Trail Attributes

EXEC CW2.UpdateTrail

@TrailID = 2,

@Trail\_name = 'Updated Trail Name',

@Trail\_Summary = 'Updated Trail Summary',

@Trail\_Description = 'Updated Trail Description',

@Difficulty = 'Easy',

@Location = 'City, Country',

@Length = 10.5,

@Elevation\_gain = 300,

@Route\_type = 'Loop',

@OwnerID = 1;

# Read Trail Procedure Standard

Read all Trails

EXEC CW2.ReadTrailStandard;

Read specific Trail

EXEC CW2.ReadTrailStandard @TrailID = 1;

# Read Trail Procedure Administrator

Read all Trails

EXEC CW2.ReadTrailAdministrator;

Read specific Trail

EXEC CW2.ReadTrailAdministrator @TrailID = 1;