Perform the following DB operations using Cassandra.

1.Create a keyspace by name Employee

```
create keyspace Employee with replication = {'class':'SimpleStrategy',
'replication_factor':1};
use Employee;
```

2. Create a column family by name Employee-Info with attributes, Emp_Id Primary Key, Emp_Name, Designation, Date_of_Joining, Salary, Dept_Name

create table EmployeeInfo(Emp_Id int primary key, Emp_Name text, Designation text, Date of Joining timestamp, Salary double, Dept Name text);

3. Insert the values into the table in batch

begin batch

```
... insert into employeeinfo (emp_id, date_of_joining, dept_name, designation, emp_name, salary)
```

```
... values (121, '2024-03-25', 'KSC', 'Intern', 'Arvind', 0)
```

... insert into employeeinfo (emp_id, date_of_joining, dept_name, designation, emp_name, salary)

```
... values (122, '2024-06-01', 'KSC', 'Intern', 'Aravind', 35000)
```

... apply batch;

4. Update Employee name and Department of Emp-Id 121

update employeeinfo set emp_name='Arvind Ashok', dept_name='Security' where emp_id=121;

```
emp_id | date_of_joining | dept_name | designation | emp_name | salary

122 | 2024-05-31 18:30:00.000000+0000 | KSC | Intern | Aravind | 35000

121 | 2024-03-24 18:30:00.000000+0000 | Security | Intern | Arvind Ashok | 0
```

5. Sort the details of Employee records based on salary

cqlsh:employee> select * from Employee_information where emp_id in (1,2,3) order by Salary;

6. Alter the schema of the table Employee_Info to add a column Projects which stores a set of Projects done by the corresponding Employee.

cqlsh:employee> alter table employee_info add projects set<text>;

7. Update the altered table to add project names.

cqlsh:employee> update employee_info set
projects=projects+{'project1','project2','project3'} where emp_id=1;

8. Create a TTL of 15 seconds to display the values of Employees.

begin batch

... insert into

Employee_Info(Emp_id,Emp_name,Date_of_Joining,Salary,Dept_N ame) values(1,'Khushil','2021-04-23',50000,'CSE') using TTL 15

... apply batch