

Lab: Data Definition and Data Types

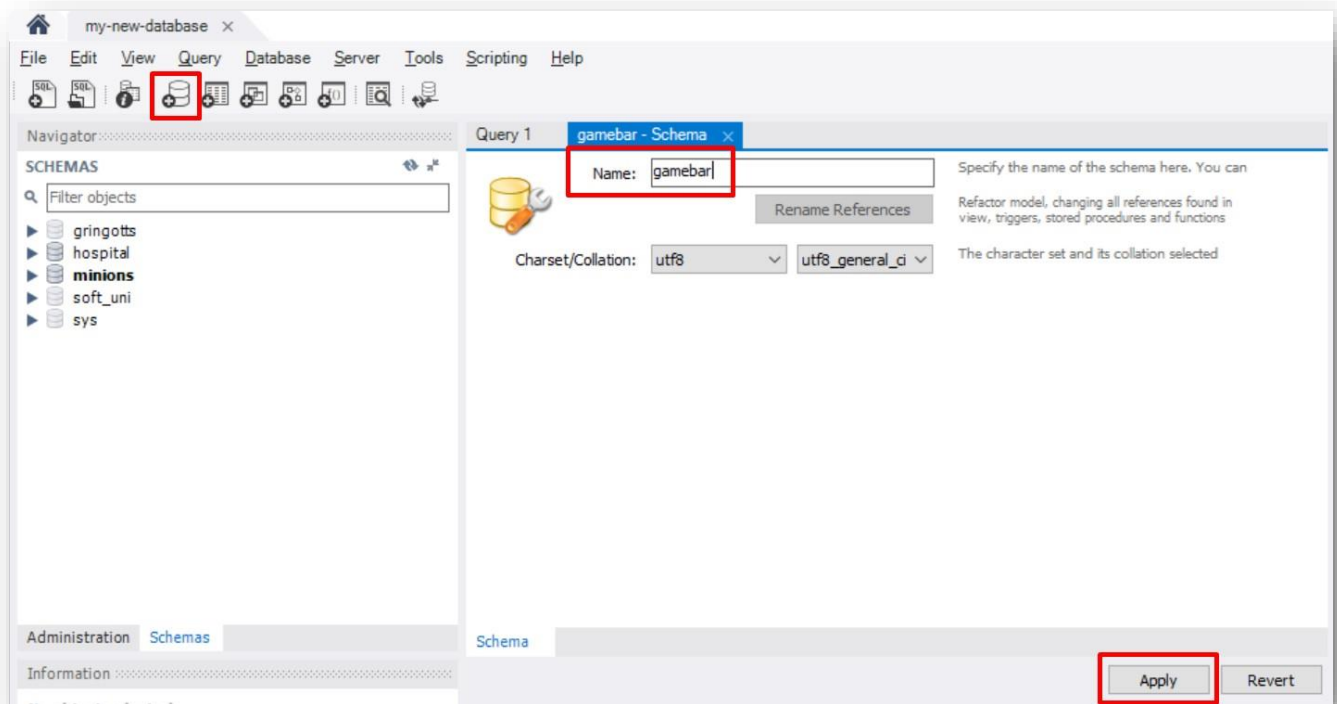
This document defines the **lab exercise assignments** for the "Databases Basics - MySQL" [course](#) @ Software University.

I. Part 1. Simple Database Operations Using MySQL Workbench

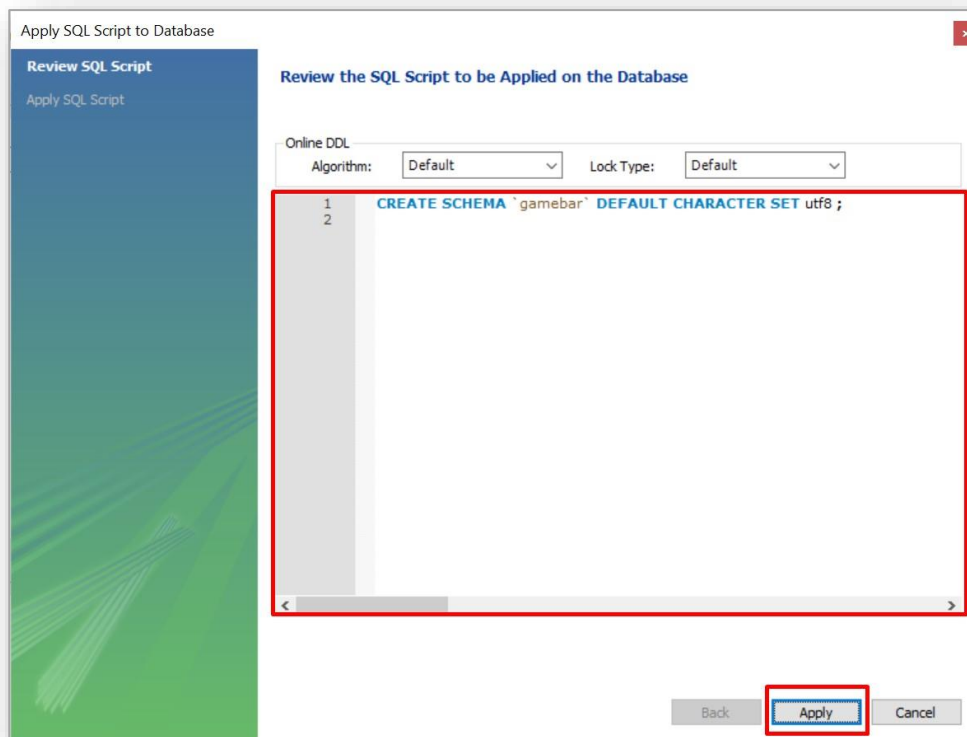
1. Create New Database

First, create an empty database gamebar.

New "Create Database" window will appear. In the "Name" field type the name of your new database – "gamebar".



After clicking "Apply" you can see new window with the query that is about to be executed.



2. Create New Table

Right click the "Tables" and select "Create Table".

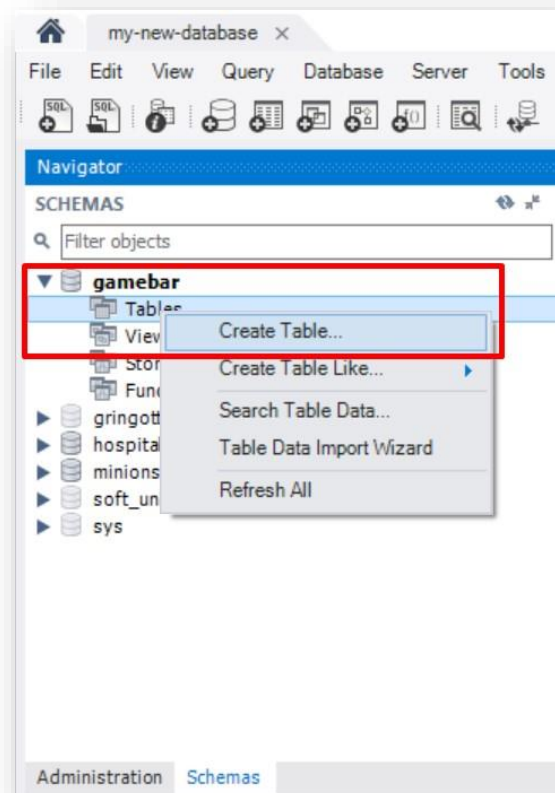


Table creation tab will appear. In the “Name” field type the name of your new table – “employees”. From the “Columns” tab you can start creating your table fields.

First create an “id” field. It will be set to **INT** and **AUTO_INCREMENT**. Select **Auto Increment (AI)**.

Make the “id” field to be **Primary Key (PK)**.

Column Name	Datatype	PK	NN	UQ	B	UN	ZF	AI	G	Default/Exp
id	INT(11)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	

Column Name: id Data Type: INT(11)

Charset/Collation: Defz Defz

Comments:

Storage: ☒ Primary Key ☒ Not Null ☐ Unique

☐ Binary ☐ Unsigned ☐ Zero Fill

☒ Auto Increment ☐ Generated

Columns Indexes Foreign Keys Triggers Partitioning Options

Apply Revert

Create 2 more fields – “first_name” and “last_name”.

Column Name	Datatype	PK	NN	UQ	B	UN	ZF	AI	G	Default/Exp
id	INT(11)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
first_name	VARCHAR(50)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
last_name	VARCHAR(50)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Similar to “employees” create 2 more tables.

Table “categories”:

- id – INT, primary key, AUTO_INCREMENT;
- name – VARCHAR, NOT NULL;

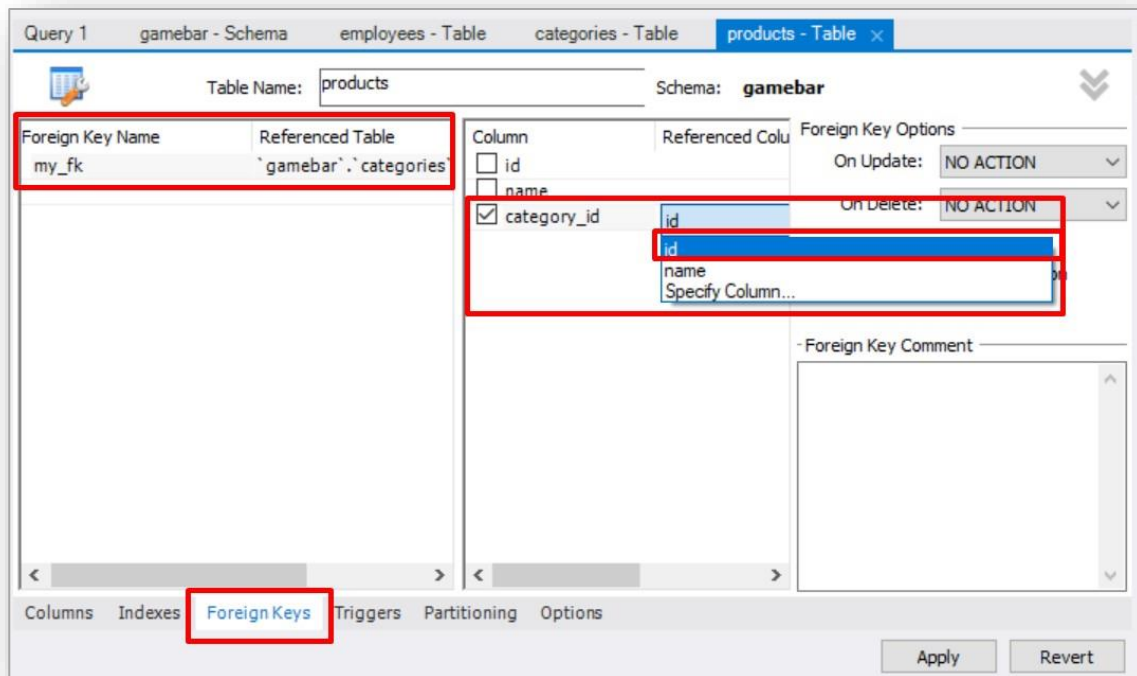
Table “products”:

- id – INT, primary key, AUTO_INCREMENT;
- name – VARCHAR, NOT NULL;

- `category_id` – INT, **foreign key** referenced to the “**categories**” table (**id**)

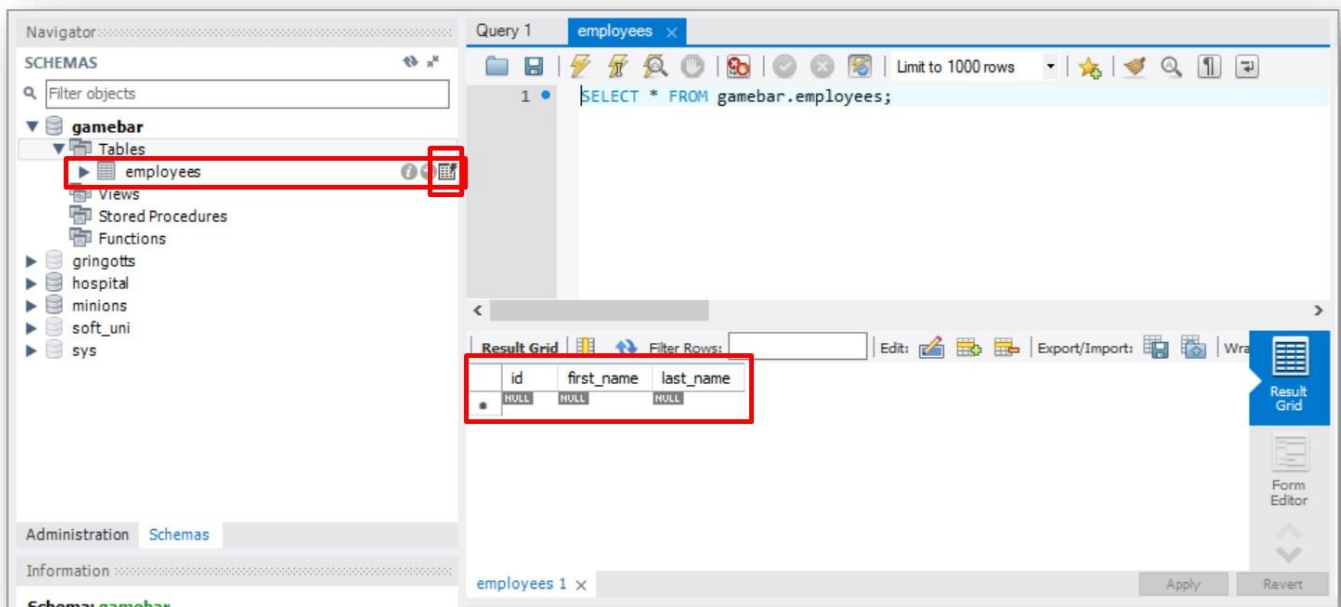
Foreign keys are created in the “**Foreign keys**” tab:

- **Reference table** – select the table from which you will choose a column to link your foreign key – “**categories**”;
- **Columns** – select the column you want to be set as foreign key – “**category_id**”;
- **Referenced columns** – select the column set to primary to link the foreign key – “**id**”;



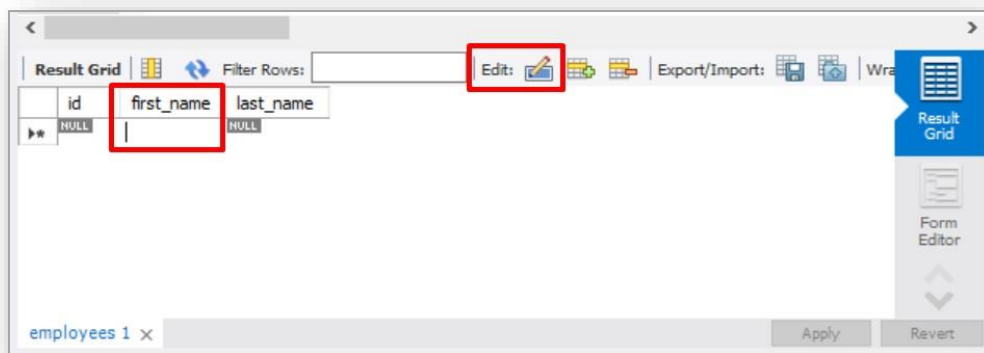
3. Insert Data in Tables

Now we can start adding some records to our newly created tables. First select the “**employees**” table:



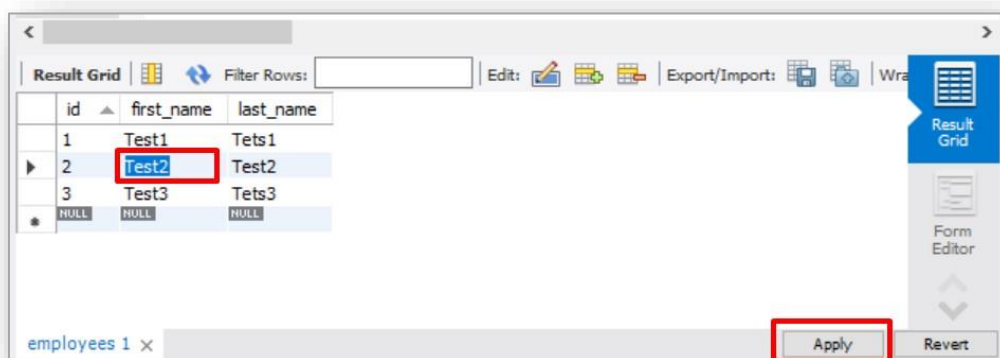
Select the **Edit** button to add new record.

Fill in the fields with values. Create 3 records in each table.



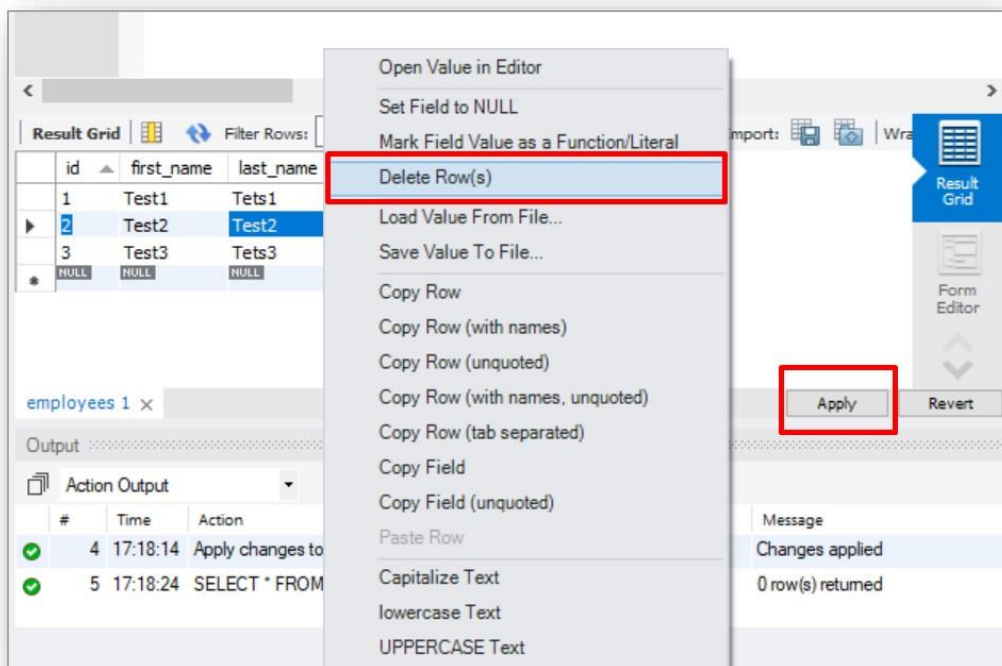
4. Editing Data

Data in tables can easily be edited with the GUI. Now that we've populated our tables with test records we can edit them by **clicking on the value field**.



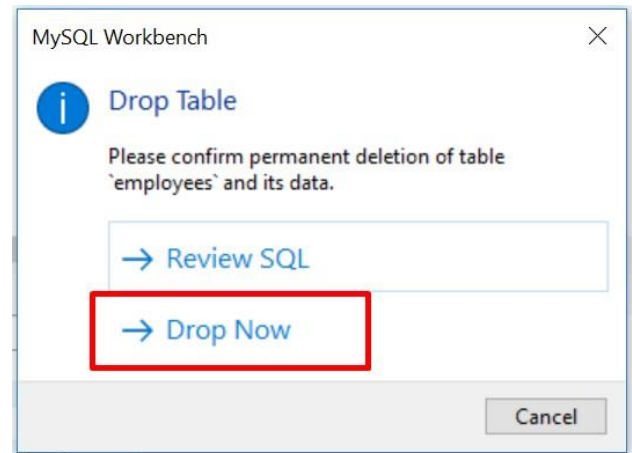
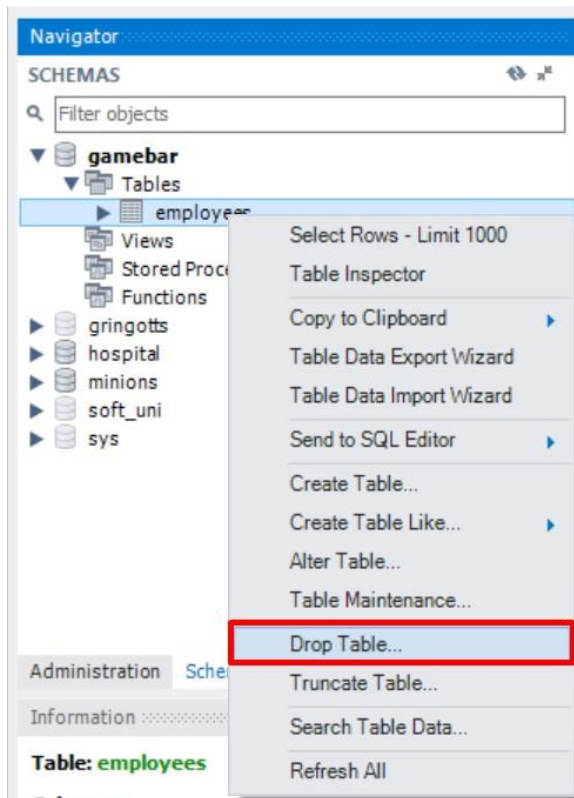
5. Deleting Data

Data deletion is easy too. We just right click the row we want to delete and select “**Delete Row(s)**”.



6. Dropping Tables

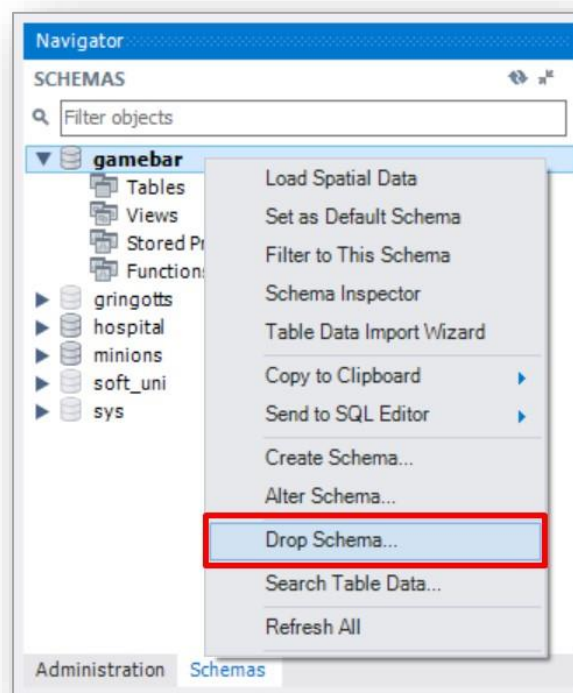
We can delete the whole table, by selecting the one we want to delete, right click and choose “**Drop Table...**”.
You cannot undo this action.



7. Dropping the Database

As table dropping, we can drop the database too. **This action cannot be undone too.**

Right click the database you want to drop and select “**Drop Schema...**”.

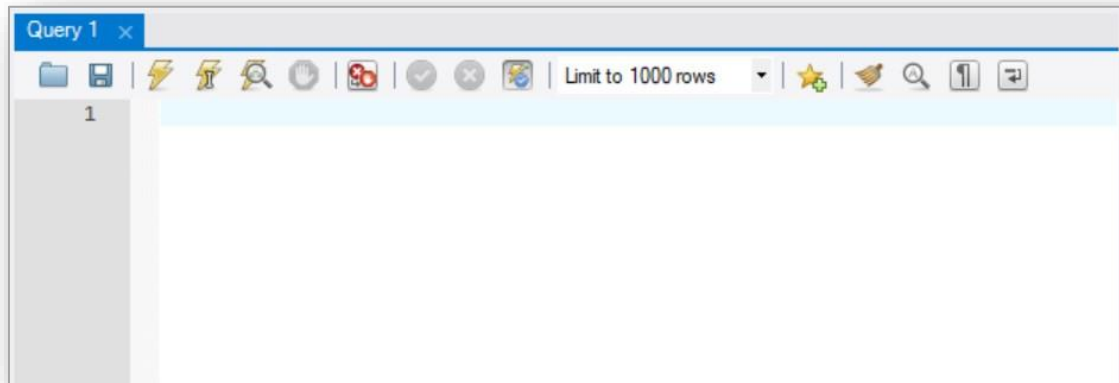


II. Part 2. Simple Database Operations Using Queries

Now we are going to do the same steps from Part 1 using simple MySQL queries.

Exercises from this section should be submit in JUDGE – From 1 to 5.

Queries are written in the “Query” tab.



0. Create New Database

Write a query that will create the “gamebar” database.

1. Create Tables

When we create tables, we specify the database we want to add them to. This is done by using the “USE” clause.

Submit your solutions in JUDGE without the “USE {database name}” row.

Table “employees”:

- id – INT, primary key, AUTO_INCREMENT;
- first_name – VARCHAR, NOT NULL;
- last_name – VARCHAR, NOT NULL;

Create the “categories” and “products” tables analogically:

Table “categories”:

- id – INT, primary key, AUTO_INCREMENT;
- name – VARCHAR, NOT NULL;

Table “products”:

- id – INT, primary key, AUTO_INCREMENT;
- name – VARCHAR, NOT NULL;
- category_id – INT, NOT NULL;

2. Insert Data in Tables

Inserting data can be done with a query too. To do that we use the **“INSERT”** clause. Populate the **“employees”** table with 3 test values.

3. Alter Tables

Altering the tables is done via the **“ALTER TABLE”** clause. Add a new column – **“middle_name”** to the **“employees”** table.

4. Adding Constraints

Create the connection via foreign key between the **“products”** and **“categories”** tables that you’ve created earlier. Make **“category_id”** foreign key linked to **“id”** in the **“categories”** table.

5. Modifying Columns

Change the property **“VARCHAR(50)”** to **“VARCHAR(100)”** to the **“middle_name”** column in **“employees”** table.

6. Drop Database

Drop the **“gamebar”** database.