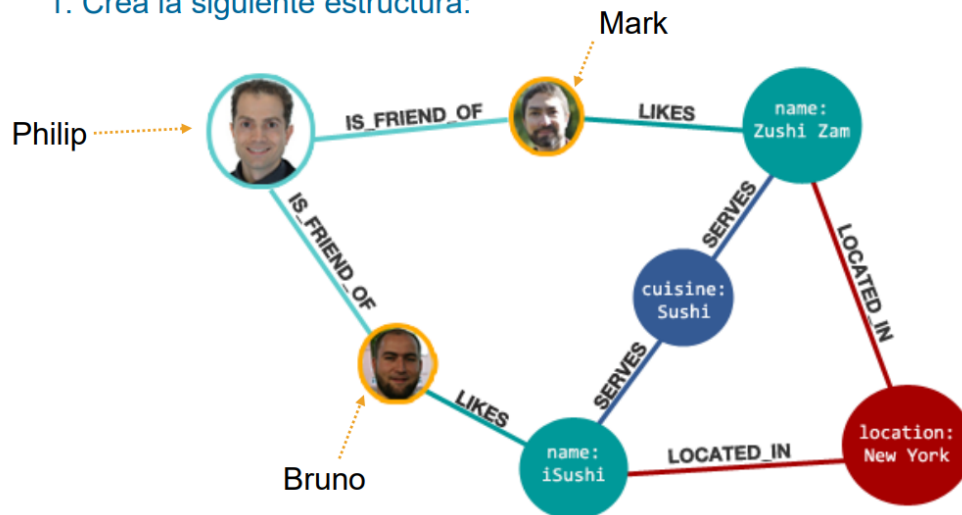


1. Crea la siguiente estructura:

1. Crea la siguiente estructura:



```
CREATE (philip:PERSON{name:'Philip'})
CREATE (mark:PERSON{name:'Mark'})
CREATE (bruno:PERSON{name:'Bruno'})
```

```
CREATE (isushi:RESTAURANT{name:'iSushi'})
CREATE (zushi_zam:RESTAURANT{name:'Zushi Zam'})
CREATE (sushi:DISH {cuisine:'Sushi'})
```

```
CREATE (new_york:CITY{location:'New York'})
```

```
MATCH (philip:PERSON{name:'Philip'}), (mark:PERSON{name:'Mark'})
MERGE (philip)-[:IS_FRIEND_OF]-> (mark)
```

```
MATCH (philip:PERSON{name:'Philip'}), (bruno:PERSON{name:'Bruno'})
MERGE (philip)-[:IS_FRIEND_OF]-> (bruno)
```

```
MATCH (isushi:RESTAURANT{name:'iSushi'}), (sushi:DISH {cuisine:'Sushi'})
MERGE (isushi)-[:SERVES]-> (sushi)
```

```
MATCH (zushi_zam:RESTAURANT{name:'Zushi Zam'}), (sushi:DISH {cuisine:'Sushi'})
MERGE (zushi_zam)-[:SERVES]-> (sushi)
```

```
MATCH (mark:PERSON{name:'Mark'}),(zushi_zam:RESTAURANT{name:'Zushi Zam'})
MERGE (mark)-[:LIKES]-> (zushi_zam)
```

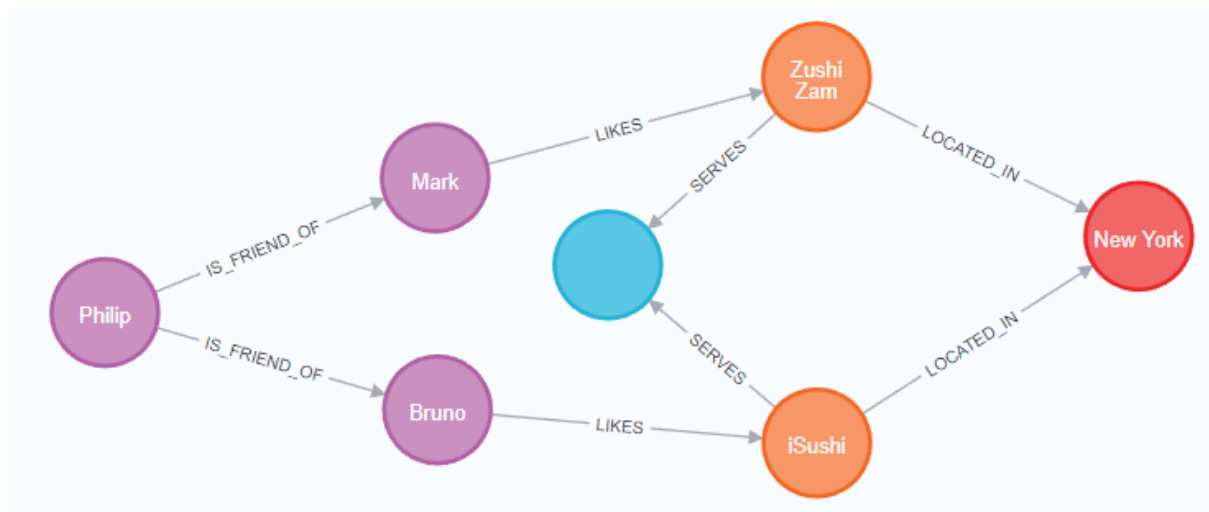
```
MATCH (bruno:PERSON{name:'Bruno'}),(isushi:RESTAURANT{name:'iSushi'})
MERGE (bruno)-[:LIKES]-> (isushi)
```

```
MATCH (isushi:RESTAURANT{name:'iSushi'}), (new_york:CITY{location:'New York'})
MERGE (isushi)-[:LOCATED_IN]-> (new_york)
```

```
MATCH (zushi_zam:RESTAURANT{name:'Zushi Zam'}), (new_york:CITY{location:'New York'})
MERGE (zushi_zam)-[:LOCATED_IN]-> (new_york)
```

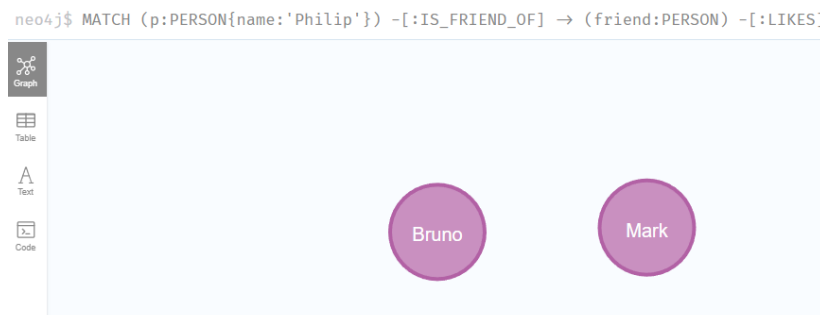
2. Muestra el contenido del grafo.

```
MATCH (n) RETURN n
```



3. Muestra los amigos de “Philip” que les guste un restaurante que sirva “Sushi”.

```
MATCH (p:PERSON{name:'Philip'}) -[:IS_FRIEND_OF] -> (friend:PERSON) -[:LIKES] ->
(:RESTAURANT) -[:SERVES] -> (dish:DISH {cuisine:'Sushi'})
RETURN friend
```



4. Muestra todos los restaurantes cuyo nombre contenga la palabra “ushi”.

MATCH(r:RESTAURANT) **WHERE** r.name **CONTAINS** 'ushi' **RETURN** r

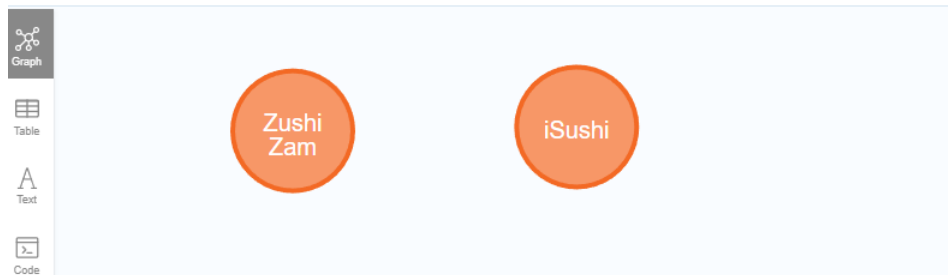
```
neo4j$ MATCH(r:RESTAURANT) WHERE r.name CONTAINS 'ushi' RETURN r
```



5. Muestra todos los restaurantes que sirvan “Sushi”.

MATCH(r:RESTAURANT) -[:SERVES] -> (d:DISH {cuisine:'Sushi'}) **RETURN** r

```
neo4j$ MATCH(r:RESTAURANT) -[:SERVES] -> (d:DISH {cuisine:'Sushi'}) RETURN r
```



6. Añade un nuevo restaurante que se encuentre en “New York”. Elige el nombre del restaurante y la especialidad que sirve.

//Crear restaurante

```
CREATE (sushi_panda:RESTAURANT{name:'Sushi panda'})
```

//Se encuentra en Nueva York

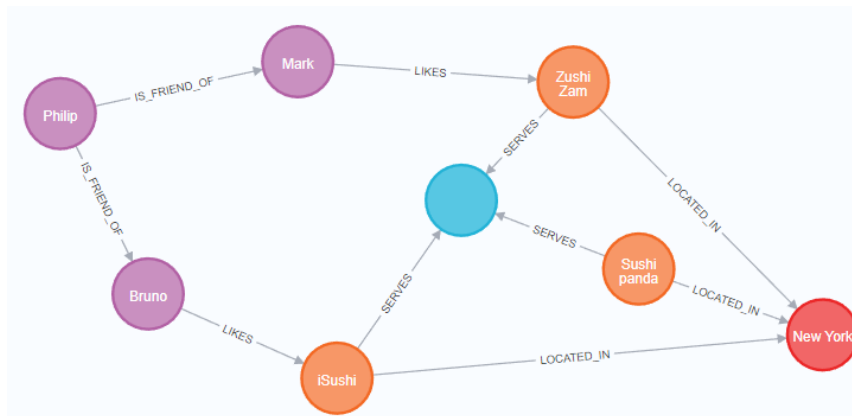
```
MATCH (sushi_panda:RESTAURANT{name:'Sushi panda'}), (new_york:CITY{location:'New York'})
```

```
MERGE (sushi_panda)-[:LOCATED_IN]-> (new_york)
```

//Especialidad

```
MATCH (sushi_panda:RESTAURANT{name:'Sushi panda'}), (sushi:DISH {cuisine:'Sushi'})
```

```
MERGE (sushi_panda)-[:SERVES]-> (sushi)
```



7.Modifica el nombre del restaurante “Zushi Zam” a “Zushi”.

```
MATCH (r:RESTAURANT)
WHERE r.name = 'Zushi Zam'
SET r.name = 'Zushi'
RETURN r
```



8. Añade al nodo “New York” la propiedad “country” con el valor USA.

```
MATCH (new_york:CITY{location:'New York'})
SET new_york.country = 'USA'
RETURN new_york
```

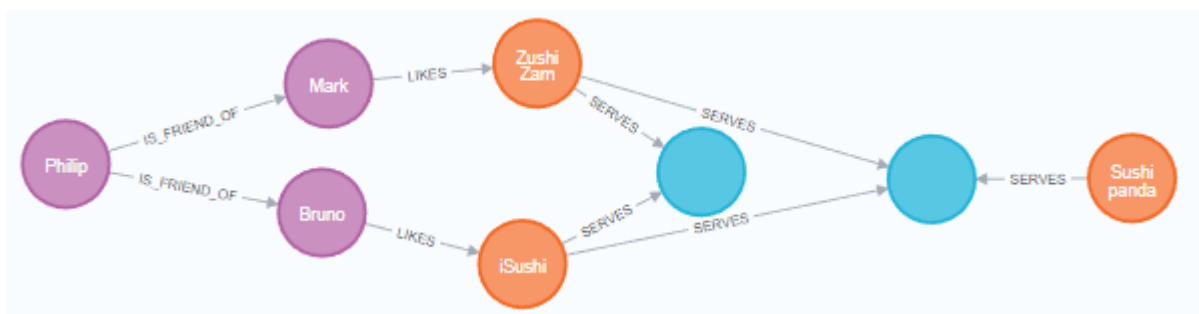
```
neo4j$ MATCH (new_york:CITY{location:'New York'}) SET new_york.country = 'USA' RETURN new_york
```



9. Añade una nueva especialidad “Sashimi” a los restaurantes que le gusten a los amigos de Philip que sirvan “Sushi” y que estén localizados en “New York”.

```
CREATE (sashimi:DISH {cuisine:'Sashimi'})
```

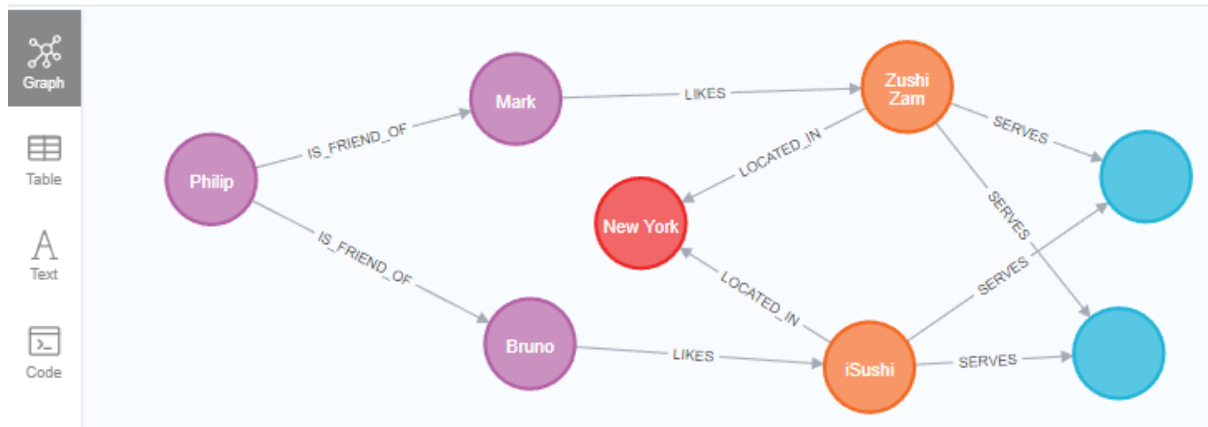
```
MATCH (:PERSON{name:'Philip'}) -[:IS_FRIEND_OF] -> (:PERSON) -[:LIKES] ->
(r:RESTAURANT) -[:SERVES] -> (:DISH {cuisine:'Sushi'}), (r) -[:LOCATED_IN] ->
(:CITY{location:'New York'}), (sashimi:DISH {cuisine:'Sashimi'})
MERGE (r) -[:SERVES] -> (sashimi)
```



10. Muestra desde “Philip” los nodos que estén hasta tres saltos de distancia.

```
MATCH (p:PERSON{name:'Philip'}) -[*..3] -> (n)
RETURN p,n
```

```
neo4j$ MATCH (p:PERSON{name:'Philip'}) -[*..3] → (n) RETURN p,n
```



11. Borra únicamente el nodo “New York” y sus relaciones.

```
MATCH (new_york:CITY {location: 'New York'}) -[r]- ()
DELETE new_york,r
```

```
neo4j$ MATCH (n) RETURN n LIMIT 25
```

