NAME: Kushal Kishor Shankhapal

ROLL: 56

KBTUG: KBTUG22165

SUB: (Lab Practice 1) ADBMS

EXP NO: Group_C_01

Commands & Output:

it@IT-LL-13:~\$ mongosh

Current Mongosh Log ID: 668e4e07d4a681b534149f47 Connecting to: mongodb://127.0.0.1:27017/?

directConnection=true&serverSelectionTimeoutMS=2000&appName=mongosh+2.2.10

Using MongoDB: 7.0.12 Using Mongosh: 2.2.10

For mongosh info see: https://docs.mongodb.com/mongodb-shell/

The server generated these startup warnings when booting

2024-07-10T13:08:34.305+05:30: Using the XFS filesystem is strongly recommended with the WiredTiger storage engine. See http://dochub.mongodb.org/core/prodnotes-filesystem

2024-07-10T13:08:40.740+05:30: Access control is not enabled for the database. Read and write access to data and configuration is unrestricted

2024-07-10T13:08:40.741+05:30: vm.max_map_count is too low

test> show dbs

Devloper 40.00 KiB

Kushal_db 72.00 KiB

admin 40.00 KiB

config 84.00 KiB

khiladi 40.00 KiB

local 72.00 KiB

rkb 72.00 KiB

shubham 240.00 KiB

test> use Kushal_db

switched to db Kushal_db

Kushal db> db.dropDatabase()

{ ok: 1, dropped: 'Kushal_db' }

Kushal_db> show dbs

Devloper 40.00 KiB

admin 40.00 KiB

config 84.00 KiB

khiladi 40.00 KiB

local 72.00 KiB

rkb 72.00 KiB

shubham 240.00 KiB

Kushal_db> use Kushal_Game_Store_db

switched to db Kushal Game Store db

Kushal Game Store db>// Create a collection

```
Kushal_Game_Store_db> db.createCollection("games")
{ ok: 1 }
Kushal_Game_Store_db>
Kushal Game Store db> // Insert documents into the collection
Kushal_Game_Store_db> db.games.insertMany([
... {
    _id: ObjectId('668e3eed22b60c85b6149f48'),
    Name: 'Counter Strike 2',
    Type: 'Multiplayer FPS Tactical Shooter',
    Platform: 'Steam',
    Rating: '8'
   },
...
    _id: ObjectId('668e416022b60c85b6149f49'),
    Name: 'BeamNG.Drive',
    Type: 'Very realistic soft body vehicle simulator',
    Platform: 'Steam',
    Rating: '8'
... }
...])
 acknowledged: true,
 insertedIds: {
  '0': ObjectId('668e3eed22b60c85b6149f48'),
  '1': ObjectId('668e416022b60c85b6149f49')
 }
Kushal_Game_Store_db> // Find all documents in the collection
Kushal_Game_Store_db> db.games.find()
{
  _id: ObjectId('668e3eed22b60c85b6149f48'),
  Name: 'Counter Strike 2',
  Type: 'Multiplayer FPS Tactical Shooter',
  Platform: 'Steam',
  Rating: '8'
 },
  _id: ObjectId('668e416022b60c85b6149f49'),
  Name: 'BeamNG.Drive',
  Type: 'Very realistic soft body vehicle simulator',
  Platform: 'Steam',
  Rating: '8'
 }
Kushal_Game_Store_db>
Kushal_Game_Store_db> // Pretty-print the output
```

```
Kushal_Game_Store_db> db.games.find().pretty()
 {
   id: ObjectId('668e3eed22b60c85b6149f48'),
  Name: 'Counter Strike 2',
  Type: 'Multiplayer FPS Tactical Shooter',
  Platform: 'Steam',
  Rating: '8'
  _id: ObjectId('668e416022b60c85b6149f49'),
  Name: 'BeamNG.Drive',
  Type: 'Very realistic soft body vehicle simulator',
  Platform: 'Steam',
  Rating: '8'
 }
Kushal_Game_Store_db> // Remove documents from the collection
Kushal_Game_Store_db> db.games.remove({ Name: 'BeamNG.Drive' })
DeprecationWarning: Collection.remove() is deprecated. Use deleteOne, deleteMany,
findOneAndDelete, or bulkWrite.
{ acknowledged: true, deletedCount: 1 }
Kushal_Game_Store_db> db.games.find()
 {
   id: ObjectId('668e3eed22b60c85b6149f48'),
  Name: 'Counter Strike 2',
  Type: 'Multiplayer FPS Tactical Shooter',
  Platform: 'Steam',
  Rating: '8'
 }
Kushal_Game_Store_db> // Update documents in the collection
Kushal_Game_Store_db> db.games.update(
... { Name: 'Counter Strike 2' },
... { $set: { Rating: '9' } }
...)
DeprecationWarning: Collection.update() is deprecated. Use updateOne, updateMany, or bulkWrite.
 acknowledged: true,
 insertedId: null,
 matchedCount: 1,
 modifiedCount: 1,
 upsertedCount: 0
Kushal_Game_Store_db> db.games.find()
   _id: ObjectId('668e3eed22b60c85b6149f48'),
  Name: 'Counter Strike 2',
```

```
Type: 'Multiplayer FPS Tactical Shooter',
Platform: 'Steam',
Rating: '9'
}

Kushal_Game_Store_db> db.createCollection("temporary")
{ ok: 1 }

Kushal_Game_Store_db> db.temporary.drop()
true
Kushal_Game_Store_db> quit()
```