Name:

Databases and SQL

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| **C** | | **SQL Commands** | |
| **SELECT** | | | The range of fields to show |
| **FROM** | | | The table to look in |
| **WHERE** | | | The conditions for which records to show |
| **eg** | | SELECT \* FROM Programs WHERE Genre='Entertainment' AND Channel='BBC3'; | |
| Shows all fields of the records in Programmes where both the genre is ‘Entertainment’ and the channel is ‘BBC3’ | | | |
| **ORDER BY** | | | Displays results in ascending order according to data in this field |
| **eg** | SELECT Programs.Duration, Programs.Title  FROM Programs  ORDER BY Programs.Duration; | | |
| Shows the Duration and Title fields of all records in Programs, ordered by Duration. | | | |
| **LIKE** | | | Boolean operator which returns True if the result fits a specified pattern |
| **eg** | SELECT \* FROM Programs  WHERE Programs.Title LIKE “\*i\*”; | | |
| Shows all records in Programs where the Title contains an “i”. The asterisks represent “any number of characters” | | | |
| **INSERT INTO** | | | The table to insert values into |
| **VALUES** | | | The values of each field to be inserted |
| **UPDATE** | | | The table to be updated |
| **SET** | | | eg Program.Titles = ‘Top Gear’ |
| **CREATE TABLE** | | | Creates a table |

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| **A** | **Database Vocab** | |
| **Database** | | Where data is stored in interconnected *tables* |
| **Field** | | The name of a column in a *table* *(eg age)* |
| **Record** | | A row in a *table*, containing all the data about one entity in a *database* |
| **Table** | | A collection of records and fields in a database. Looks like a spreadsheet |
| **Query** | | A search performed on a database |
| **Query Language** | | A programming language for searching databases |
| **SQL** | | Structured Query Language |
| **Wildcard** | | A symbol used to represent one or more characters |

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| **B** | **SQL Operators** | |
| **AND** | | Boolean operator where both conditions must be True (prefers a False) |
| **OR** | | Boolean operator where either condition must be True (prefers a True) |
| **NOT** | | Boolean operator which reverses the truth value (False ⇒ True, True ⇒ False) |
| **\*** | | Wildcard operator – means “any” or “all” depending on the circumstances |
| **=** | | Equal to (different to Python) |
| **<, >, >=, <=** | | Same as Python – comparison operators |
| **<>** | | Not equal to (different to Python) |