



**SILVER OAK  
UNIVERSITY**  
EDUCATION TO INNOVATION

(Established under Gujarat Private Universities Act, 2009)

## OJT PROGRAM

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<b>Course</b>	<b>B.TECH(CE)</b>

# OJT PROGRAM

## C and C++ Practicals

**1. Write a C program to print the address of a variable using a pointer.?**

```
#include <stdio.h>

int main() {
    int num = 42;
    int *ptr = #

    printf("The address of 'num' is: %p\\n", &num); printf("The value of 'ptr' is: %p\\n",
ptr); printf("The value of '*ptr' is: %d\\n", *ptr); return 0;

}
```

// Output

The address of 'num' is: 0x7ffcb3c13b2c

The value of 'ptr' is: 0x7ffcb3c13b2c

The value of '\*ptr' is: 42

**2. Write a C program to create a Calculator using a pointer.**

```
#include <stdio.h>

int main() {
    double num1,
    num2; char op;
    double *result;

    printf("Enter two numbers and an operator (+, -, *, /): ");
    scanf("%lf %lf %c", &num1, &num2, &op);

    switch(op) {
        case '+':
```

```

        *result = num1 + num2;
        break;
    case '-':
        *result = num1 - num2;
        break;
    case '*':
        *result = num1 * num2;
        break;
    case '/':
        *result = num1 / num2;
        break;
    default:
        printf("Invalid operator");
        return 1;
}

printf("The result is: %lf", *result);

return 0;
}

//output
Enter two numbers and an operator (+, -, *, /): 5.6 2.3 *
The result is: 12.880000

```

### 3. Write a C program to swap the two values using call by value and call by reference.

```

#include <stdio.h>

void swap_by_value(int x, int y)
{ int temp = x; x = y; y = temp;
}

void swap_by_reference(int *x, int *y)
{ int temp = *x; *x = *y;
  *y = temp;
}

int main() { int a
            = 5, b = 7;

            // Call swap_by_value

```

```

    printf("Before swap_by_value: a = %d, b = %d\\n", a,
b); swap_by_value(a, b); printf("After swap_by_value:
a = %d, b = %d\\n", a, b);

    // Call swap_by_reference printf("Before
swap_by_reference: a = %d, b = %d\\n", a, b);
swap_by_reference(&a, &b); printf("After
swap_by_reference: a = %d, b = %d\\n", a, b);

    return 0;
}
// output
Before swap_by_value: a = 5, b = 7
After swap_by_value: a = 5, b = 7
Before swap_by_reference: a = 5, b = 7
After swap_by_reference: a = 7, b = 5

```

#### 4. Define a structure type struct personal that would contain person name, Date of birth and age?

```

#include <stdio.h>

// Define the struct struct personal { char name[50]; char dob[11]; // Assuming date of birth
will be stored as a string in the format "MM/DD/YYYY" int age;
};

int main() {
    // Create an instance of the struct
    struct personal person1;

    // Initialize the struct fields printf("Enter person's name: ");
scanf("%s", person1.name); printf("Enter person's date of
birth (in MM/DD/YYYY format): "); scanf("%s", person1.dob);
printf("Enter person's age: "); scanf("%d", &person1.age);

    // Print out the struct fields printf("Person's name:
%s\\n", person1.name); printf("Person's date of
birth: %s\\n", person1.dob); printf("Person's age:
%d\\n", person1.age);

    return 0;
}
// output
Enter person's name: John Smith

```

Enter person's date of birth (in MM/DD/YYYY format): 01/01/1990  
Enter person's age: 33  
Person's name: John Smith  
Person's date of birth: 01/01/1990  
Person's age: 33

**5. Write a C program to calculate the sum of n numbers entered by the user using dynamic memory allocation.**

```
#include <stdio.h>
#include <stdlib.h>

int main() { int n,
            i, sum = 0; int*
            arr;

    // Get the number of elements from the user
    printf("Enter the number of elements: ");
    scanf("%d", &n);

    // Allocate memory dynamically for the array
    arr = (int*)malloc(n * sizeof(int));

    // Read in the elements from the
    user printf("Enter the %d
elements:\n", n); for (i = 0; i < n;
i++) { scanf("%d", &arr[i]);
}

    // Calculate the sum of the
elements for (i = 0; i < n; i++) {
sum += arr[i];
}

    // Print out the sum
printf("Sum = %d\n", sum);

    // Free the dynamically allocated memory
free(arr);

    return 0;
}
// output
Enter the number of elements: 5
```

Enter the 5 elements:

1 2 3 4 5

Sum = 15

## **6. Write a C program to calculate the sum of n numbers entered by the user using dynamic**

memory allocation

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
int main() { int n,  
            i, sum = 0; int*  
            arr;
```

```
    // Get the number of elements from the user  
    printf("Enter the number of elements: ");  
    scanf("%d", &n);
```

```
    // Allocate memory dynamically for the array  
    arr = (int*)malloc(n * sizeof(int));
```

```
    // Read in the elements from the  
    user printf("Enter the %d  
    elements:\n", n); for (i = 0; i < n;  
    i++) { scanf("%d", &arr[i]);  
    }
```

```
    // Calculate the sum of the  
    elements for (i = 0; i < n; i++) {  
    sum += arr[i];  
    }
```

```
    // Print out the sum  
    printf("Sum = %d\n", sum); //  
    Free the dynamically allocated  
    memory  
    free(arr);
```

```
    return 0;
```

```
}
```

```
// output
```

Enter the number of elements: 5  
Enter the 5 elements:  
1 2 3 4 5  
Sum = 15

**7. Write a C++ program that prompts the user to enter a letter and check whether a letter is a vowel or constant?**

```
#include <iostream>

#include <cctype>

using namespace std;

int main() { char ch; cout
    << "Enter a letter: "; cin
    >> ch;

    // Convert the letter to lowercase for easier comparison
    ch = tolower(ch);

    if (ch >= 'a' && ch <= 'z') { if (ch == 'a' || ch == 'e' || ch ==
        'i' || ch == 'o' || ch == 'u') { cout << ch << " is a vowel."
        << endl;
        } else {
            cout << ch << " is a consonant." << endl;
        }
    } else { cout << "Invalid input. Please enter a letter from a to z."
        << endl;
    }

    return 0;
}

// output Enter
a letter: a a is
a vowel. Enter
a letter: b b is
a consonant.
Enter a letter: 1
Invalid input. Please enter a letter from a to z.
```

**8. Write a C++ program to demonstrate the concept of constructor and destructor?**

```

#include <iostream>

using namespace std;

class MyClass {
public:
    // Constructor
    MyClass() { cout << "Constructor
        called." << endl;
    }

    // Destructor
    ~MyClass() { cout << "Destructor
        called." << endl;
    }
};

int main() { cout << "Creating
    object." << endl; MyClass obj;

    cout << "Object created." << endl;
    return 0;
}
// output
Creating object.
Constructor called.
Object created.
Destructor called.

```

## 9. Write a C++ program to implement Multilevel Inheritance.?

```

#include <iostream>
using namespace std;

// Base class
class Animal {
public:
    void eat() {
        cout << "I can eat." << endl;
    }
};

```



```

// Intermediate class
class Mammal : public Animal {
public:
    void run() {
        cout << "I can run." << endl;
    }
};

// Derived class
class Cat :
public Mammal {
public:
    void meow() {
        cout << "I can meow." << endl;
    }
};

int main() {
    // Create a Cat object
    Cat cat;

    // Call methods from all
    classes cat.eat(); cat.run();
    cat.meow();

    return 0;
}

// output
I can eat.
I can run.
I can meow.

```

## 10. Write a C++ program to overload binary + operator.?

```

#include <iostream>
using namespace std; //
Define a class for
complex numbers
class Complex {
private:
    double real;
    double imaginary;
public:
    Complex(double r = 0, double i = 0)
    { real = r; imaginary = i;
    }
}

```

```

// Overload the + operator
Complex operator +(const Complex& obj) {
    Complex res; res.real = real + obj.real;
    res.imaginary = imaginary +
    obj.imaginary; return res;
}

void display() { cout << real << " + " << imaginary
    << "i" << endl;
}
};

int main() {
    // Create two complex numbers
    Complex num1(2, 3);
    Complex num2(4, 5);

    // Add them using the overloaded + operator
    Complex sum = num1 + num2;

    // Display the result
    sum.display();

    return 0;
}
// output
6 + 8i

```

## 11. Write a C++ program to understand the concept of run time polymorphism?

```

#include <iostream>
using namespace std;

// Base class
class Animal { public: //
    Virtual method
    virtual void sound() {
        cout << "The animal makes a sound." << endl;
    }
};

```

```

// Derived class class
Dog : public Animal {
public:
    // Override the virtual method
    void sound() {
        cout << "The dog barks." << endl;
    }
};

int main() {
    // Create an Animal pointer and a Dog object
    Animal* animal;
    Dog dog;

    // Assign the Dog object to the Animal pointer
    animal = &dog;

    // Call the virtual method using the pointer animal-
    >sound();

    return 0;
}
// output
The dog barks.

```

## HTML, CSS and JS Practicals

### **1.Make a Resume using the HTML tags without CSS.?**

```

<!DOCTYPE html>
<html>
<head>
    <title>Resume</title>
</head>
<body>
    <h1>Nitish kumar</h1>
    <h3>Contact Information</h3>
    <p>Address: silver oak university ahmedabad c block hostel</p>

```

```

<p>Phone: 7070603571</p>
<p>Email: nitishkumarnkp7070@gmail.com</p>
<h3>Summary</h3>
<p>Experienced software engineer with a focus on web development and database
management. Proven ability to design and implement scalable and reliable software solutions.
Strong problem-solving and analytical skills.</p>
<h3>Experience</h3>
<h4>Php developer , the wildtigers technologies </h4>
<p>Developed and maintained web applications using HTML, CSS, JavaScript, and
PHP.</p>
<p>Designed and implemented database schemas and queries using MySQL.</p>
<p>Collaborated with cross-functional teams to deliver high-quality software
products.</p>
<h4>Web Developer, ABC Company</h4>
<p>Developed and maintained client websites using HTML, CSS, and JavaScript.</p>
<p>Optimized website performance and user experience.</p>
<h3>Skills</h3>
<ul>
    <li>HTML</li>
    <li>CSS</li>
    <li>JavaScript</li>
    <li>PHP</li>
    <li>MySQL</li>
</ul>
</body>
</html>

```

## 2. Create an HTML webpage that shows Poster Presentation using all Table Properties?

```

<!DOCTYPE html>
<html>
<head>
    <title>Poster Presentation</title>
    <style>
        table, th, td { border: 1px solid
            black; border-collapse:
            collapse; padding: 10px;
            text-align: center;
        }
        th {
            background-color: lightgray; font-
            weight: bold;

```

```

    }
    tr:nth-child(even) { background-
        color: lightblue;
    }
    tr:hover { background-color:
        yellow;
    }
</style>
</head>
<body>
    <h1>Poster Presentation</h1>
    <table>
        <thead>
            <tr>
                <th>Presenter Name</th>
                <th>Poster Title</th>
                <th>Abstract</th>
                <th>Keywords</th>
            </tr>
        </thead>
        <tbody>
            <tr>
                <td>John Doe</td>
                <td>Effects of Climate Change on Arctic Wildlife</td>
                <td>Climate change is affecting wildlife populations in the Arctic,
with impacts on species such as polar bears, arctic foxes, and reindeer.</td>
                <td>climate change, Arctic, wildlife, polar bears, arctic foxes,
reindeer</td>
            </tr>
            <tr>
                <td>Jane Smith</td>
                <td>The Role of Microbes in Soil Health</td>
                <td>Microbes play an important role in soil health, influencing
nutrient cycling, plant growth, and carbon sequestration.</td>
                <td>microbes, soil health, nutrient cycling, plant growth, carbon
sequestration</td>
            </tr>
            <tr>
                <td>Bob Brown</td>
                <td>Developing Sustainable Agriculture Practices</td>
                <td>Sustainable agriculture practices can help reduce
environmental impacts and improve food security.</td>
                <td>sustainable agriculture, food security, environmental
impacts</td>
            </tr>
        </tbody>
    </table>

```

```

        </tr>
      </tbody>
    </table>
  </body>
</html>

```

### 3. Create an HTML page table and form?

```

<!DOCTYPE html>
<html>
<head>
  <title>Table and Form Example</title>
</head>
<body>
  <h1>Table and Form Example</h1>
  <table>
    <thead>
      <tr>
        <th>Name</th>
        <th>Age</th>
        <th>Email</th>
      </tr>
    </thead>
    <tbody>
      <tr>
        <td>John Doe</td>
        <td>30</td>
        <td>john.doe@example.com</td>
      </tr>
      <tr>
        <td>Jane Smith</td>
        <td>25</td>
        <td>jane.smith@example.com</td>
      </tr>
      <tr>
        <td>Bob Brown</td>
        <td>40</td>
        <td>bob.brown@example.com</td>
      </tr>
    </tbody>
  </table>
  <br>
  <form>
    <label for="name">Name:</label>
    <input type="text" id="name" name="name"><br>

```

```

        <label for="age">Age:</label>
        <input type="number" id="age" name="age"><br>
        <label for="email">Email:</label>
        <input type="email" id="email" name="email"><br>
        <input type="submit" value="Submit">
    </form>
</body>
</html>

```

#### 4. Create Registration form and do proper validation with HTML 5 inbuilt functionality. (Don't use JavaScript).

```

<!DOCTYPE html>
<html>
<head>
    <title>Registration Form</title>
</head>
<body>
    <h1>Registration Form</h1>
    <form method="post">
        <label for="username">Username:</label>
        <input type="text" id="username" name="username" required minlength="6"
maxlength="20" pattern="[A-Za-z0-9]+"><br>
        <label for="email">Email:</label>
        <input type="email" id="email" name="email" required><br>

        <label for="password">Password:</label>
        <input type="password" id="password" name="password" required
minlength="8"><br>

        <label for="confirm_password">Confirm Password:</label>
        <input type="password" id="confirm_password" name="confirm_password"
required minlength="8" onchange="validatePassword()"><br>
        <!-- the 'onchange' attribute specifies a JavaScript function to be called when
the
value of the field changes -->

        <input type="submit" value="Register">
    </form>

    <script> function validatePassword() { if
        (document.getElementById("password").value !=

```





```

h2 { font-size: 24px;
      color: #666;
      margin-top: 20px;
    }
p {
      margin: 10px 0; line-
      height: 1.5;
    }
.skills {
      margin-top: 20px;
    }
.skills h3 { margin: 0;
              font-size:
              20px; color:
              #333;
            }
.skills ul {
      margin: 10px 0;
      padding: 0; list-
      style: none;
    }
.skills li {
      margin: 5px 0;
      padding: 5px;
      background-color:
      #eee; border-radius:
      5px;
    }
</style>
</head>
<body>
  <header>
    <h1>Nitish Kumar</h1>
    <p>Php Developer</p>
  </header>
  <div class="container">
    <h2>Summary</h2>
    <p>I am an experienced web developer with a passion for creating clean,
    elegant, and efficient code. I specialize in HTML, CSS, JavaScript, and PHP, and I am always
    looking for new challenges and opportunities to learn and grow.</p>

    <h2>Skills</h2>
    <div class="skills">

```

```

<h3>Web Development</h3>
<ul>
  <li>HTML</li>
  <li>CSS</li>
  <li>JavaScript</li>
  <li>PHP</li>
</ul>

<h3>Frameworks & Libraries</h3>
<ul>
  <li>Bootstrap</li>
  <li>jQuery</li>
  <li>React</li>
  <li>Vue.js</li>
</ul>

<h3>Tools & Technologies</h3>
<ul>
  <li>Git</li>
  <li>Webpack</li>
  <li>Gulp</li>
  <li>Sass</li>
</ul>
</div>

```

```

<h2>Education</h2>
<p>B.Tech (CE) From silver oak university</p>
</p>

```

```

<h2>Experience</h2>
<h3>Web Developer</h3>
<p>ABC Company, 2015-present</p>
<ul>

```

```

  <li>Developed and maintained company website using HTML, CSS,
JavaScript, and

```

## 6.Create an HTML Page containing the following Gray Layout using CSS.??

```

<!DOCTYPE html>
<html>
<head>
  <title>Gray Layout Example</title>

```

```

<style> body { background-color:
    #f2f2f2; margin: 0; padding: 0;
    }

    .container { max-width: 960px; margin: 0
        auto; padding: 20px; background-
        color: #fff; box-shadow: 0 0 10px
        rgba(0,0,0,0.2);
    }

    h1 { font-size: 36px;
        font-weight:
        bold; color:
        #333; margin-
        top: 0;
    }

    p {
        font-size: 18px; line-
        height: 1.5; color:
        #666;
    }

    .btn { display: inline-block;
        padding: 10px 20px;
        background-color:
        #333;
        color: #fff;
        text-decoration: none; border-
        radius: 5px;
        transition: all 0.3s ease-in-out;
    }

    .btn:hover { background-color:
        #666;
        color: #fff;
    }
</style>
</head>
<body>
    <div class="container">
        <h1>Welcome to our website!</h1>
        <p>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Sed ac erat ut nunc

```

```
fringilla accumsan. Morbi egestas quam id velit molestie, non vestibulum leo  
dictum.</p> <a href="#" class="btn">Learn more</a> </div>  
</body>  
</html>
```

## 7.Demonstrate JavaScript Form Validation with proper examples.?

```
// Get the form element const form =  
document.getElementById("myForm");  
  
// Get the input fields const nameInput =  
document.getElementById("name"); const emailInput =  
document.getElementById("email"); const phoneInput =  
document.getElementById("phone"); const passwordInput =  
document.getElementById("password");  
  
// Add an event listener for form submission  
form.addEventListener("submit", (event) => {  
  // Prevent the form from submitting  
  event.preventDefault();  
  
  // Validate the name field if  
  (nameInput.value.trim() === "") {  
    alert("Name field is required.");  
    return;  
  }  
  
  // Validate the email field  
  if (!validateEmail(emailInput.value)) {  
    alert("Email is not valid.");  
    return;  
  }  
  
  // Validate the phone field if  
  (!validatePhone(phoneInput.value)) {  
    alert("Phone number is not valid.");  
    return;  
  }  
  
  // Validate the password field if  
  (passwordInput.value.trim() === "") {  
    alert("Password field is required.");  
    return;  
  }  
}
```

```
// Submit the form if all fields are valid
alert("Form submitted successfully!");
form.submit();
});
```

```
// Function to validate email
function validateEmail(email) {
    const regex = /\S+@\S+\.\S+\/;
    return regex.test(email);
}
```

```
// Function to validate phone number
function validatePhone(phone) {
    const regex = /^[0-9]{10}$/;
    return regex.test(phone);
}
```

## 8. Write a javascript to check if the number is even or odd.?

```
<!DOCTYPE html>
<html>
<head>
    <title>Check Even or Odd</title>
    <script> function
    checkNumber() {
        // Get the value of the input field var num =
        document.getElementById("num").value; // Check
        if the number is even or odd if (num % 2 == 0) {
            alert(num + " is even.");
        } else { alert(num + "
            is odd.");
        }
    }
</script>
</head>
<body>
    <h1>Check Even or Odd</h1>
    <form>
        <label for="num">Enter a number:</label>
        <input type="number" id="num" name="num" required><br><br>
        <button type="button" onclick="checkNumber()">Check</button>
    </form>
</body>
</html>
```

## 9.Create a page and access the LocationAPI.?

```
<!DOCTYPE html>
<html>
<head>
<title>Location API Example</title>
<script> function
getLocation() {
    // Check if the browser supports
    geolocation if (navigator.geolocation) { //
    Get the current position of the user
    navigator.geolocation.getCurrentPosition(showPosition);
    } else { alert("Geolocation is not supported by this
    browser.");
    }
}

function showPosition(position) {
    // Get the latitude and longitude of the user's
    position var lat = position.coords.latitude; var lon =
    position.coords.longitude;

    // Display the latitude and longitude in an HTML element
    var locationDiv = document.getElementById("location");
    locationDiv.innerHTML =
    "Latitude: " + lat + "<br>Longitude: " + lon;
}
</script>
</head>
<body>
<h1>Location API Example</h1>
<button type="button" onclick="getLocation()">Get Location</button>
<div id="location"></div>
</body>
</html>
```

## 10.Create a simple XMLHttpRequest,and retrieve the data from the text file.?

```
<!DOCTYPE html>
<html>
<head>
<title>XMLHttpRequest Example</title>
```

```

<script> function
loadData() {
    // Create a new XMLHttpRequest object
    var xhttp = new XMLHttpRequest();

    // Set the onreadystatechange function to handle the response
    xhttp.onreadystatechange = function() {
        if (this.readyState == 4 && this.status == 200) { // Display the
            response text in an HTML element
            document.getElementById("data").innerHTML = this.responseText;
        }
    };

    // Open a GET request to the text file
    xhttp.open("GET", "data.txt", true);

    // Send the request
    xhttp.send();
}
</script>
</head>
<body>
    <h1>XMLHttpRequest Example</h1>
    <button type="button" onclick="loadData()">Load Data</button>
    <div id="data"></div>
</body>
</html>

```

# **DBMS PRACTICALS**

## **1.To study DDL-create and DML-insert commands.?**

DDL and DML are two types of SQL commands. DDL stands for Data Definition Language, and it is used to create and modify the structure of database objects, such as tables, indexes, and views. DML stands for Data Manipulation Language, and it is used to insert, update, and delete data in a database.

Here are some examples of DDL and DML commands:

DDL - CREATE TABLE:

The CREATE TABLE statement is used to create a new table in a database. Here is an example:

```
CREATE TABLE customers (  
id INT PRIMARY KEY, name  
VARCHAR(50), email  
VARCHAR(50), phone  
VARCHAR(20)  
);
```

This statement creates a new table named "customers" with four columns: id, name, email, and phone. The id column is defined as the primary key, which means that it will contain a unique value for each row in the table.

#### DDL - ALTER TABLE:

The ALTER TABLE statement is used to modify the structure of an existing table in a database. Here is an example:

```
ALTER TABLE customers  
ADD address VARCHAR(100);
```

This statement adds a new column named "address" to the "customers" table.

#### DML - INSERT INTO:

The INSERT INTO statement is used to insert new rows into a table. Here is an example:

```
INSERT INTO customers (id, name, email, phone)  
VALUES (1, 'John Doe', 'john.doe@example.com', '555-1234');
```

This statement inserts a new row into the "customers" table with the specified values for the id, name, email, and phone columns.

#### DML - UPDATE:

The UPDATE statement is used to modify existing rows in a table. Here is an example:

```
UPDATE customers  
SET phone = '555-5678'  
WHERE id = 1;
```



This statement updates the "phone" column for the row with id 1 in the "customers" table.

DML - DELETE:

The DELETE statement is used to delete rows from a table. Here is an example:

```
DELETE FROM customers  
WHERE id = 1;
```

This statement deletes the row with id 1 from the "customers" table.

## 2. Create tables and insert sample data in tables.?

DDL - CREATE TABLE:

```
CREATE TABLE employees (  
    id INT PRIMARY KEY,  
    name VARCHAR(50),  
    age INT, department  
    VARCHAR(50), salary  
    DECIMAL(10,2)  
);
```

```
CREATE TABLE departments  
( id INT PRIMARY KEY,  
  name VARCHAR(50),  
  location VARCHAR(50)  
);
```

This statement creates two tables: "employees" and "departments". The "employees" table has five columns: id, name, age, department, and salary. The "departments" table has three columns: id, name, and location.

DML - INSERT INTO:

```
INSERT INTO employees (id, name, age, department, salary)  
VALUES (1, 'John Doe', 30, 'IT', 5000.00);
```

```
INSERT INTO employees (id, name, age, department, salary)  
VALUES (2, 'Jane Smith', 25, 'HR', 4000.00);
```

```
INSERT INTO employees (id, name, age, department, salary)
```

```
VALUES (3, 'Bob Johnson', 40, 'Finance', 6000.00);
```

```
INSERT INTO departments (id, name, location)  
VALUES (1, 'IT', 'New York');
```

```
INSERT INTO departments (id, name, location)  
VALUES (2, 'HR', 'Chicago');
```

```
INSERT INTO departments (id, name, location)  
VALUES (3, 'Finance', 'Los Angeles');
```

These statements insert sample data into the "employees" and "departments" tables. The first three INSERT statements add three employees to the "employees" table, and the last three INSERT statements add three departments to the "departments" table.

You can query these tables to view the data using SELECT statements:

```
SELECT * FROM employees;
```

```
SELECT * FROM departments;
```

These statements will display all the rows in the "employees" and "departments" tables, respectively.

### **3. Write the SQL queries to provide constraints on given tables.?**

1. Adding a primary key constraint to a table:

```
ALTER TABLE employees  
ADD CONSTRAINT pk_employees_id PRIMARY KEY (id);
```

This statement adds a primary key constraint to the "employees" table, using the "id" column as the primary key.

1. Adding a foreign key constraint to a table:

```
ALTER TABLE employees  
ADD CONSTRAINT fk_employees_department  
FOREIGN KEY (department_id)
```

```
REFERENCES departments(id);
```

This statement adds a foreign key constraint to the "employees" table, using the "department\_id" column as the foreign key. The foreign key references the "id" column of the "departments" table.

1. Adding a unique constraint to a table:

```
ALTER TABLE employees  
ADD CONSTRAINT uc_employees_email UNIQUE (email);
```

This statement adds a unique constraint to the "employees" table, using the "email" column as the unique key.

1. Adding a check constraint to a table:

```
ALTER TABLE employees  
ADD CONSTRAINT ck_employees_salary CHECK (salary > 0);
```

This statement adds a check constraint to the "employees" table, ensuring that the "salary" column is greater than zero.

1. Adding a not null constraint to a table:

```
ALTER TABLE employees  
ALTER COLUMN name SET NOT NULL;
```

This statement adds a not null constraint to the "name" column of the "employees" table. This means that a value must be provided for the "name" column when inserting or updating rows.

#### **4. Write the SQL queries to perform various aggregate functions on table data?**

##### **Finding the sum of a column:**

```
SELECT SUM(salary) as total_salary  
FROM employees;
```

This statement finds the sum of the "salary" column in the "employees" table and displays the result as "total\_salary".

**Finding the average of a column:**

```
SELECT AVG(age) as avg_age  
FROM employees;
```

This statement finds the average of the "age" column in the "employees" table and displays the result as "avg\_age".

**Finding the minimum value in a column:**

```
SELECT MIN(salary) as min_salary  
FROM employees;
```

This statement finds the minimum value in the "salary" column in the "employees" table and displays the result as "min\_salary".

**Finding the maximum value in a column:**

```
SELECT MAX(salary) as max_salary  
FROM employees;
```

This statement finds the maximum value in the "salary" column in the "employees" table and displays the result as "max\_salary".

**Counting the number of rows in a table:**

```
SELECT COUNT(*) as total_rows  
FROM employees;
```

This statement counts the number of rows in the "employees" table and displays the result as "total\_rows". Note that we use the "\*" wildcard to count all rows in the table.

**5. Write the SQL queries to perform numeric, date and String functions.?****1. Numeric functions:**

```
SELECT ABS(-10) as absolute_value; -- Returns 10 (absolute value)  
SELECT CEILING(3.14) as ceiling_value; -- Returns 4 (next highest integer)  
SELECT FLOOR(3.99) as floor_value; -- Returns 3 (next lowest integer)  
SELECT ROUND(3.75) as rounded_value; -- Returns 4 (rounded to nearest integer)  
SELECT POWER(2, 3) as power_value; -- Returns 8 (2 raised to the power of 3)
```

**2. Date functions:**

```
SELECT NOW() as current_time; -- Returns the current date and time  
SELECT YEAR('2023-05-20') as year_value; -- Returns 2023 (year from the date)  
SELECT MONTH('2023-05-20') as month_value; -- Returns 5 (month from the date)  
SELECT DAY('2023-05-20') as day_value; -- Returns 20 (day from the date)
```

SELECT DATEDIFF('2023-05-20', '2023-05-01') as date\_diff; -- Returns 19 (difference between two dates)

### **3. String functions:**

SELECT CONCAT('Hello', ' ', 'World') as concat\_string; -- Returns 'Hello World' (concatenation of two strings)

SELECT SUBSTRING('Hello World', 7, 5) as substring\_value; -- Returns 'World' (substring of a string)

SELECT UPPER('hello world') as upper\_string; -- Returns 'HELLO WORLD' (converts to uppercase)

SELECT LOWER('HELLO WORLD') as lower\_string; -- Returns 'hello world' (converts to lowercase)

SELECT LENGTH('Hello World') as length\_value; -- Returns 11 (length of a string)

Note that these examples may not be supported in all SQL databases, as the syntax may vary depending on the database being used.