

DML(Data Manipulation Language):

Basics About SQL:

1) It is case-insensitive

2) To use a DB:

1) Use <<db-name>>;

3) To show list of database:

1) Show databases;

4) To show the list of tables in the selected DB:

1) Show tables;

5) To look into the table structure:

1) Describe <<table-name>>

1) It stands for Data Manipulation Language

2) Operations:

1) Insert

2) Retrieve

3) Update

4) Delete

3) Commands:

1) **Insert:**

1) **Syntax:**

1) INSERT INTO <<table-name>>(<<col1>>,<<col2>>,—)
VALUES(<<val1>>,<<val2>>,— —);

1) Eg: INSERT INTO student(name, age)
VALUES("James",21);

2) INSERT INTO <<table-name>> SET
<<col1>>=<<val1>>, <<col2>>=<<val2>>, — — ;

1) Eg: INSERT INTO student SET name="Ritu", age=22;

2) **Retrieval:**

1) Basic Syntax:

1) SELECT * FROM <<table-name>>; -> fetch all the
columns of the table

1) Eg: SELECT * FROM student;

2) SELECT <<col1>>, <<col2>> FROM <<table-name>>;
-> fetch the data for the selected columns.

1) Eg: SELECT name, age FROM student;

2) Querying Syntax: WHERE clause

1) SELECT * FROM <<table-name>> WHERE
<<condition>>

1) Eg: SELECT * FROM student WHERE age>=22;

3) Aliasing:

1) Column Aliasing: Used when we are adding any operation on the columns to modify the o/p so that the modified column name becomes more understandable.

1) Syntax:

1) SELECT <<operation>> AS <<alias-name>>
FROM <<table-name>> {WHERE <<conditions>>};

2) Eg:

1) select count(*) as student_count from student;

2) select count(*) as "student count" from student;

3) select concat(name, " ", age) as "Name And Age"
from student where id>102 and age IS NOT
NULL;

2) Table Aliasing: Used when we want to make two or more different tables or two instances of the same table to interact.

1) Syntax:

1) SELECT * FROM <<table1>> <<alias1>>,
<<table2>> <<alias2>>, — — — WHERE
<<condition>>;

2) Eg:

1) SELECT * FROM student s, person p where
s.name=p.name;

2) SELECT s.id AS "Student Id", p.name AS
"PersonName", s.age AS "Student Age" FROM
student s, person p where s.name=p.name;

3) SELECT * FROM student s1, student s2 WHERE
s1.id=s2.id;

3) Update:

1) Syntax:

1) UPDATE <<table-name>> SET <<col>>=<<val>>
WHERE <<condition>>;

1) Eg:

1) UPDATE student SET age=27 WHERE id=101;

2) UPDATE student SET text="Hello World" WHERE
text="text"; {Not a Good Practice to write = in
WHERE clause from String}

- 3) UPDATE student SET text="Hello WORLD"
WHERE text LIKE "text";
- 2) Syntax(Using Table Aliasing):
 - 1) UPDATE <<table-name>> <<alias-name>> SET
<<alias-name>>.<<col>>=<<val>> WHERE
<<condition>>;
 - 3) Syntax(Update all columns in a single go):
 - 1) UPDATE <<table-name>> SET <<coll>>=<<val>>;
 - 2) Eg:
 - 1) UPDATE student SET text="Bye";
- 4) **DELETE:**
 - 1) Syntax:
 - 1) DELETE FROM <<table-name>> WHERE
<<condition>>;
 - 2) Eg:
 - 1) DELETE FROM student WHERE id=106;
 - 2) DELETE FROM student WHERE name LIKE
"Jacobs";
 - 2) Syntax(Using Table Aliasing):
 - 1) DELETE FROM <<table-name>> <<alias-name>>
WHERE <<condition>>;
 - 1) Eg:
 - 1) DELETE FROM student s WHERE s.age=21;
 - 3) Syntax(To DELETE all records):
 - 1) DELETE FROM <<table-name>>;
 - 2) Eg:
 - 1) DELETE FROM student;

NOTE:

- 1) In INSERT statement when we are not mentioning any column names the query expects the arguments that we are passing as **VALUES** should match the number of

attributes that we are having in the table no matter whether Auto_Increment has been set on the PK field.

1) Eg:

1) **INSERT INTO student VALUES(105,"Ron",21,"Hi I am RON");**

2) **SELECT** keyword -> puts constraints on the columns

1) EG:

1) **SELECT *** -> all the columns

2) **SELECT <<col1>>** -> it will show data corresponding only to <<col1>>

3) **WHERE** clause -> puts a constraint on the rows

1) EG: I only want to show the person above age of 18

1) **SELECT * FROM <<table-name>> WHERE age>18;**

4) When we are aliasing a column the we can do it in two ways:

1) **alias_name**

2) **"Alias name"**

5) While updating or deleting all the rows at one go in a table you may get **ERROR CODE: 1175**. To disable this run:

1) **SET SQL_SAFE_UPDATES=0;**