

Python Objects

Charles Severance



Python for Everybody
www.py4e.com



Warning

- This lecture is very much about definitions and mechanics for objects
- This lecture is a lot more about “how it works” and less about “how you use it”
- You won’t get the entire picture until this is all looked at in the context of a real problem
- So please suspend disbelief and learn technique for the next 40 or so slides..

5. Data Structures

This chapter describes some things you've learned about already in more detail, and adds some new things as well.

5.1. More on Lists

The list data type has some more methods. Here are all of the methods of list objects:

list.append(x)

Add an item to the end of the list. Equivalent to `a[len(a):] = [x]`.

list.extend(L)

Extend the list by appending all the items in the given list. Equivalent to `a[len(a):] = L`.

list.insert(i, x)

Insert an item at a given position. The first argument is the index of the element before which to insert, so `a.insert(0, x)` inserts at the front of the list, and `a.insert(len(a), x)` is equivalent to `a.append(x)`.

list.remove(x)

Remove the first item from the list whose value is `x`. It is an error if there is no such item.

list.pop([i])

Remove the item at the given position in the list, and return it. If no index is specified, `a.pop()` removes and returns the last item in the list. (The square brackets around the `i` in the method signature denote that the parameter is optional, not that you should type square brackets at that position. You will see this notation frequently in the Python Library Reference.)

<https://docs.python.org/3/tutorial/datastructures.html>

12.6. `sqlite3` — DB-API 2.0 interface for SQLite databases

Source code: [Lib/sqlite3/](#)

SQLite is a C library that provides a lightweight disk-based database that doesn't require a separate server process and allows accessing the database using a nonstandard variant of the SQL query language. Some applications can use SQLite for internal data storage. It's also possible to prototype an application using SQLite and then port the code to a larger database such as PostgreSQL or Oracle.

The `sqlite3` module was written by Gerhard Häring. It provides a SQL interface compliant with the DB-API 2.0 specification described by [PEP 249](#).

To use the module, you must first create a `Connection` object that represents the database. Here the data will be stored in the `example.db` file:

```
import sqlite3
conn = sqlite3.connect('example.db')
```

You can also supply the special name `:memory:` to create a database in RAM.

Once you have a `Connection`, you can create a `Cursor` object and call its `execute()` method to perform SQL commands:

```
c = conn.cursor()

# Create table
c.execute('''CREATE TABLE stocks
            (date text, trans text, symbol text, qty real, price real)''')
```

<https://docs.python.org/3/library/sqlite3.html>

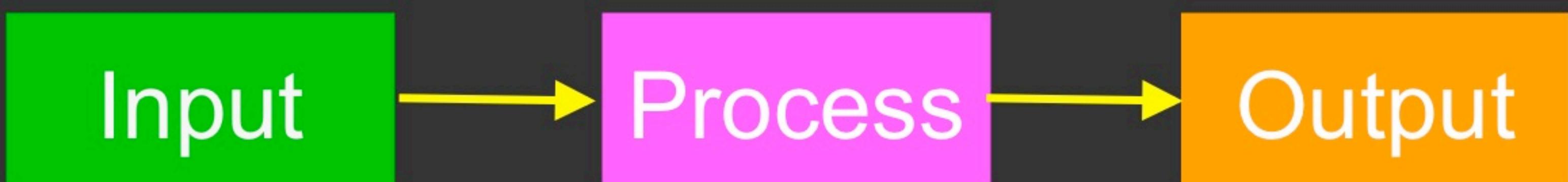


Lets Start with Programs



```
inp = input('Europe floor? ')
usf = int(inp) + 1
print('US floor', usf)
```

Europe floor? 0
US floor 1

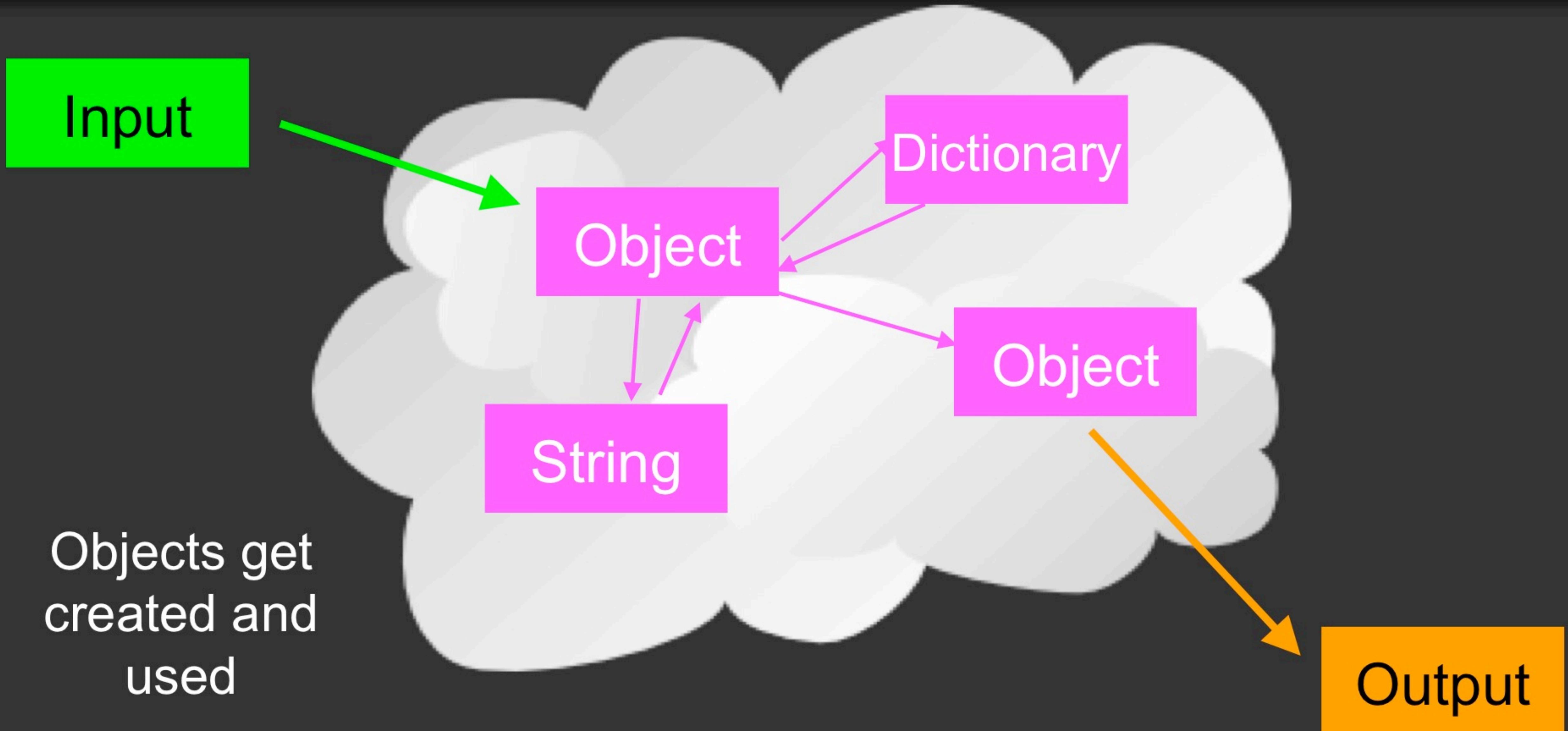


Object Oriented

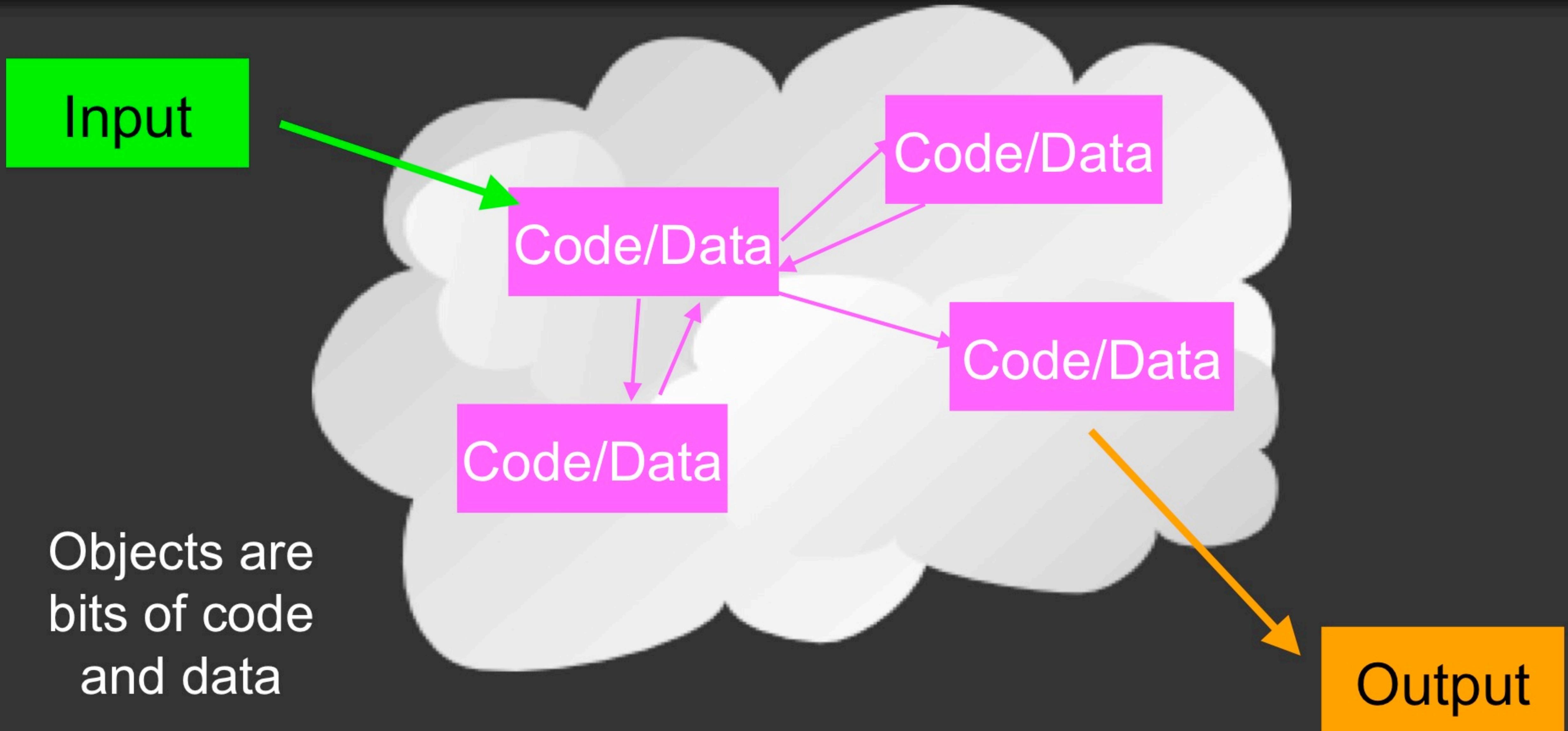
- A program is made up of many cooperating objects
- Instead of being the “whole program” - each object is a little “island” within the program and cooperatively working with other objects.
- A program is made up of one or more objects working together - objects make use of each other’s capabilities

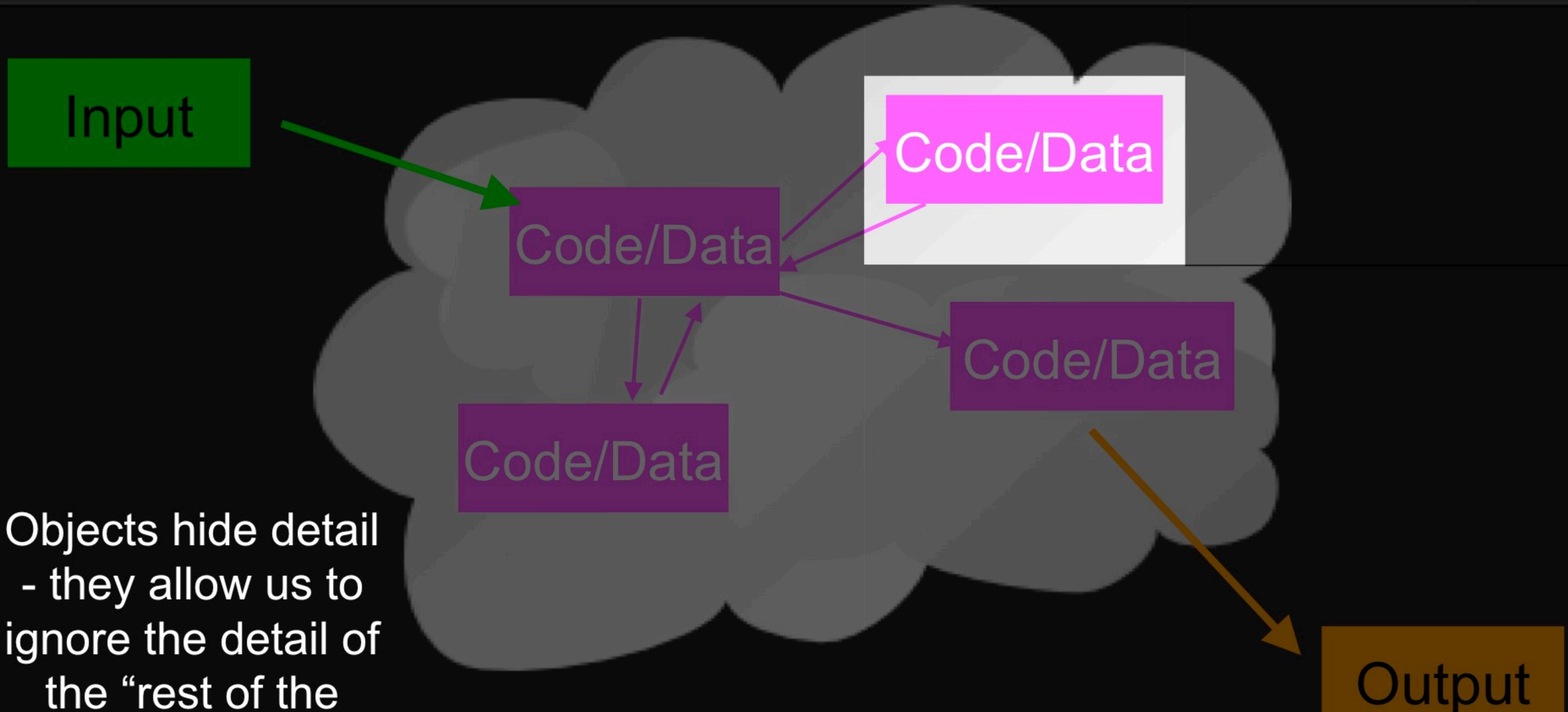
Object

- An Object is a bit of self-contained Code and Data
- A key aspect of the Object approach is to break the problem into smaller understandable parts (divide and conquer)
- Objects have boundaries that allow us to ignore un-needed detail
- We have been using objects all along: String Objects, Integer Objects, Dictionary Objects, List Objects...

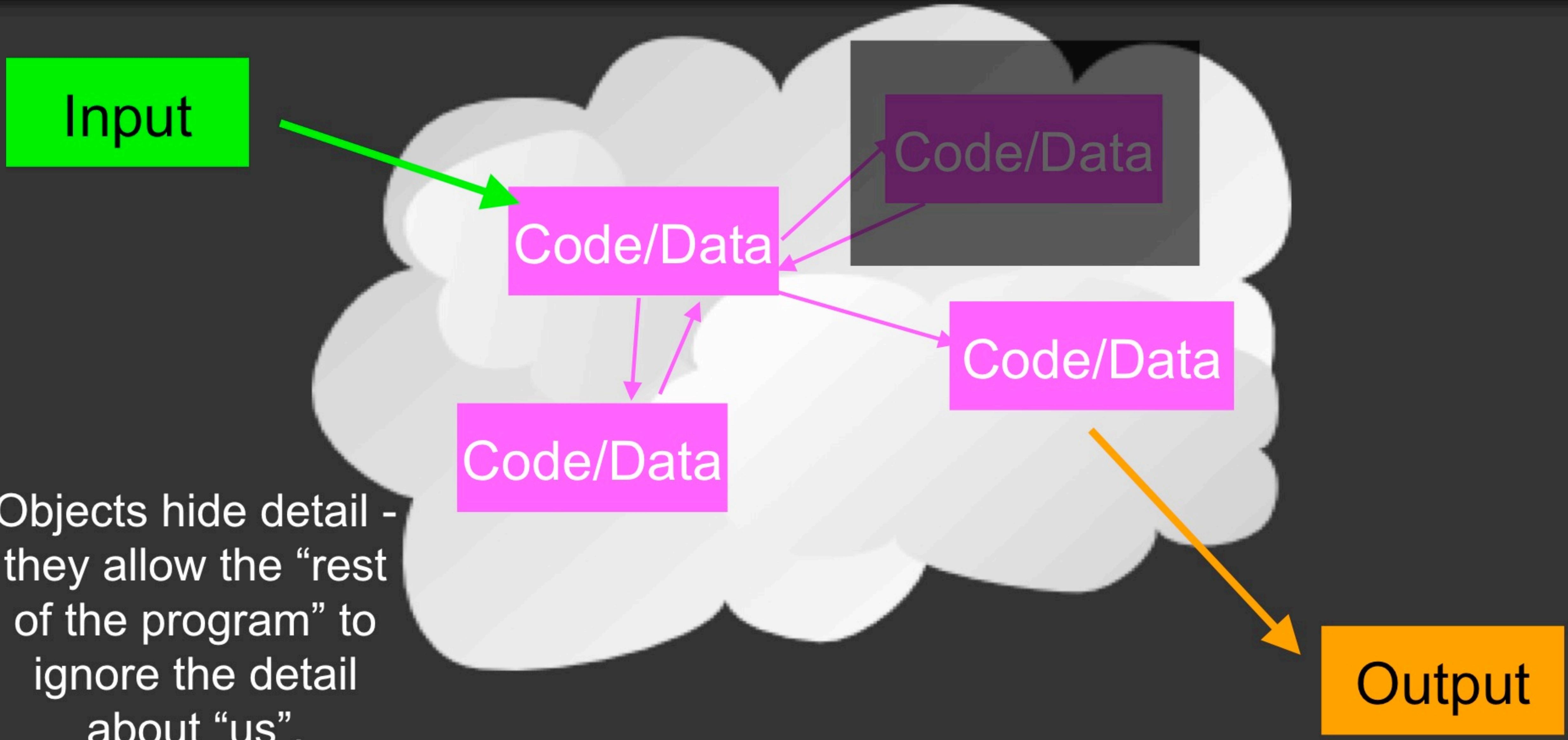


Objects get
created and
used





Objects hide detail
- they allow us to
ignore the detail of
the “rest of the
program”.



Definitions

Class - a template



Method or Message - A defined capability of a class

Field or attribute- A bit of data in a class

Object or Instance - A particular instance of a class

Terminology: Class



Defines the abstract characteristics of a thing (object), including the thing's characteristics (its attributes, **fields or properties**) and the thing's behaviors (the things it can do, or **methods**, operations or features). One might say that a **class** is a **blueprint** or factory that describes the nature of something. For example, the **class** Dog would consist of traits shared by all dogs, such as breed and fur color (characteristics), and the ability to bark and sit (behaviors).

Terminology: Instance



One can have an **instance** of a class or a particular object.

The **instance** is the actual object created at runtime. In programmer jargon, the Lassie object is an **instance** of the Dog class. The set of values of the attributes of a particular **object** is called its **state**. The **object** consists of state and the behavior that's defined in the object's class.

Object and Instance are often used interchangeably.

Terminology: Method



An object's abilities. In language, **methods** are verbs. Lassie, being a Dog, has the ability to bark. So bark() is one of Lassie's methods. She may have other **methods** as well, for example sit() or eat() or walk() or save_timmy(). Within the program, using a **method** usually affects only one particular object; all Dogs can bark, but you need only one particular dog to do the barking

Method and Message are often used interchangeably.

Some Python Objects

```
>>> x = 'abc'  
>>> type(x)  
<class 'str'>  
>>> type(2.5)  
<class 'float'>  
>>> type(2)  
<class 'int'>  
>>> y = list()  
>>> type(y)  
<class 'list'>  
>>> z = dict()  
>>> type(z)  
<class 'dict'>  
  
>>> dir(x)  
[ ... 'capitalize', 'casefold', 'center', 'count',  
'encode', 'endswith', 'expandtabs', 'find',  
'format', ... 'lower', 'lstrip', 'maketrans',  
'partition', 'replace', 'rfind', 'rindex', 'rjust',  
'rpartition', 'rsplit', 'rstrip', 'split',  
'splitlines', 'startswith', 'strip', 'swapcase',  
'title', 'translate', 'upper', 'zfill']  
>>> dir(y)  
[... 'append', 'clear', 'copy', 'count', 'extend',  
'index', 'insert', 'pop', 'remove', 'reverse',  
'sort']  
>>> dir(z)  
[..., 'clear', 'copy', 'fromkeys', 'get', 'items',  
'keys', 'pop', 'popitem', 'setdefault', 'update',  
'values']
```

A Sample Class





Acknowledgements / Contributions



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https://en.wikipedia.org/wiki/Lassie#/media/File:Lassie_and_Tommy_Rettig_1956.JPG

A Sample Class



class is a reserved word.

Each PartyAnimal object has a bit of code.

Tell the an object to run the party() code within it.

```
class PartyAnimal:
```

```
x = 0
```

```
def party(self) :  
    self.x = self.x + 1  
    print("So far",self.x)
```

```
an = PartyAnimal()
```

```
an.party()  
an.party()  
an.party()
```

This is the template for making PartyAnimal objects.

Each PartyAnimal object has a bit of data.

Construct a PartyAnimal object and store in an variable

PartyAnimal.party(an)

```
class PartyAnimal:  
    x = 0  
  
    def party(self):  
        self.x = self.x + 1  
        print("So far",self.x)  
  
an = PartyAnimal()  
  
an.party()  
an.party()  
an.party()
```

```
$ python party1.py  
So far 1  
So far 2  
So far 3
```

an
self



Playing with `dir()` and `type()`

- The `dir()` command lists capabilities
- Ignore the ones with underscores - these are used by Python itself
- The rest are real operations that the object can perform
- It is like `type()` - it tells us something *about* a variable

```
>>> y = list()
>>> type(y)
<class 'list'>
>>> dir(x)
['__add__', '__class__',
 '__contains__', '__delattr__',
 '__delitem__', '__delslice__',
 '__doc__', ... '__setitem__',
 '__setslice__', '__str__',
 'append', 'clear', 'copy', 'count',
 'extend', 'index', 'insert', 'pop',
 'remove', 'reverse', 'sort']
>>>
```

Try `dir()` with a String

```
>>> x = 'Hello there'  
>>> dir(x)  
['__add__', '__class__', '__contains__', '__delattr__', '__dir__', '__doc__',  
'__eq__', '__format__', '__ge__', '__getattribute__', '__getitem__',  
'__getnewargs__', '__gt__', '__hash__', '__init__', '__iter__', '__le__',  
'__len__', '__lt__', '__mod__', '__mul__', '__ne__', '__new__', '__reduce__',  
'__reduce_ex__', '__repr__', '__rmod__', '__rmul__', '__setattr__',  
'__sizeof__', '__str__', '__subclasshook__', 'capitalize', 'casefold',  
'center', 'count', 'encode', 'endswith', 'expandtabs', 'find', 'format',  
'format_map', 'index', 'isalnum', 'isalpha', 'isdecimal', 'isdigit',  
'isidentifier', 'islower', 'isnumeric', 'isprintable', 'isspace', 'istitle',  
'isupper', 'join', 'ljust', 'lower', 'lstrip', 'maketrans', 'partition',  
'replace', 'rfind', 'rindex', 'rjust', 'rpartition', 'rsplit', 'rstrip',  
'split', 'splitlines', 'startswith', 'strip', 'swapcase', 'title',  
'translate', 'upper', 'zfill']
```

```
class PartyAnimal:  
    x = 0  
  
    def party(self) :  
        self.x = self.x + 1  
        print("So far",self.x)  
  
an = PartyAnimal()  
  
print("Type", type(an))  
print("Dir ", dir(an))
```

We can use `dir()` to find the “capabilities” of our newly created class.

```
$ python party3.py  
Type <class '__main__.PartyAnimal'>  
Dir ['__class__', ... 'party', 'x']
```



Object Lifecycle

[http://en.wikipedia.org/wiki/Constructor_\(computer_science\)](http://en.wikipedia.org/wiki/Constructor_(computer_science))



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Object Lifecycle

[http://en.wikipedia.org/wiki/Constructor_\(computer_science\)](http://en.wikipedia.org/wiki/Constructor_(computer_science))

Object Lifecycle

- Objects are created, used and discarded
- We have special blocks of code (methods) that get called
 - At the moment of creation (constructor)
 - At the moment of destruction (destructor)
- Constructors are used a lot
- Destructors are seldom used

Constructor

- The primary purpose of the constructor is to set up some instance variables to have the proper initial values when the object is created

```
class PartyAnimal:  
    x = 0  
  
    def __init__(self):  
        print('I am constructed')  
  
    def party(self) :  
        self.x = self.x + 1  
        print('So far',self.x)  
  
    def __del__(self):  
        print('I am destructed', self.x)  
  
an = PartyAnimal()  
an.party()  
an.party()  
an = 42  
print('an contains',an)
```

```
$ python party4.py  
I am constructed  
So far 1  
So far 2  
I am destructed 2  
an contains 42
```

The constructor and destructor are optional. The constructor is typically used to set up variables. The destructor is seldom used.

Constructor



- In **object oriented programming**, a **constructor** in a class is a special block of statements called when an **object is created**

[http://en.wikipedia.org/wiki/Constructor_\(computer_science\)](http://en.wikipedia.org/wiki/Constructor_(computer_science))

Many Instances

- We can create **lots of objects** - the class is the template for the object
- We can store each **distinct object** in its own variable
- We call this having multiple **instances** of the same class
- Each **instance** has its own copy of the **instance variables**

```
class PartyAnimal:  
    x = 0  
    name = ""  
    def __init__(self, z):  
        self.name = z  
        print(self.name, "constructed")  
  
    def party(self) :  
        self.x = self.x + 1  
        print(self.name, "party count", self.x)  
  
s = PartyAnimal("Sally")  
s.party()  
  
j = PartyAnimal("Jim")  
j.party()  
s.party()
```

Constructors can have additional parameters. These can be used to set up instance variables for the particular instance of the class (i.e., for the particular object).

party5.py

```
class PartyAnimal:  
    x = 0  
    name = ""  
    def __init__(self, z):  
        self.name = z  
        print(self.name, "constructed")  
  
    def party(self) :  
        self.x = self.x + 1  
        print(self.name, "party count", self.x)  
  
s = PartyAnimal("Sally")  
s.party()  
  
j = PartyAnimal("Jim")  
j.party()  
s.party()
```

We have two
independent
instances.

S X
name:

j X
name:



Inheritance

<http://www.ibiblio.org/g2swap/byteofpython/read/inheritance.html>



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https://en.wikipedia.org/wiki/Lassie#/media/File:Lassie_and_Tommy_Rettig_1956.JPG

Inheritance

- When we make a new class - we can reuse an existing class and **inherit** all the capabilities of an existing class and then add our own little bit to make our new class
- Another form of store and reuse
- Write once - reuse many times
- The new class (child) has all the capabilities of the old class (parent) - and then some more

Terminology: Inheritance



'Subclasses' are more specialized versions of a class, which **inherit** attributes and behaviors from their parent classes, and can introduce their own.

http://en.wikipedia.org/wiki/Object-oriented_programming

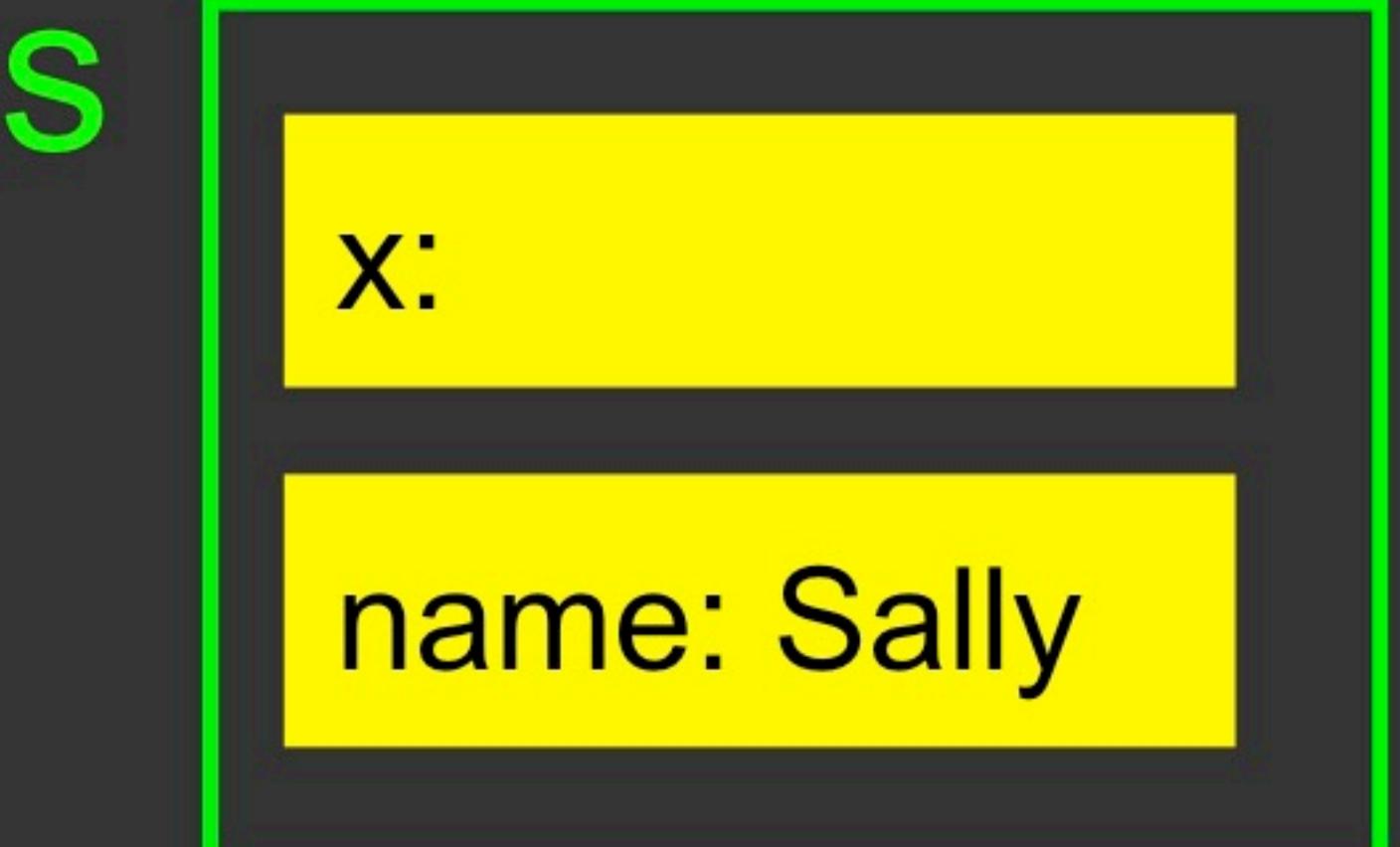
```
class PartyAnimal:  
    x = 0  
    name = ""  
    def __init__(self, nam):  
        self.name = nam  
        print(self.name,"constructed")  
  
    def party(self) :  
        self.x = self.x + 1  
        print(self.name,"party count",self.x)  
  
class FootballFan(PartyAnimal):  
    points = 0  
    def touchdown(self):  
        self.points = self.points + 7  
        self.party()  
        print(self.name,"points",self.points)
```

```
s = PartyAnimal("Sally")  
s.party()  
  
j = FootballFan("Jim")  
j.party()  
j.touchdown()
```

FootballFan is a class which extends **PartyAnimal**. It has all the capabilities of **PartyAnimal** and more.

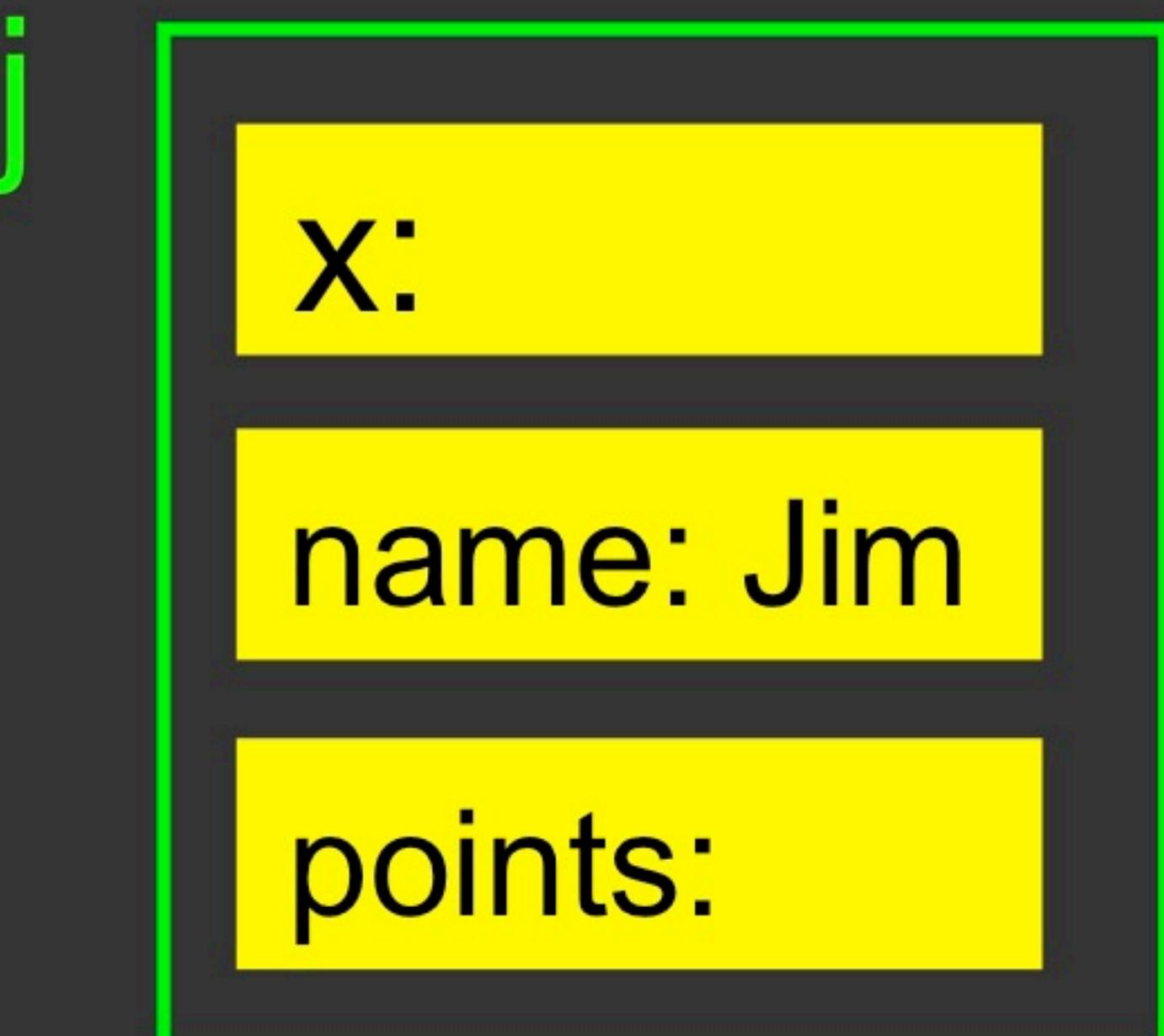
```
class PartyAnimal:  
    x = 0  
    name = ""  
    def __init__(self, nam):  
        self.name = nam  
        print(self.name, "constructed")  
  
    def party(self) :  
        self.x = self.x + 1  
        print(self.name, "party count", self.x)  
  
class FootballFan(PartyAnimal):  
    points = 0  
    def touchdown(self):  
        self.points = self.points + 7  
        self.party()  
        print(self.name, "points", self.points)
```

```
s = PartyAnimal("Sally")  
s.party()  
  
j = FootballFan("Jim")  
j.party()  
j.touchdown()
```



```
class PartyAnimal:  
    x = 0  
    name = ""  
    def __init__(self, nam):  
        self.name = nam  
        print(self.name, "constructed")  
  
    def party(self) :  
        self.x = self.x + 1  
        print(self.name, "party count", self.x)  
  
class FootballFan(PartyAnimal):  
    points = 0  
    def touchdown(self):  
        self.points = self.points + 7  
        self.party()  
        print(self.name, "points", self.points)
```

```
s = PartyAnimal("Sally")  
s.party()  
  
j = FootballFan("Jim")  
j.party()  
j.touchdown()
```



Definitions

Class - a template

Attribute – A variable within a class

Method - A function within a class

Object - A particular instance of a class

Constructor – Code that runs when an object is created

Inheritance - The ability to extend a class to make a new class.



Summary

- Object Oriented programming is a very structured approach to code reuse.
- We can group data and functionality together and create many independent instances of a class



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Relational Databases and SQLite

Charles Severance



Python for Informatics: Exploring
Information

www.pythonlearn.com



SQLite Browser

DB Browser
for SQLite

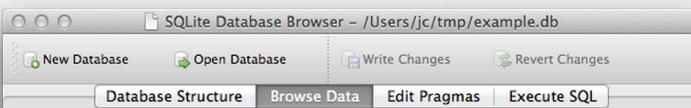
The Official home of the DB Browser for
SQLite

[View project on
GitHub](#)

// News

2015-07-07 - Added PortableApp version of 3.7.0. Thanks John. :)
2015-06-14 - Version 3.7.0 released. :)
2015-05-09 - Added PortableApp version of 3.6.0v3.

// Screenshot



Download 32-bit
Windows .exe

Download 64-bit
Windows .exe

Download
PortableApp

<http://sqlitebrowser.org/>

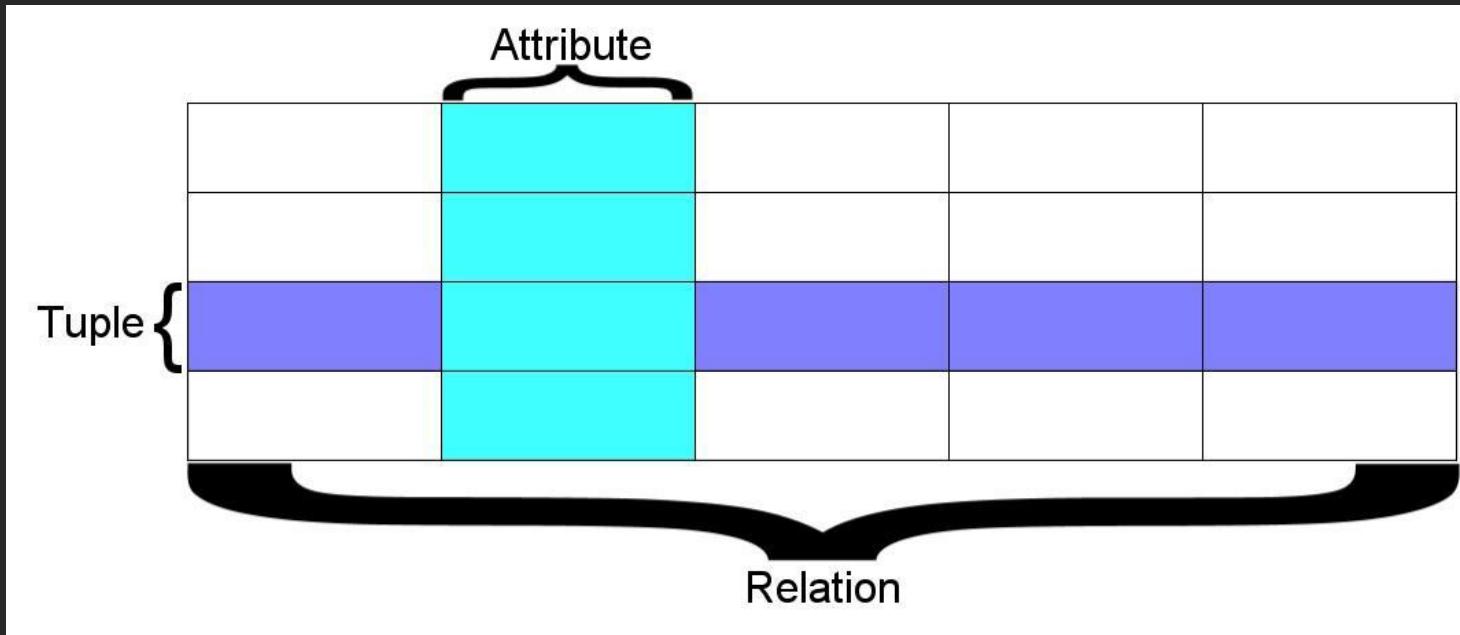
Relational Databases

Relational databases model data by storing rows and columns in tables. The power of the relational database lies in its ability to efficiently retrieve data from those tables and in particular where there are multiple tables and the relationships between those tables involved in the query.

http://en.wikipedia.org/wiki/Relational_database

Terminology

- **Database** - contains many tables
- **Relation (or table)** - contains tuples and attributes
- **Tuple (or row)** - a set of fields that generally represents an “object” like a person or a music track
- **Attribute (also column or field)** - one of possibly many elements of data corresponding to the object represented by the row



A **relation** is defined as a **set of tuples** that have the same **attributes**. A **tuple** usually represents **an object** and information about that object. **Objects** are typically physical objects or concepts. A **relation** is usually described as a **table**, which is organized into **rows** and **columns**. All the data referenced by an **attribute** are in the same domain and conform to the same constraints.
(Wikipedia)

The image shows a screenshot of Microsoft Excel with a title bar "SI502 - Database". The menu bar includes "New", "Open", "Save", "Print", "Import", "Copy", "Paste", "Format", "Undo", "Redo", "AutoSum", "Sort A-Z", "Sort Z-A", "Gallery", and "Toolbox". Below the menu is a ribbon with tabs "Sheets", "Charts", "SmartArt Graphics", and "WordArt". The worksheet area has columns labeled A, B, C, D and rows labeled 1, 2, 3, 4, 5, 6, 7, 8. A vertical column header on the left lists "Tracks", "Albums", "Artists", and "Genres". A blue box highlights the first four rows of data:

	TITLE	RATING	LEN
1	About to Rock	3	354
2	Who Made Who	4	252
3			
4			
5			
6			
7			
8			

Blue text annotations are overlaid on the image:

- "Columns / Attributes" is positioned above the first four rows.
- "Rows / Tuples" is positioned to the right of the fourth row.
- "Tables / Relations" is positioned below the fourth row.

SQL

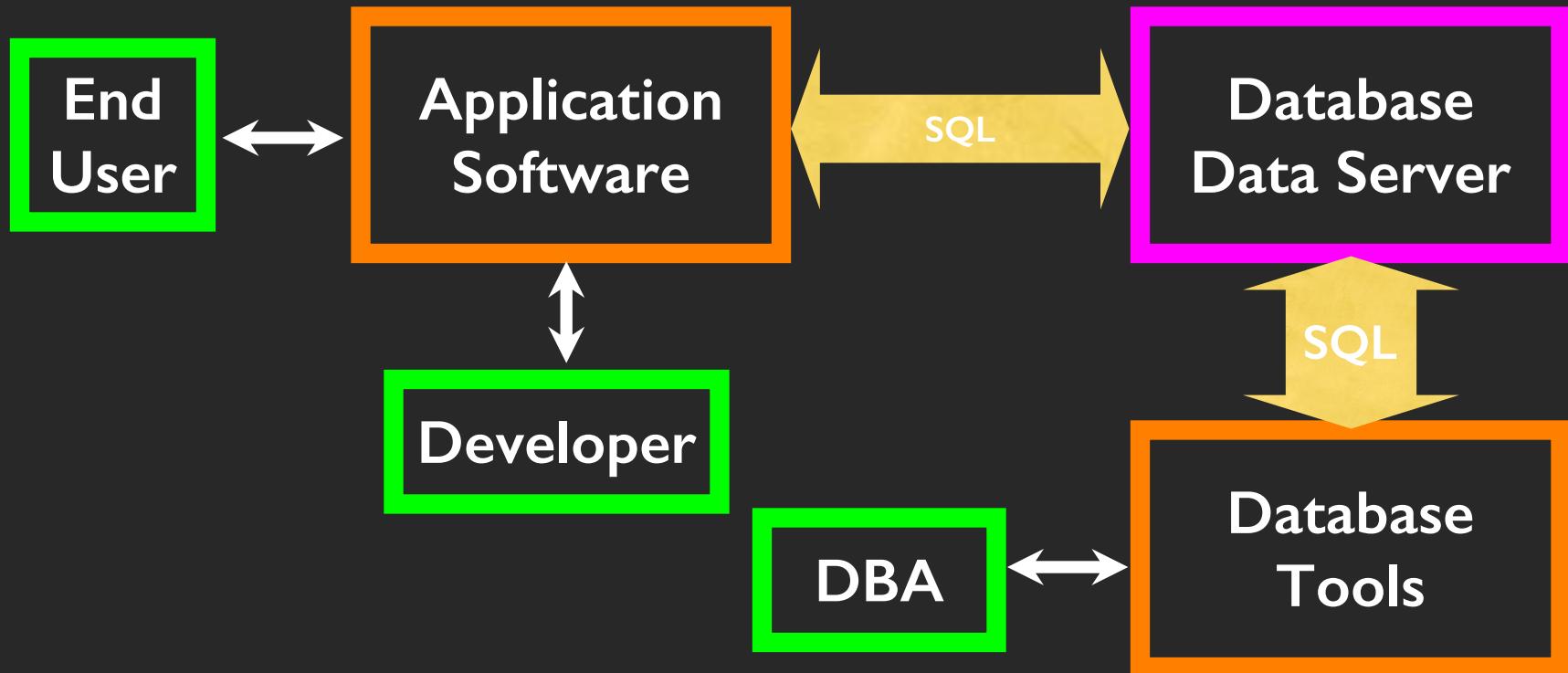
- **Structured Query Language** is the language we use to issue commands to the database
 - Create a table
 - Retrieve some data
 - Insert data
 - Delete data

<http://en.wikipedia.org/wiki/SQL>

Two Roles in Large Projects

- **Application Developer** - Builds the logic for the application, the look and feel of the application - monitors the application for problems
- **Database Administrator** - Monitors and adjusts the database as the program runs in production
- Often both people participate in the building of the “Data model”

Large Project Structure

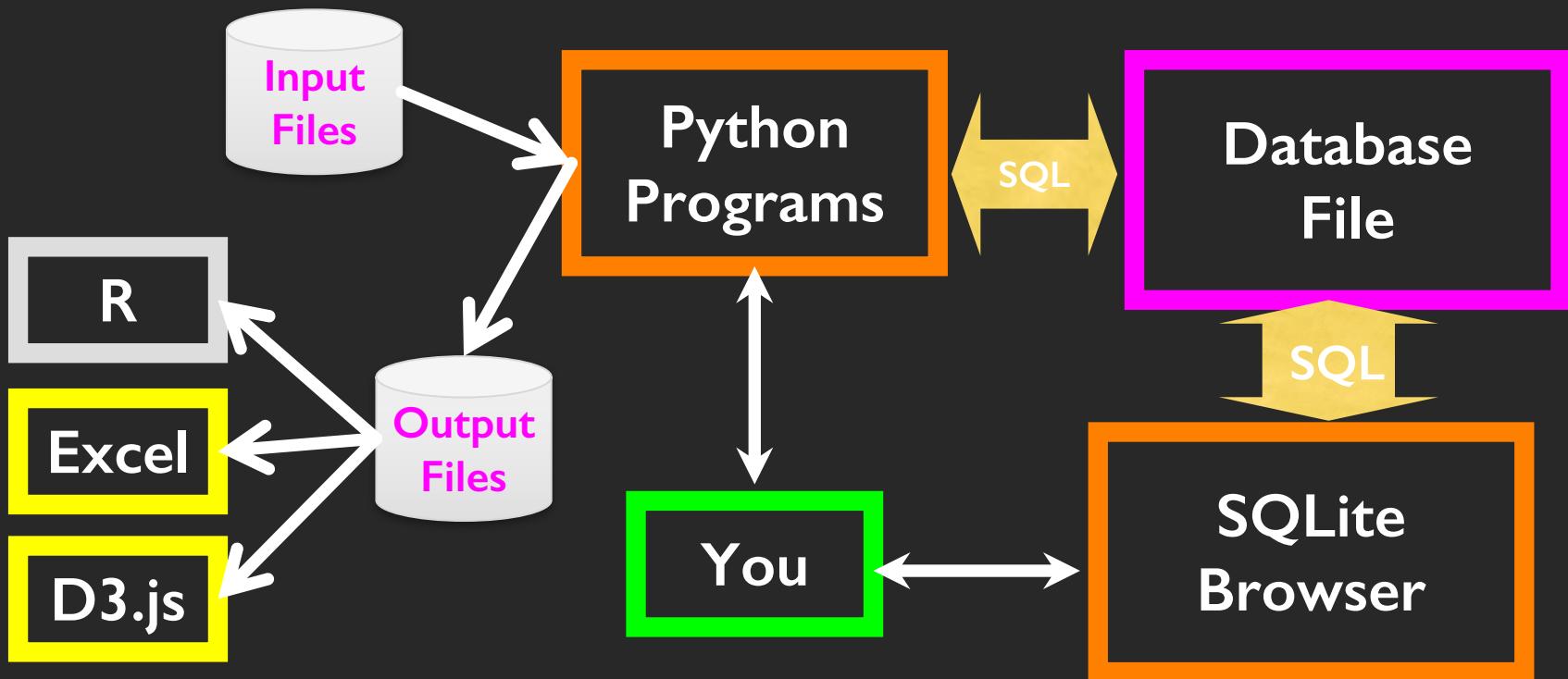


Database Administrator (dba)

A database administrator (DBA) is a person responsible for the design, implementation, maintenance, and repair of an organization's database. The role includes the development and design of database strategies, monitoring and improving database performance and capacity, and planning for future expansion requirements. They may also plan, coordinate, and implement security measures to safeguard the database.

http://en.wikipedia.org/wiki/Database_administrator

Data Analysis Structure



Database Model

A **database model** or **database schema** is the **structure or format of a database**, described in a **formal language supported by the database management system**. In other words, a “**database model**” is the **application of a data model when used in conjunction with a database management system**.

http://en.wikipedia.org/wiki/Database_model



Common Database Systems

- Three Major Database Management Systems in wide use
 - **Oracle** - Large, commercial, enterprise-scale, very very tweakable
 - **MySQL** - Simpler but very fast and scalable - commercial open source
 - **SqlServer** - Very nice - from Microsoft (also Access)
- Many other smaller projects, free and open source
 - **HSQL**, **SQLite**, Postgress, ...

SQLite is in lots of software...



McAfee®



TOSHIBA



Google™

<http://www.sqlite.org/famous.html>



Writing SQL – Making a Database

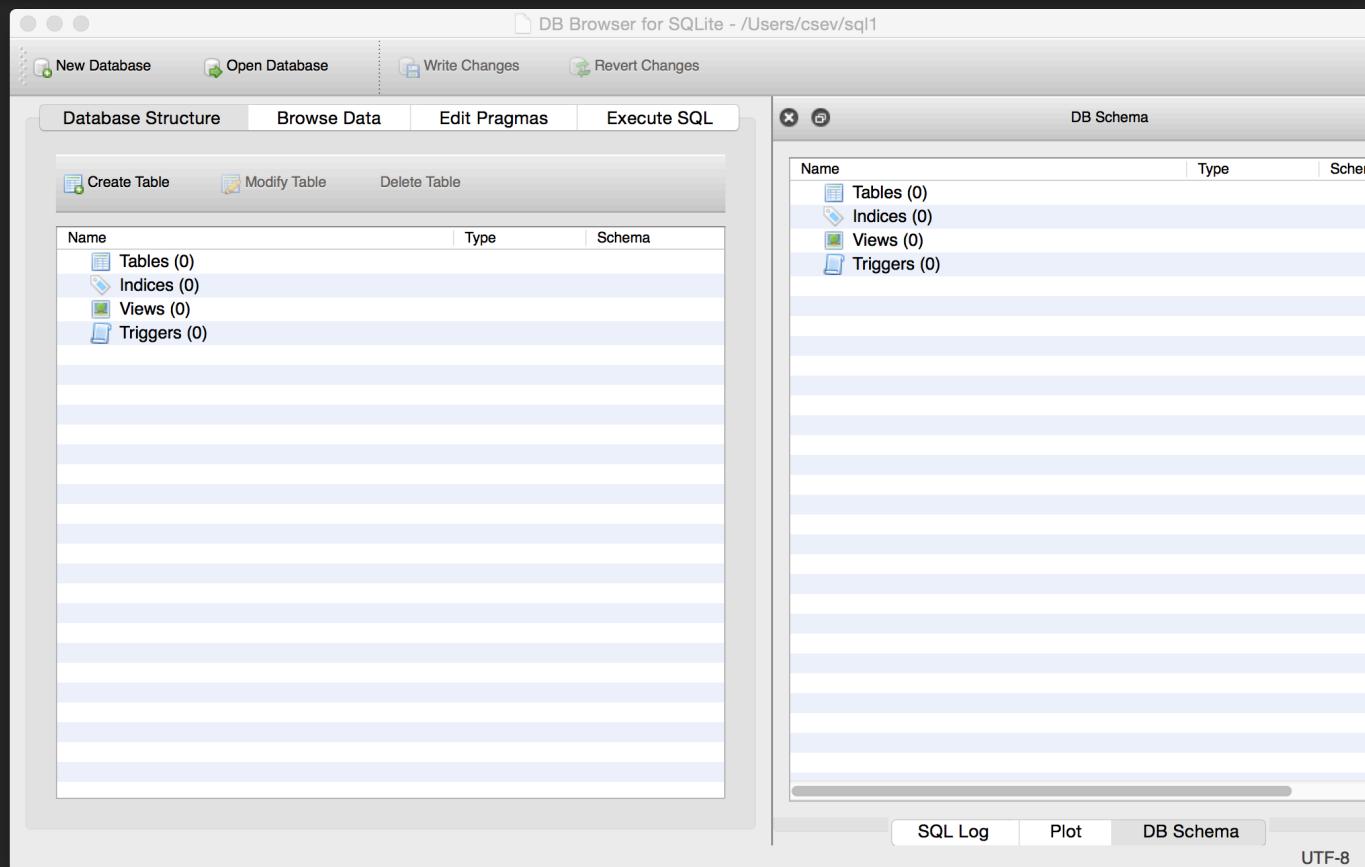
SQLite Browser

- SQLite is a very popular database - it is free and fast and small
- SQLite Browser allows us to directly manipulate SQLite files
 - <http://sqlitebrowser.org/>

There is also a Firefox plugin to manipulate SQLite database

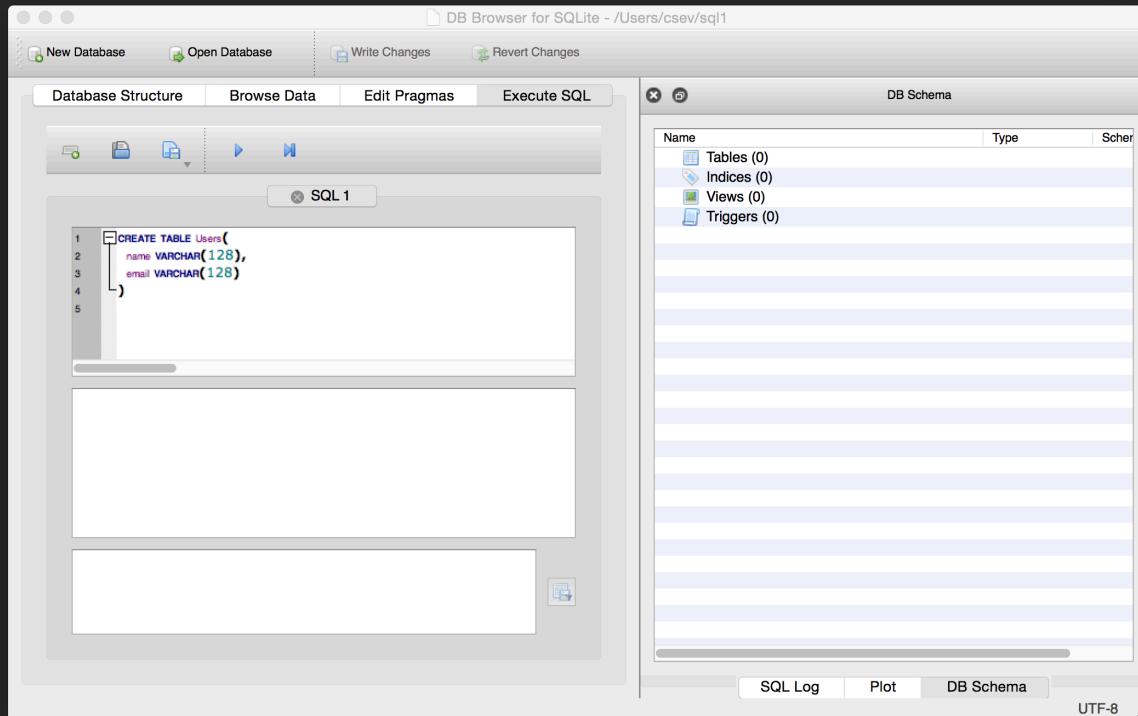
- <https://addons.mozilla.org/en-US/firefox/addon/sqlite-manager/>

SQLite is embedded in Python and a number of other languages



<http://sqlitebrowser.org/>

Start Simple - A Single Table



```
CREATE TABLE Users(
    name VARCHAR(128),
    email VARCHAR(128)
)
```

DB Browser for SQLite - /Users/csev/sql1

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

Create Table Modify Table Delete Table

Name	Type	Schema
Tables (1)		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Users		
Indices (0)		
Views (0)		
Triggers (0)		

DB Schema

Name	Type	Schema
Tables (1)		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Users		
Indices (0)		
Views (0)		
Triggers (0)		

SQL Log Plot DB Schema

UTF-8

DB Browser for SQLite - /Users/csev/sql1

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

Table: **Users** New Record Delete Record

	name	email
1	Chuck	csev@umich...
2	Colleen	cvl@umich.edu
3	Ted	ted@umich....
4	Sally	a1@umich.edu

Filter Filter

0 - 0 of 0 Go to: 1

DB Schema

Name	Type	Schema
Tables (1)		
Users		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Indices (0)		
Views (0)		
Triggers (0)		

Our table with four rows

SQL Log Plot DB Schema UTF-8



SQL

- **Structured Query Language** is the language we use to issue commands to the database
 - Create a table
 - Retrieve some data
 - Insert data
 - Delete data

<http://en.wikipedia.org/wiki/SQL>

SQL Insert

- The `Insert` statement inserts a row into a table

```
INSERT INTO Users (name, email) VALUES ('Kristin', 'kf@umich.edu')
```

DB Browser for SQLite - /Users/csev/sql1

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

SQL 1

```
1 INSERT INTO Users (name, email) VALUES ('Kristin', 'kf@umich.edu')
2
```

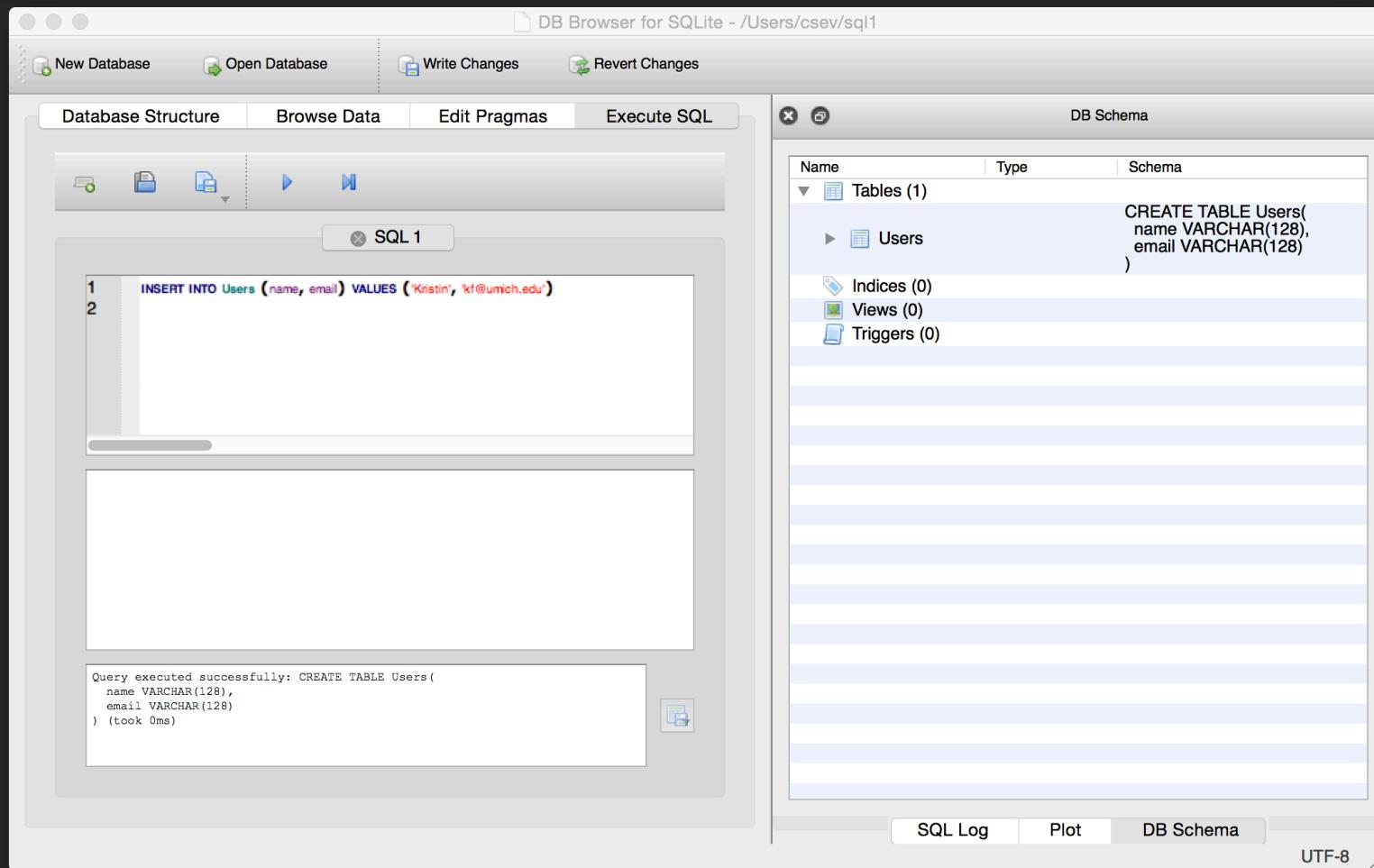
Query executed successfully: CREATE TABLE Users(
 name VARCHAR(128),
 email VARCHAR(128)
) (took 0ms)

DB Schema

Name	Type	Schema
Tables (1)		
Users		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Indices (0)		
Views (0)		
Triggers (0)		

SQL Log Plot DB Schema

UTF-8



DB Browser for SQLite - /Users/csev/sql1

New Database Open Database Write Changes Revert Changes DB Browser for SQLite - /Users/csev/sql1

Database Structure New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

Table: Users New Record Delete Record

1 INSERT INTO Us 2

	name	email
1	Chuck	csev@umich...
2	Colleen	cvl@umich.edu
3	Ted	ted@umich....
4	Sally	a1@umich.edu
5	Kristin	kf@umich.edu

Query executed successfully.
CREATE TABLE Users(
 name VARCHAR(128),
 email VARCHAR(128)
) (took 0ms)

< < 1 - 5 of 5 > > Go to: 1

DB Schema

Name Type Schema

Tables (1) CREATE TABLE Users(
 name VARCHAR(128),
 email VARCHAR(128)
)

Indices (0)
Views (0)
Triggers (0)

SQL Log Plot DB Schema

UTF-8

The screenshot shows the DB Browser for SQLite interface. The top navigation bar has tabs for 'Database Structure' and 'DB Schema'. The 'Database Structure' tab is active, showing the 'Users' table with five records. The 'DB Schema' tab is also visible. A large yellow arrow points from the 'DB Schema' tab in the top bar to the 'Tables' section in the main pane, where the CREATE TABLE statement is displayed. The bottom navigation bar includes tabs for 'SQL Log', 'Plot', and 'DB Schema', with 'DB Schema' being the current tab.



SQL Delete

- Deletes a row in a table based on a selection criteria

```
DELETE FROM Users WHERE email='ted@umich.edu'
```

DB Browser for SQLite - /Users/csev/sql1

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

SQL 1

```
1 DELETE FROM Users WHERE email='ted@umich.edu'
```

Query executed successfully: DELETE FROM Users WHERE email='ted@umich.edu'
(took 0ms)

DB Schema

Name	Type	Schema
Tables (1)		
Users		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Indices (0)		
Views (0)		
Triggers (0)		

SQL Log Plot DB Schema

UTF-8

The screenshot shows the DB Browser for SQLite application interface. On the left, there's a SQL editor window containing a single line of code: 'DELETE FROM Users WHERE email='ted@umich.edu''. Below the code, a message indicates the query was executed successfully and took 0ms. On the right, a 'DB Schema' window displays the table 'Users' with its schema: 'CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))'. The application has a standard OS X-style menu bar at the top.

The screenshot shows three windows of the DB Browser for SQLite application.

Main Window: The central window displays the "Database Structure" tab. It shows a table named "Users" with columns "name" and "email". The data is as follows:

	name	email
1	Chuck	csev@umich...
2	Colleen	cvl@umich.edu
3	Sally	a1@umich.edu
4	Kristin	kf@umich.edu

A yellow arrow points from the "DB Schema" tab in the bottom right corner towards the "Users" table in the main window.

DB Schema Window: The bottom right window shows the database schema. It lists one table named "Users" with the following CREATE TABLE statement:

```
CREATE TABLE Users(
    name VARCHAR(128),
    email VARCHAR(128)
)
```

Bottom Navigation: At the bottom of the interface, there are tabs for "SQL Log", "Plot", and "DB Schema", with "DB Schema" currently selected.

SQL: Update

- Allows the updating of a field with a where clause

```
UPDATE Users SET name='Charles' WHERE  
email='csev@umich.edu'
```

DB Browser for SQLite - /Users/csev/sql1

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

SQL 1

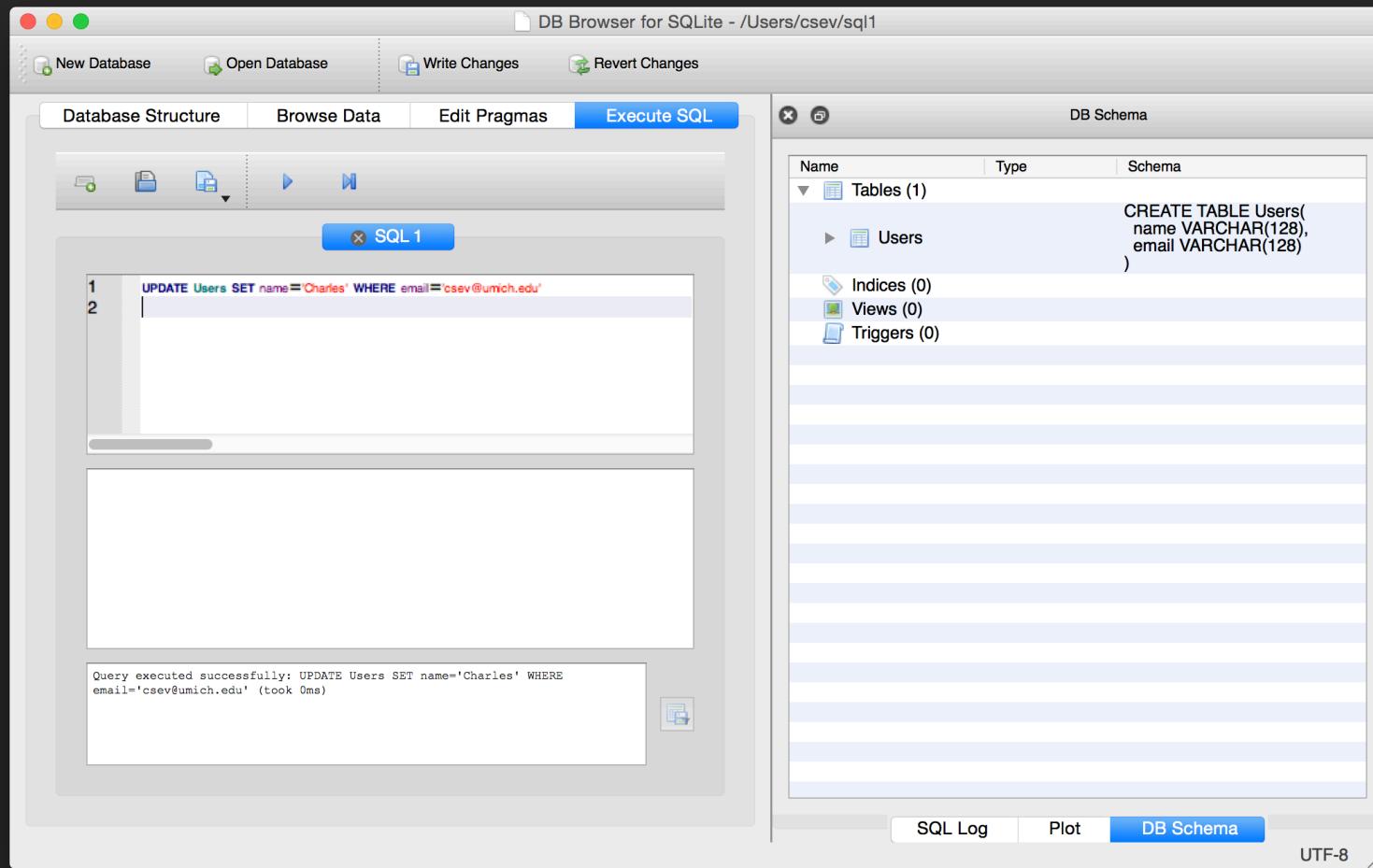
```
1 UPDATE Users SET name='Charles' WHERE email='csev@umich.edu'
2
```

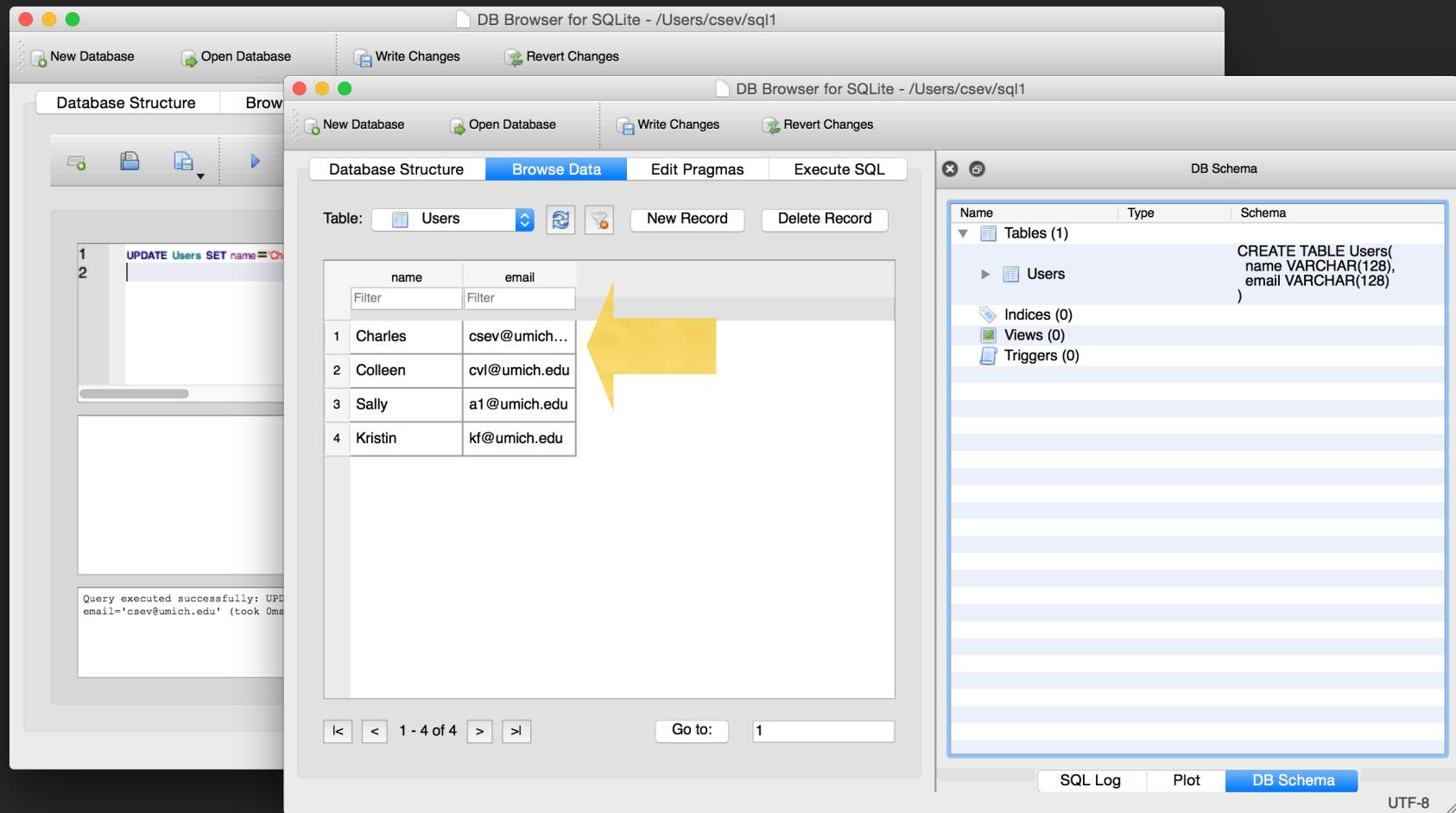
Query executed successfully: UPDATE Users SET name='Charles' WHERE email='csev@umich.edu' (took 0ms)

DB Schema

Name	Type	Schema
Tables (1)		
Users		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Indices (0)		
Views (0)		
Triggers (0)		

SQL Log Plot DB Schema UTF-8





The screenshot shows two instances of DB Browser for SQLite. The left instance displays a successful UPDATE query:

```
1 UPDATE Users SET name='Charles' WHERE id=1
2
```

The right instance shows the resulting data in the 'Browse Data' tab:

	name	email
1	Charles	csev@umich...
2	Colleen	cvl@umich.edu
3	Sally	a1@umich.edu
4	Kristin	kf@umich.edu

A yellow arrow points from the 'Tables (1)' section of the DB Schema tab on the right to the 'Users' table in the central window, indicating the connection between the schema definition and the data.

DB Schema

Name	Type	Schema
Tables (1)		
Users		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Indices (0)		
Views (0)		
Triggers (0)		

SQL Log Plot DB Schema

UTF-8

Retrieving Records: Select

- The select statement retrieves a group of records - you can either retrieve all the records or a subset of the records with a WHERE clause

SELECT * FROM Users

SELECT * FROM Users WHERE email='csev@umich.edu'

DB Browser for SQLite - /Users/csev/sql1

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

SQL 1

```
1 SELECT * FROM Users
2
```

	name	email
1	Charles	csev@umich.edu
2	Colleen	cvl@umich.edu
3	Sally	a1@umich.edu
4	Kristin	kf@umich.edu

4 Rows returned from: SELECT * FROM Users (took 0ms)

DB Schema

Name	Type	Schema
Tables (1)		
Users		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Indices (0)		
Views (0)		
Triggers (0)		

SQL Log Plot DB Schema

UTF-8

DB Browser for SQLite - /Users/csev/sql1

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

SQL 1

```
1 SELECT * FROM Users WHERE email='csev@umich.edu'
2
```

	name	email
1	Charles	csev@umich.edu

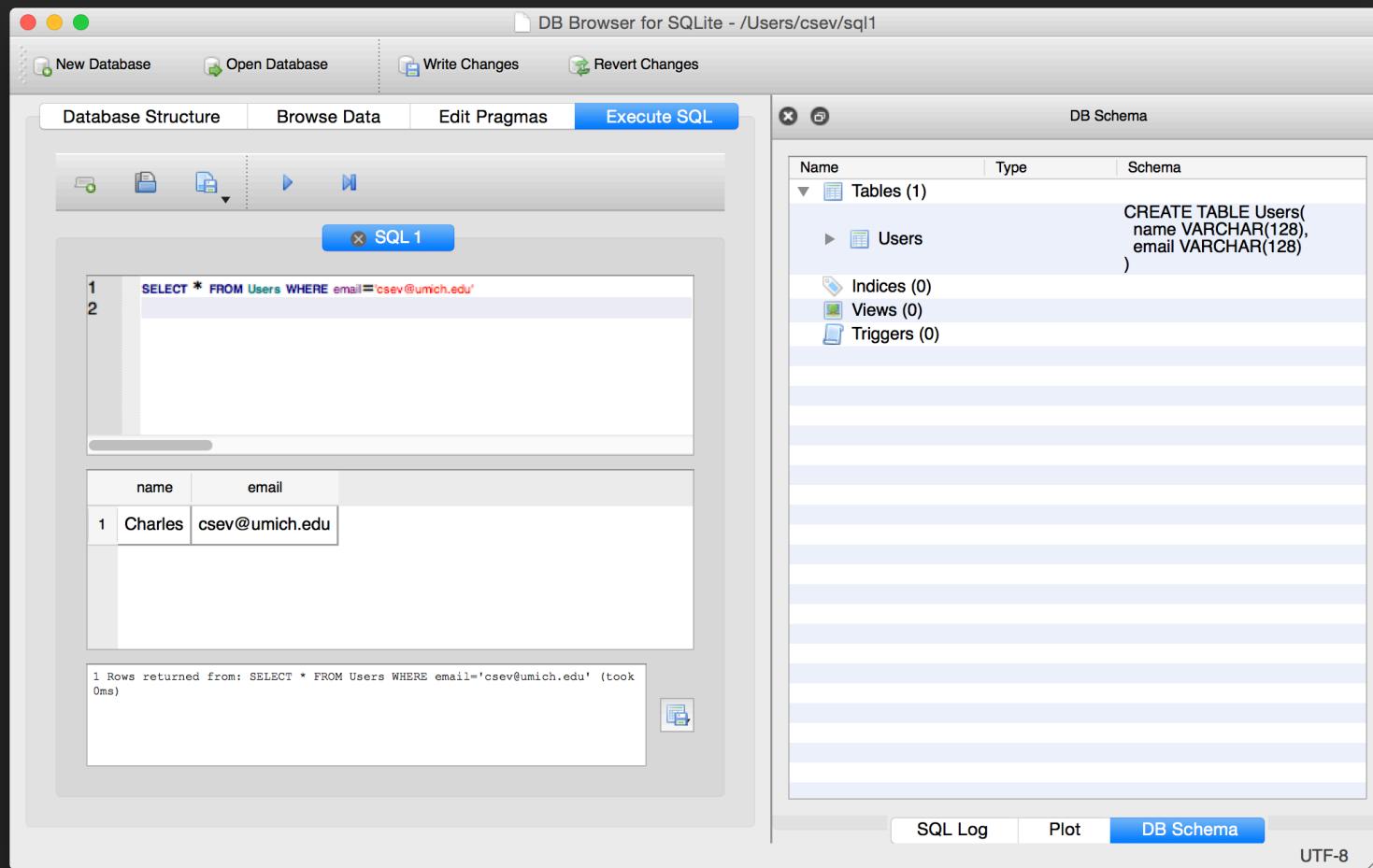
1 Rows returned from: SELECT * FROM Users WHERE email='csev@umich.edu' (took 0ms)

DB Schema

Name	Type	Schema
Tables (1)		
Users		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Indices (0)		
Views (0)		
Triggers (0)		

SQL Log Plot DB Schema

UTF-8

The screenshot shows the DB Browser for SQLite application interface. On the left, the main workspace contains a SQL editor window titled 'SQL 1' with the query 'SELECT * FROM Users WHERE email='csev@umich.edu''. Below it is a table viewer showing one row: Charles with email csev@umich.edu. A status message at the bottom says '1 Rows returned from: SELECT * FROM Users WHERE email='csev@umich.edu' (took 0ms)'. On the right, a 'DB Schema' panel displays the database structure with a single table 'Users' defined by the CREATE TABLE statement: 'CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))'. The 'DB Schema' tab is currently selected at the bottom.

Sorting with ORDER BY

- You can add an **ORDER BY** clause to **SELECT** statements to get the results sorted in ascending or descending order

```
SELECT * FROM Users ORDER BY email
```

```
SELECT * FROM Users ORDER BY name
```

DB Browser for SQLite - /Users/csev/sql1

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

SQL 1

```
1 SELECT * FROM Users ORDER BY email
2
```

	name	email
1	Sally	a1@umich.edu
2	Charles	csev@umich.edu
3	Colleen	cvl@umich.edu
4	Kristin	kf@umich.edu

4 Rows returned from: SELECT * FROM Users ORDER BY email (took 0ms)

DB Schema

Name	Type	Schema
Tables (1)		
Users		CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))
Indices (0)		
Views (0)		
Triggers (0)		

SQL Log Plot DB Schema

UTF-8

The screenshot shows the DB Browser for SQLite application interface. The main window has tabs for 'Database Structure', 'Browse Data', 'Edit Pragmas', and 'Execute SQL'. The 'Execute SQL' tab is active, displaying the result of the query 'SELECT * FROM Users ORDER BY email'. The results are presented in a table with columns 'name' and 'email'. The table contains four rows with data: Sally (a1@umich.edu), Charles (csev@umich.edu), Colleen (cvl@umich.edu), and Kristin (kf@umich.edu). Below the table, it says '4 Rows returned from: SELECT * FROM Users ORDER BY email (took 0ms)'. To the right of the main window is a 'DB Schema' panel which lists the database structure. It shows one table named 'Users' with the schema 'CREATE TABLE Users(name VARCHAR(128), email VARCHAR(128))'. It also shows 'Indices (0)', 'Views (0)', and 'Triggers (0)'. The bottom of the screen shows navigation buttons for 'SQL Log', 'Plot', and 'DB Schema', with 'DB Schema' being the active tab. The overall interface is clean and modern, typical of a Mac OS X application.



SQL Summary

```
INSERT INTO Users (name, email) VALUES ('Kristin', 'kf@umich.edu')
```

```
DELETE FROM Users WHERE email='ted@umich.edu'
```

```
UPDATE Users SET name="Charles" WHERE email='csev@umich.edu'
```

```
SELECT * FROM Users
```

```
SELECT * FROM Users WHERE email='csev@umich.edu'
```

```
SELECT * FROM Users ORDER BY email
```

This is not too exciting (so far)

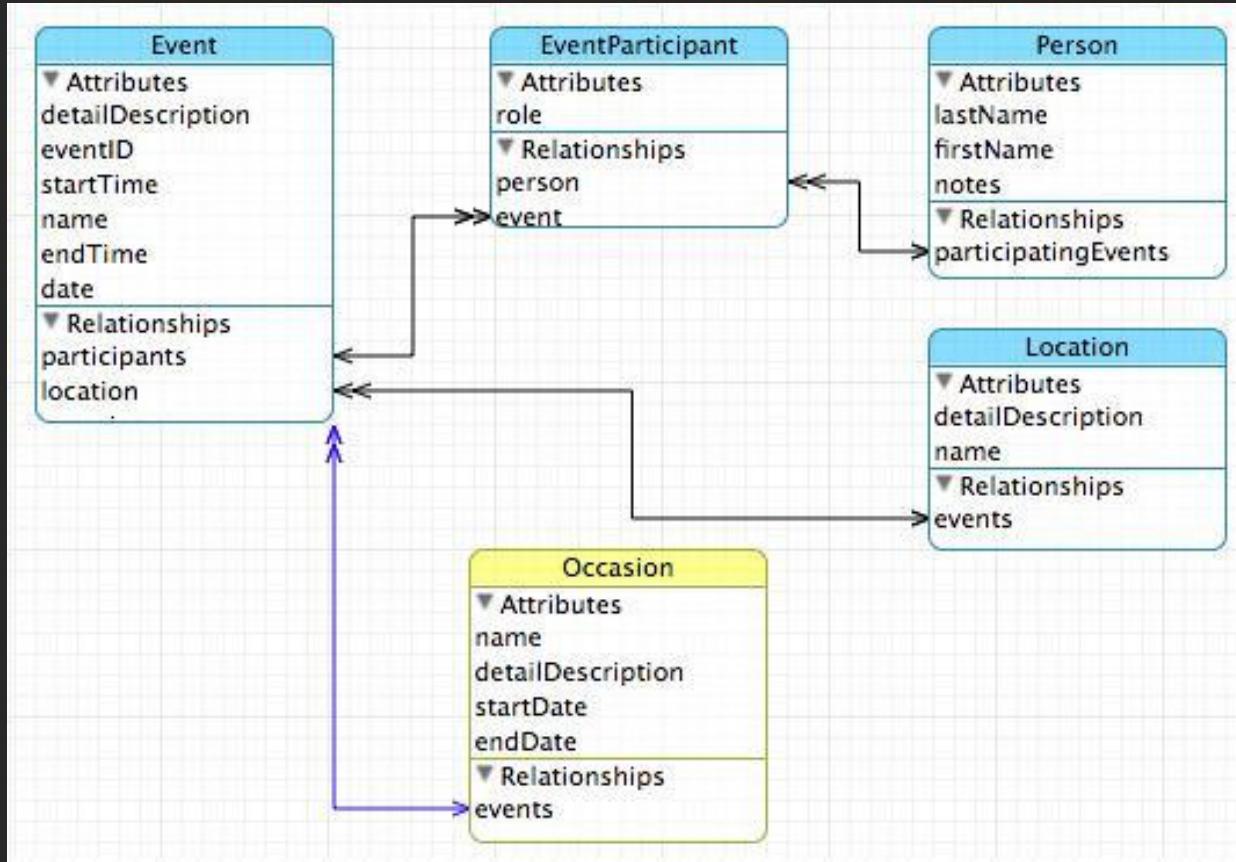
- Tables pretty much look like big fast programmable spreadsheets with rows, columns, and commands
- The power comes when we have more than one table and we can exploit the relationships between the tables

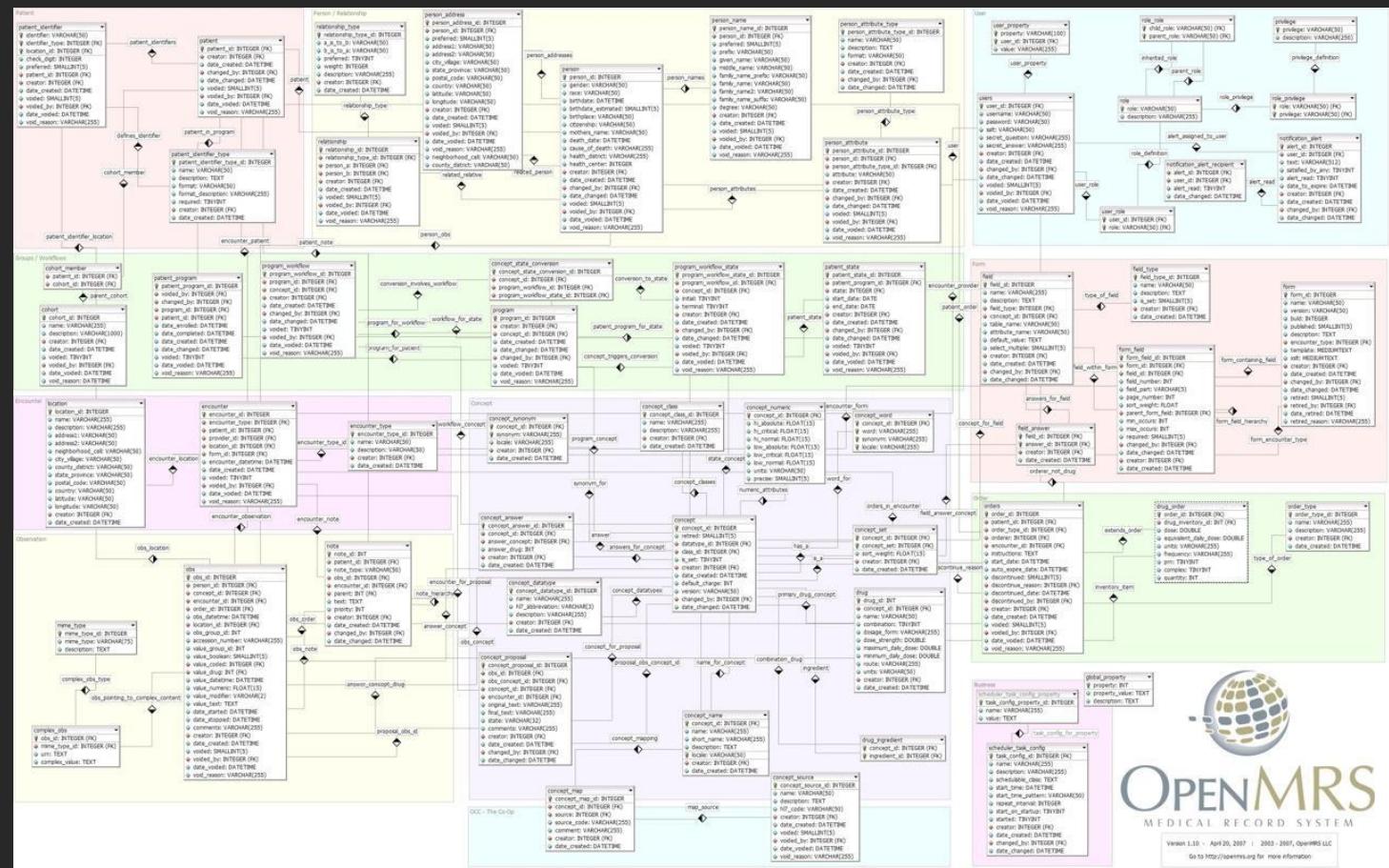
Complex Data Models and Relationships

http://en.wikipedia.org/wiki/Relational_model

Database Design

- Database design is an **art form** of its own with particular skills and experience
- Our goal is to avoid the really bad mistakes and design clean and easily understood databases
- Others may performance tune things later
- Database design starts with a picture...





OPENMRS
MEDICAL RECORD SYSTEM

Version 1.10 - April 20, 2007 | 2003-2007, OpenMRS
Go to <http://openmrs.org> for more information

Building a Data Model

- Drawing a picture of the data objects for our application and then figuring out how to represent the objects and their relationships
- Basic Rule: Don't put the same string data in twice - use a relationship instead
- When there is one thing in the “real world” there should be one copy of that thing in the database

Track	Len	Artist	Album	Genre	Rating	Count
<input checked="" type="checkbox"/> Hells Bells	5:13	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Shake Your Foundations	3:54	AC/DC	Who Made Who	Rock	★★★★★	70
<input checked="" type="checkbox"/> Chase the Ace	3:01	AC/DC	Who Made Who	Rock		56
<input checked="" type="checkbox"/> For Those About To Rock (We ...	5:54	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Dúlamán	3:43	Altan	Natural Wonders M...	New Age		31
<input checked="" type="checkbox"/> Rode Across the Desert	4:10	America	Greatest Hits	Easy Listen...	★★★★★	23
<input checked="" type="checkbox"/> Now You Are Gone	3:08	America	Greatest Hits	Easy Listen...	★★★★★	18
<input checked="" type="checkbox"/> Tin Man	3:30	America	Greatest Hits	Easy Listen...	★★★★★	23
<input checked="" type="checkbox"/> Sister Golden Hair	3:22	America	Greatest Hits	Easy Listen...	★★★★★	24
<input checked="" type="checkbox"/> Track 01	4:22	Billy Price	Danger Zone	Blues/R&B	★★★★★	26
<input checked="" type="checkbox"/> Track 02	2:45	Billy Price	Danger Zone	Blues/R&B	★★★★★	18
<input checked="" type="checkbox"/> Track 03	3:26	Billy Price	Danger Zone	Blues/R&B	★★★★★	22
<input checked="" type="checkbox"/> Track 04	4:17	Billy Price	Danger Zone	Blues/R&B	★★★★★	18
<input checked="" type="checkbox"/> Track 05	3:50	Billy Price	Danger Zone	Blues/R&B	★★★★★	21
<input checked="" type="checkbox"/> War Pigs/Luke's Wall	7:58	Black Sabbath	Paranoid	Metal	★★★★★	25
<input checked="" type="checkbox"/> Paranoid	2:53	Black Sabbath	Paranoid	Metal	★★★★★	22
<input checked="" type="checkbox"/> Planet Caravan	4:35	Black Sabbath	Paranoid	Metal	★★★★★	25
<input checked="" type="checkbox"/> Iron Man	5:59	Black Sabbath	Paranoid	Metal	★★★★★	26
<input checked="" type="checkbox"/> Electric Funeral	4:53	Black Sabbath	Paranoid	Metal	★★★★★	22
<input checked="" type="checkbox"/> Hand of Doom	7:10	Black Sabbath	Paranoid	Metal	★★★★★	23
<input checked="" type="checkbox"/> Rat Salad	2:30	Black Sabbath	Paranoid	Metal	★★★★★	31
<input checked="" type="checkbox"/> Jack the Stripper/Fairies Wear ...	6:14	Black Sabbath	Paranoid	Metal	★★★★★	24
<input checked="" type="checkbox"/> Bomb Squad (TECH)	3:28	Brent	Brent's Album			1
<input checked="" type="checkbox"/> clay techno	4:36	Brent	Brent's Album			2
<input checked="" type="checkbox"/> Heavy	3:08	Brent	Brent's Album			1
<input checked="" type="checkbox"/> Hi metal man	4:20	Brent	Brent's Album			1
<input checked="" type="checkbox"/> Mistro	2:58	Brent	Brent's Album			1

For each “piece of info”...

- Is the column an object or an attribute of another object?
- Once we define objects, we need to define the relationships between objects.

Len	Album
Genre	Artist
Rating	Track
Count	

<input checked="" type="checkbox"/> Hells Bells	5:13	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Shake Your Foundations	3:54	AC/DC	Who Made Who	Rock	★★★★★	70
<input checked="" type="checkbox"/> Chase the Ace	3:01	AC/DC	Who Made Who	Rock		56
<input checked="" type="checkbox"/> For Those About To Rock (We ...	5:54	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Dúlamán	3:43	Altan	Natural Wonders M...	New Age		31
<input checked="" type="checkbox"/> Rode Across the Desert	4:10	America	Greatest Hits	Easy Listen...	★★★★★	23
<input checked="" type="checkbox"/> Now You Are Gone	3:08	America	Greatest Hits	Easy Listen...	★★★★★	18
<input checked="" type="checkbox"/> Tie Man	2:20	America	Greatest Hits	Easy Listen...	★★★★★	22

Track

Album

Artist

Genre

Rating

Len

Count

Artist

belongs-to

Album

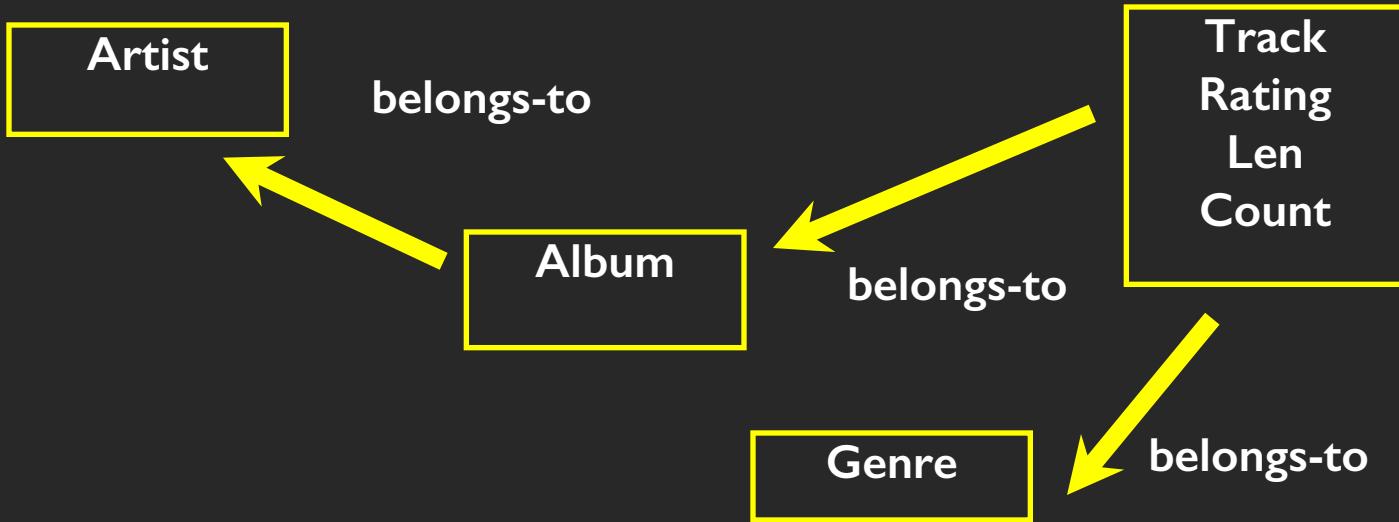
belongs-to

Track
Rating
Len
Count

Genre

belongs-to

<input checked="" type="checkbox"/> Hells Bells	5:13	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Shake Your Foundations	3:54	AC/DC	Who Made Who	Rock	★★★★★	70
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<input checked="" type="checkbox"/> Rode Across the Desert	4:10	America	Greatest Hits	Easy Listen...	★★★★★	23
<input checked="" type="checkbox"/> Now You Are Gone	3:08	America	Greatest Hits	Easy Listen...	★★★★★	18
<input checked="" type="checkbox"/> Tie Man	2:20	America	Greatest Hits	Easy Listen...	★★★★★	22



<input checked="" type="checkbox"/> Hells Bells	5:13	AC/DC	Who Made Who	Rock	★★★★★	61
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<input checked="" type="checkbox"/> For Those About To Rock (We ...	5:54	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Dúlamán	3:43	Altan	Natural Wonders M...	New Age		31
<input checked="" type="checkbox"/> Rode Across the Desert	4:10	America	Greatest Hits	Easy Listen...	★★★★★	23
<input checked="" type="checkbox"/> Now You Are Gone	3:08	America	Greatest Hits	Easy Listen...	★★★★★	18
<input checked="" type="checkbox"/> Tie Man	2:20	America	Greatest Hits	Easy Listen...	★★★★★	22



Representing Relationships in a Database

Database Normalization (3NF)

- There is *tons* of database theory - way too much to understand without excessive predicate calculus
 - Do not replicate data - reference data - point at data
 - Use integers for keys and for references
 - Add a special “key” column to each table which we will make references to. By convention, many programmers call this column “id”

http://en.wikipedia.org/wiki/Database_normalization

<input checked="" type="checkbox"/> Hells Bells	5:13	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Shake Your Foundations	3:54	AC/DC	Who Made Who	Rock	★★★★★	70
<input checked="" type="checkbox"/> Chase the Ace	3:01	AC/DC	Who Made Who	Rock		56
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<input checked="" type="checkbox"/> Now You Are Gone	3:08	America	Greatest Hits	Easy Listen...	★★★★★	18
<input type="checkbox"/> Tie Me	2:20	America	Greatest Hits	Easy Listen...	★★★★★	22

We want to keep track of which band is the “**creator**” of each music track...
What album does this song “belong to”??

Which album is this song related to?

Integer Reference Pattern

We use integers to reference rows in another table

id	name
Filter	Filter
1	Led Zepplin
2	AC/DC

id	artist_id	title
Filter	Filter	Filter
1	2	Who Made Who
2	1	IV



Key Terminology

Finding our way around....

Three Kinds of Keys

- **Primary key** - generally an integer auto-increment field
- **Logical key** - What the outside world uses for lookup
- **Foreign key** - generally an integer key pointing to a row in another table



Primary Key Rules

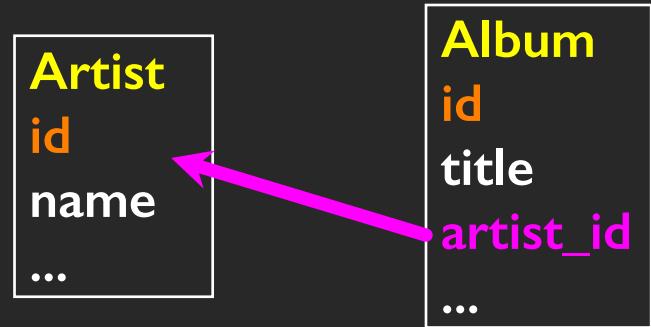
Best practices

- Never use your **logical key** as the **primary key**
- **Logical keys** can and do change, albeit slowly
- **Relationships** that are based on matching string fields are less efficient than integers

```
User
id
login
password
name
email
created_at
modified_at
login_at
```

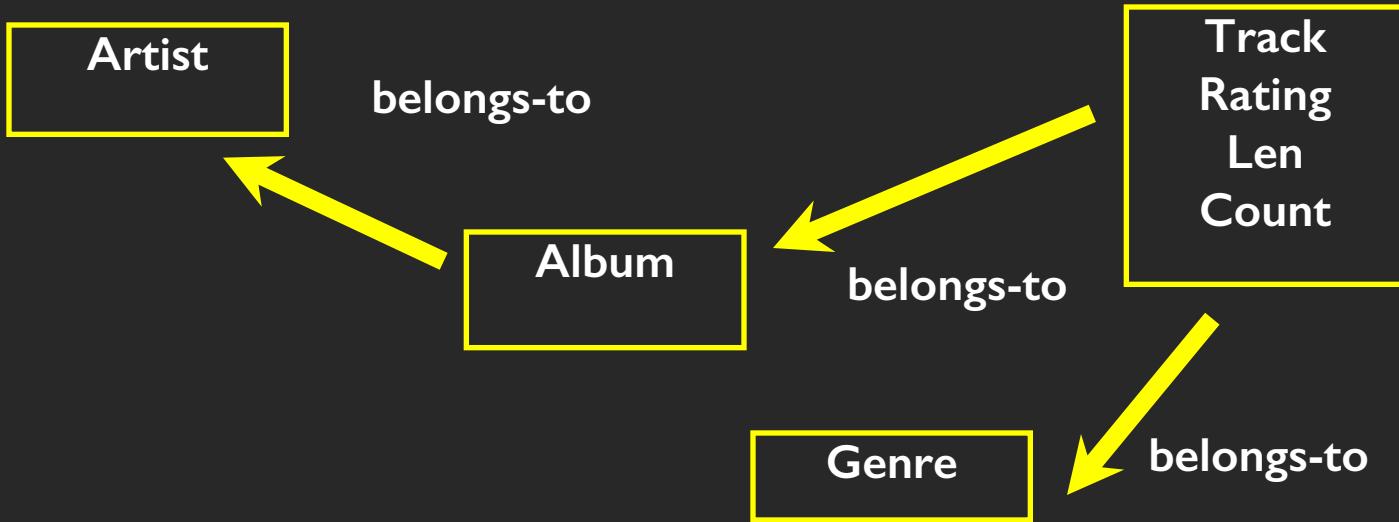
Foreign Keys

- A **foreign key** is when a table has a column that contains a key which points to the **primary key** of another table.
- When all primary keys are integers, then all foreign keys are integers - this is good - very good

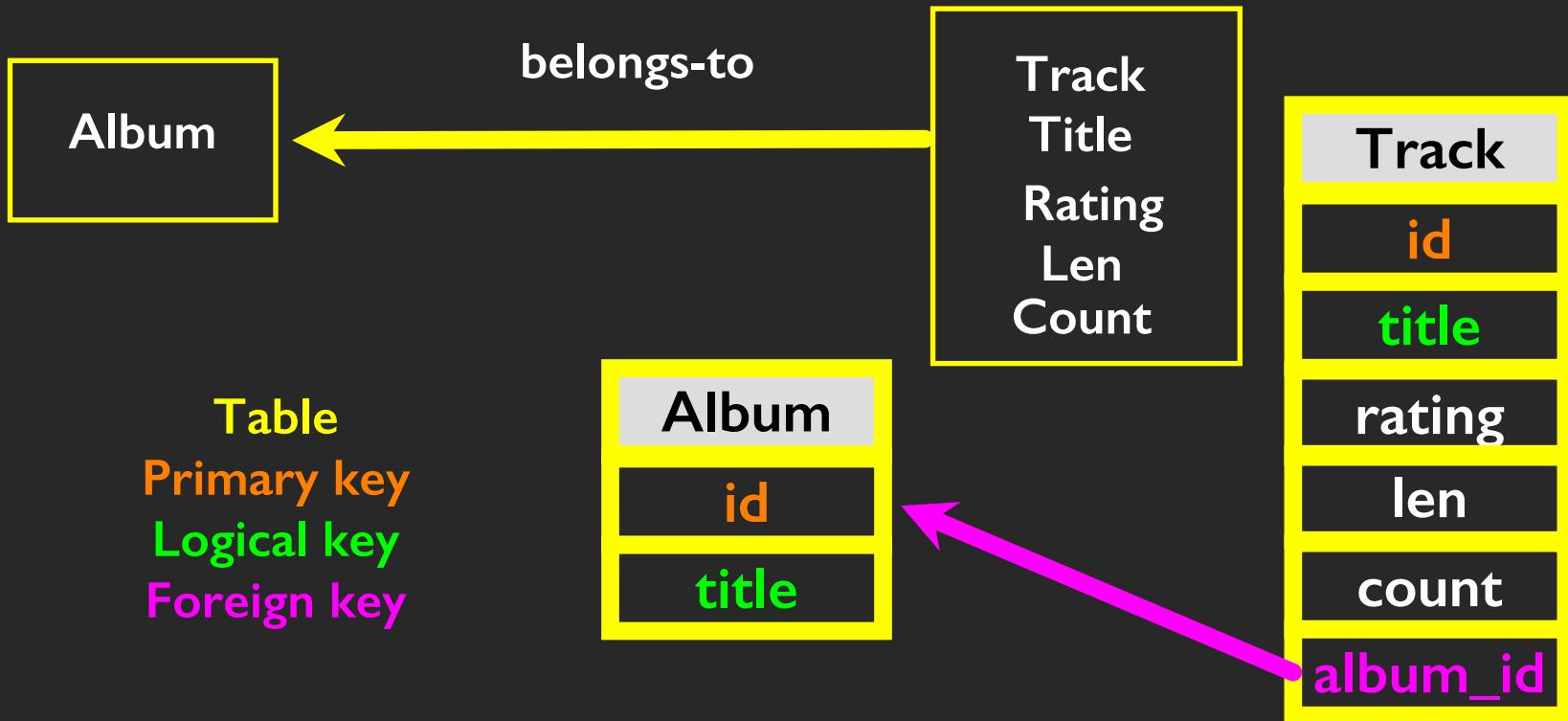


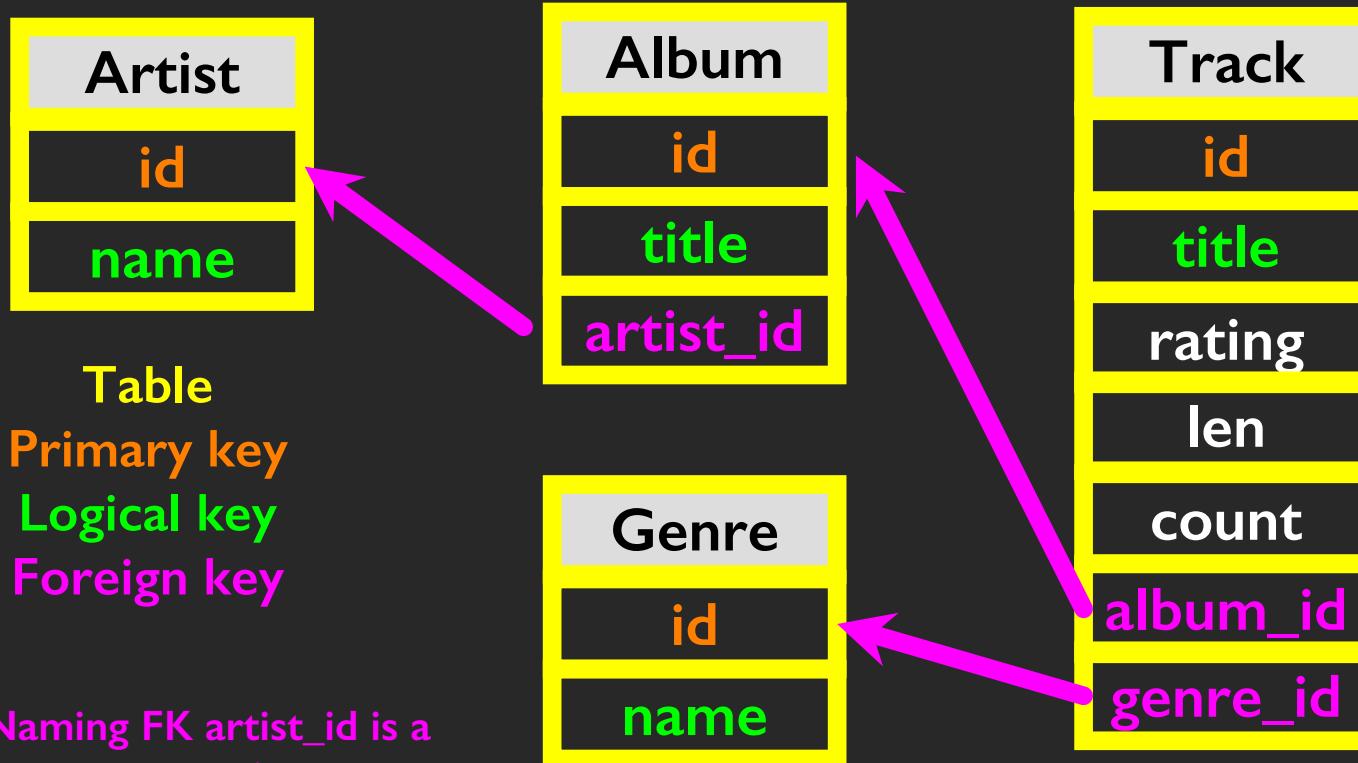


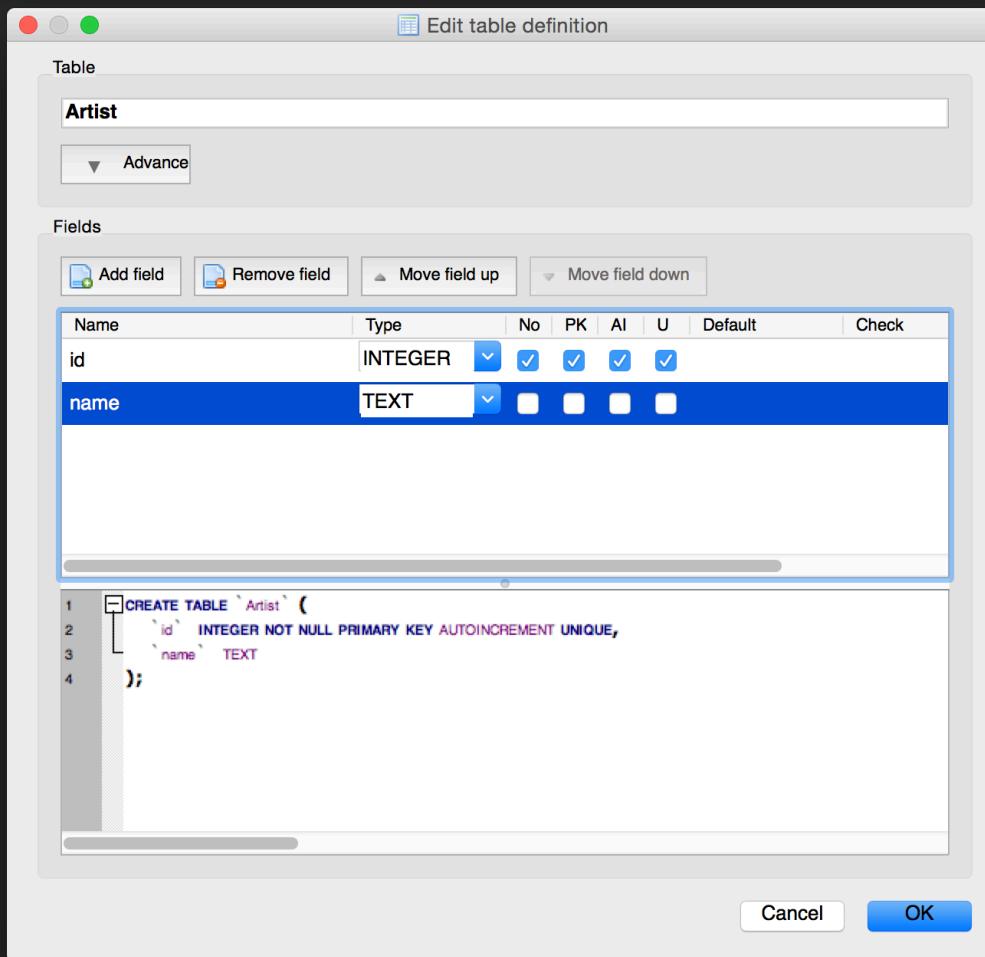
Relationship Building (in tables)

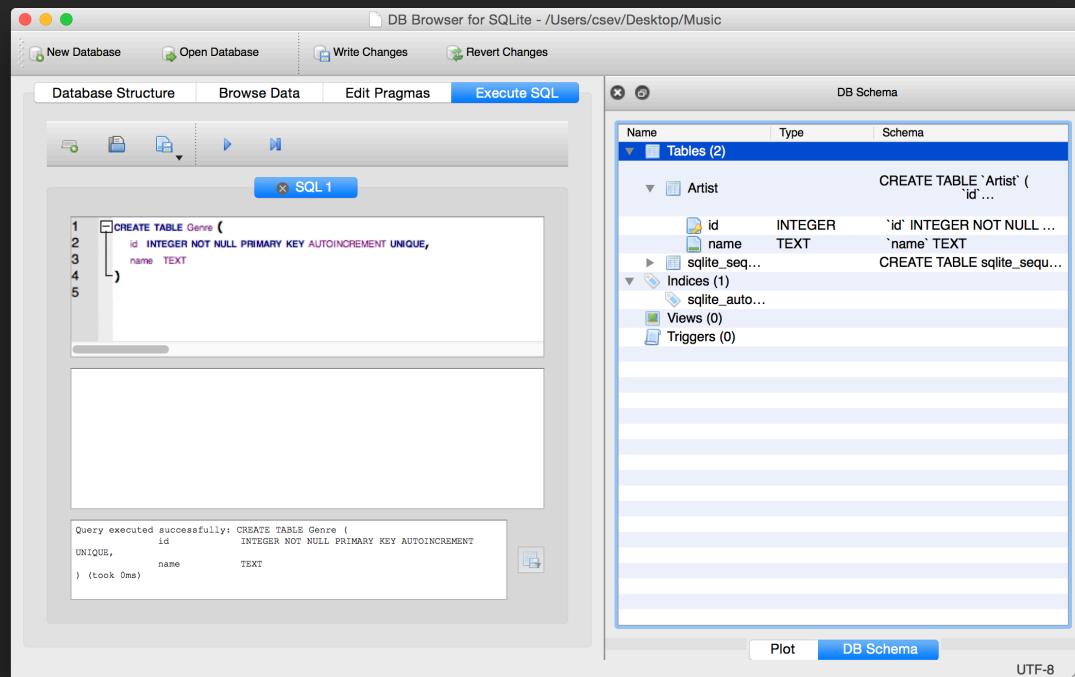


<input checked="" type="checkbox"/> Hells Bells	5:13	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Shake Your Foundations	3:54	AC/DC	Who Made Who	Rock	★★★★★	70
<input checked="" type="checkbox"/> Chase the Ace	3:01	AC/DC	Who Made Who	Rock		56
<input checked="" type="checkbox"/> For Those About To Rock (We ...	5:54	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Dúlamán	3:43	Altan	Natural Wonders M...	New Age		31
<input checked="" type="checkbox"/> Rode Across the Desert	4:10	America	Greatest Hits	Easy Listen...	★★★★★	23
<input checked="" type="checkbox"/> Now You Are Gone	3:08	America	Greatest Hits	Easy Listen...	★★★★★	18
<input checked="" type="checkbox"/> Tie Man	2:20	America	Greatest Hits	Easy Listen...	★★★★★	22









CREATE TABLE **Genre** (
 id **INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE,**
 name **TEXT**
)

```
CREATE TABLE Album (
    id      INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT
    UNIQUE,
    artist_id  INTEGER,
    title     TEXT
)

CREATE TABLE Track (
    id      INTEGER NOT NULL PRIMARY KEY
        AUTOINCREMENT UNIQUE,
    title   TEXT,
    album_id  INTEGER,
    genre_id  INTEGER,
    len     INTEGER, rating INTEGER, count INTEGER
)
```

DB Browser for SQLite - /Users/csev/Desktop/Music

Database Structure Browse Data Edit Pragmas Execute SQL

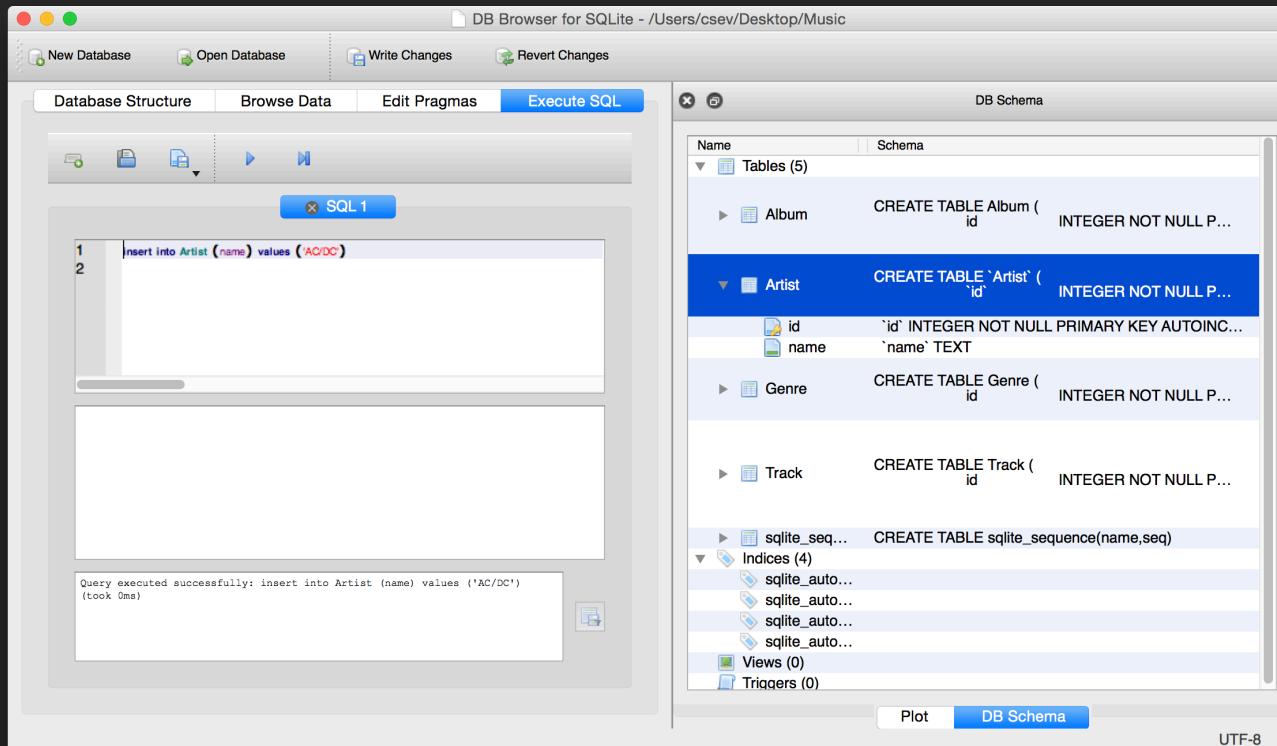
Create Table Modify Table Delete Table

Name	Type	Schema
Tables (5)		
Album		<pre>CREATE TABLE "Album" (`id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, `artist_id` INTEGER, `title` TEXT)</pre>
Artist		<pre>CREATE TABLE `Artist` (`id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, `name` TEXT)</pre>
Genre		<pre>CREATE TABLE Genre (`id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, `name` TEXT)</pre>
Track		<pre>CREATE TABLE Track (`id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, `title` TEXT, `album_id` INTEGER, `genre_id` INTEGER, `len` INTEGER, `rating` INTEGER, `count` INTEGER)</pre>

DB Schema

Name	Schema
Tables (5)	
Album	<pre>CREATE TABLE "Album" (`id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, `artist_id` INTEGER, `title` TEXT)</pre>
Artist	<pre>CREATE TABLE `Artist` (`id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, `name` TEXT)</pre>
Genre	<pre>CREATE TABLE Genre (`id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, `name` TEXT)</pre>
Track	<pre>CREATE TABLE Track (`id` INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, `title` TEXT, `album_id` INTEGER, `genre_id` INTEGER, `len` INTEGER, `rating` INTEGER, `count` INTEGER)</pre>
Indices (4)	
sqlite_sequence	<pre>CREATE TABLE sqlite_sequence(name,seq)</pre>
sqlite_autoindex_Album_1	
sqlite_autoindex_Track_1	

Plot DB Schema



insert into Artist (name) values ('Led Zepplin')
insert into Artist (name) values ('AC/DC')

The screenshot shows three windows of the DB Browser for SQLite application. The left window displays the SQL command `insert into Artist (name) values ('AC/DC')`. The middle window shows the resulting table structure with two rows: Led Zeppelin and AC/DC. A yellow arrow points from the table back to the SQL command. The right window shows the database schema with four tables: Album, Artist, Genre, and Track, along with various indices and sequences.

id	name
1	Led Zeppelin
2	AC/DC

DB Schema

- Tables (5)
 - Album
 - Artist
 - Genre
 - Track
 - sqlite_sequence
- Indices (4)
 - sqlite_autoindex_Album_1
 - sqlite_autoindex_Artist_1
 - sqlite_autoindex_Genre_1
 - sqlite_autoindex_Track_1
- Views (0)
- Triggers (0)

Plot DB Schema UTF-8

**insert into Artist (name) values ('Led Zepplin')
insert into Artist (name) values ('AC/DC')**

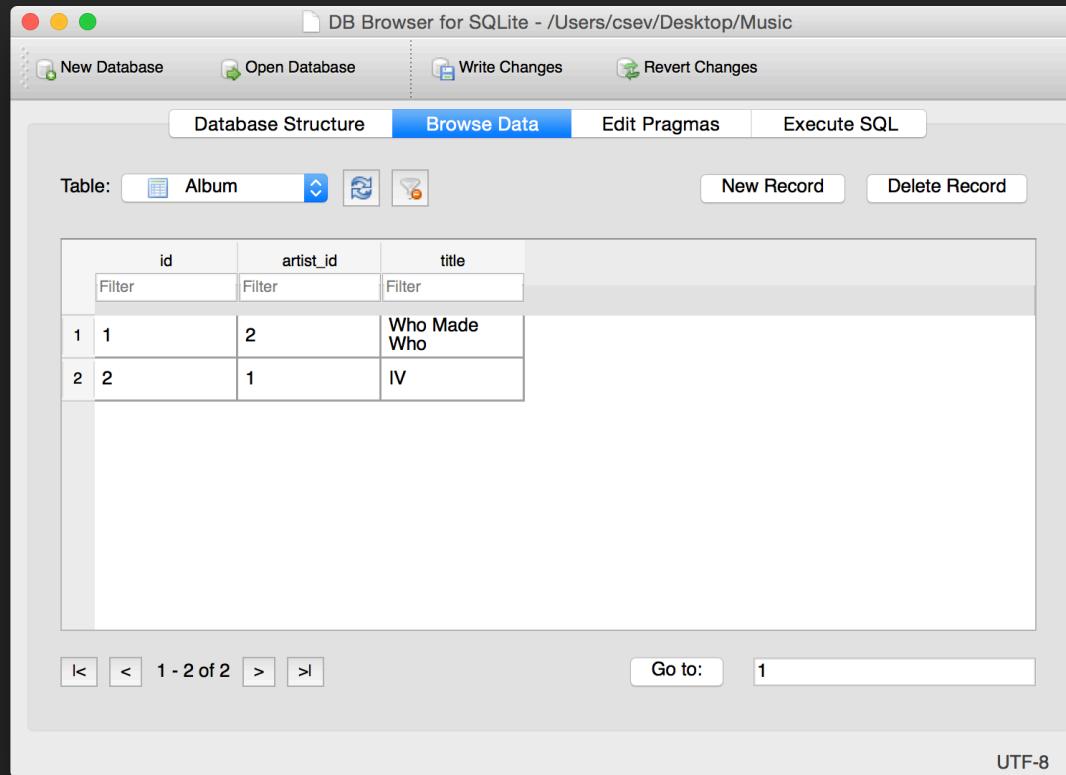
The screenshot shows the DB Browser for SQLite interface. The left pane displays the 'Genre' table with two rows: id 1 (Rock) and id 2 (Metal). The right pane shows the 'DB Schema' with the following tables and their CREATE statements:

- Album: CREATE TABLE Album (id INTEGER NOT NULL PRIMARY KEY)
- Artist: CREATE TABLE `Artist` (id INTEGER NOT NULL PRIMARY KEY)
- Genre: CREATE TABLE Genre (id INTEGER NOT NULL PRIMARY KEY)
- Track: CREATE TABLE Track (id INTEGER NOT NULL PRIMARY KEY)

Indices (4) are also listed: sqlite_sequence, sqlite_autoindex1, sqlite_autoindex2, sqlite_autoindex3, and sqlite_autoindex4.

At the bottom, there are buttons for Plot and DB Schema, and the encoding is set to UTF-8.

```
insert into Genre (name) values ('Rock')
insert into Genre (name) values ('Metal')
```



```
insert into Album (title, artist_id) values ('Who Made Who', 2)
insert into Album (title, artist_id) values ('IV', 1)
```

```
insert into Track (title, rating, len, count, album_id, genre_id)
    values ('Black Dog', 5, 297, 0, 2, 1)
insert into Track (title, rating, len, count, album_id, genre_id)
    values ('Stairway', 5, 482, 0, 2, 1)
insert into Track (title, rating, len, count, album_id, genre_id)
    values ('About to Rock', 5, 313, 0, 1, 2)
insert into Track (title, rating, len, count, album_id, genre_id)
    values ('Who Made Who', 5, 207, 0, 1, 2)
```

id		title	album_id	genre_id	len	rating	count
		Filter	Filter	Filter	Filter	Filter	Filter
1	1	Black Dog	2	1	297	5	0
2	2	Stairway	2	1	482	5	0
3	3	About to Rock	1	2	313	5	0
4	4	Who Made Who	1	2	207	5	0

We have relationships!

Song Data						
id	title	album_id	genre_id	len	rating	count
1	Black Dog	2	1	297	5	0
2	Stairway	2	1	482	5	0
3	About to Rock	1	2	313	5	0
4	Who Made Who	1	2	207	5	0

Track

Album

id	artist_id	title
1	2	Who Made Who
2	1	IV

Artist

id	name
1	Led Zeppelin
2	AC/DC

id	name
1	Rock
2	Metal

Genre



Using Join Across Tables

[http://en.wikipedia.org/wiki/Join_\(SQL\)](http://en.wikipedia.org/wiki/Join_(SQL))

Relational Power

- By removing the replicated data and replacing it with references to a single copy of each bit of data we build a “**web**” of information that the relational database can read through very quickly - even for very large amounts of data
- Often when you want some data it comes from a number of tables linked by these **foreign keys**

The JOIN Operation

- The JOIN operation **links across several tables** as part of a select operation
- You must tell the JOIN **how to use the keys** that make the connection between the tables using an **ON clause**

Album		Artist	
		t	
id	title	id	name
1	Who Made Who	1	Led Zepplin
2	IV	2	AC/DC

Album		Artist	
		t	
id	title	id	name
1	Who Made Who	1	Led Zepplin
2	IV	2	AC/DC

select Album.title, Artist.name from Album join Artist on Album.artist_id = Artist.id

What we want
to see

The tables that
hold the data

How the tables
are linked

id	artist_id	title
1	2	Who Made Who
2	1	IV

id	name
1	Led Zepplin
2	AC/DC

	title	artist_id	id	name
1	Who Made Who	2	2	AC/DC
2	IV	1	1	Led Zepplin

```
select Album.title, Album.artist_id, Artist.id, Artist.name  
from Album join Artist on Album.artist_id = Artist.id
```

	title	name
1	Black Dog	Rock
2	Stairway	Rock
3	About to Rock	Metal
4	Who Made Who	Metal

id	title	album_id	genre_id	len	rating	count
1	Black Dog	2	1	297	5	0
2	Stairway	2	1	482	5	0
3	About to Rock	1	2	313	5	0
4	Who Made Who	1	2	207	5	0

id	name
1	Rock
2	Metal

select Track.title, Genre.name from Track join Genre on Track.genre_id = Genre.id

What we want
to see

The tables that
hold the data

How the tables
are linked

	title	genre_id	id	name
1	Black Dog	1	1	Rock
2	Black Dog	1	2	Metal
3	Stairway	1	1	Rock
4	Stairway	1	2	Metal
5	About to Rock	2	1	Rock
6	About to Rock	2	2	Metal
7	Who Made Who	2	1	Rock
8	Who Made Who	2	2	Metal

```
SELECT Track.title,  
       Track.genre_id,  
       Genre.id, Genre.name  
FROM Track JOIN Genre
```

Joining two tables without an **ON** clause gives all possible combinations of rows.

It can get complex...

```
select Track.title, Artist.name, Album.title, Genre.name from
Track join Genre join Album join Artist on Track.genre_id =
Genre.id and Track.album_id = Album.id and Album.artist_id =
Artist.id
```

	title	name	title	name
1	Black Dog	Led Zepplin	IV	Rock
2	Stairway	Led Zepplin	IV	Rock
3	About to Rock	AC/DC	Who Made Who	Metal
4	Who Made Who	AC/DC	Who Made Who	Metal

What we want
to see

The tables which
hold the data

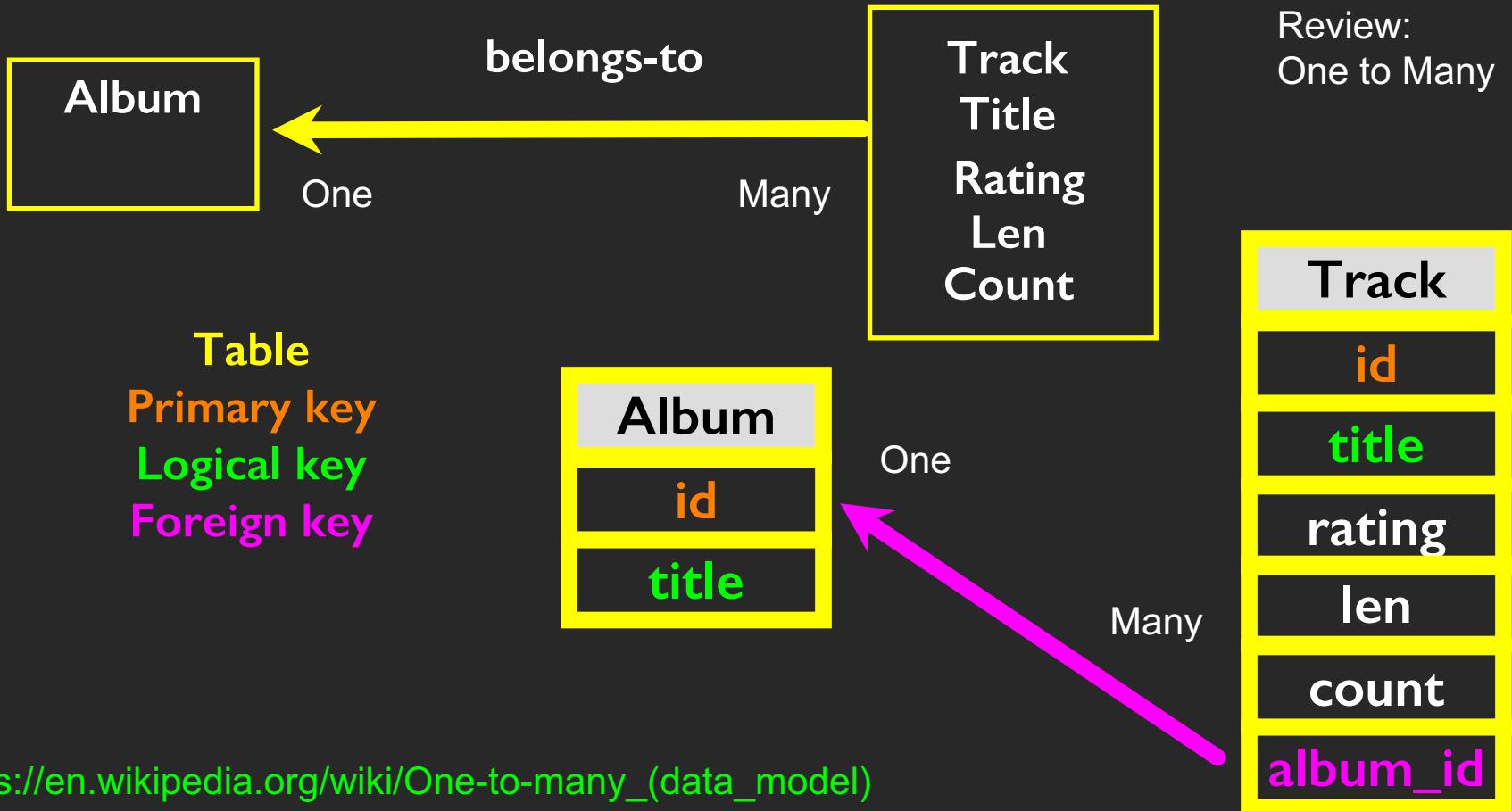
How the tables
are linked

<input checked="" type="checkbox"/> Hells Bells	5:13	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Shake Your Foundations	3:54	AC/DC	Who Made Who	Rock	★★★★★	70
<input checked="" type="checkbox"/> Chase the Ace	3:01	AC/DC	Who Made Who	Rock		56
<input checked="" type="checkbox"/> For Those About To Rock (We ...	5:54	AC/DC	Who Made Who	Rock	★★★★★	61
<input checked="" type="checkbox"/> Dúlamán	3:43	Altan	Natural Wonders M...	New Age		31
<input checked="" type="checkbox"/> Rode Across the Desert	4:10	America	Greatest Hits	Easy Listen...	★★★★★	23
<input checked="" type="checkbox"/> Now You Are Gone	3:08	America	Greatest Hits	Easy Listen...	★★★★★	18
<input checked="" type="checkbox"/> Tin Man	3:30	America	Greatest Hits	Easy Listen...	★★★★★	23
<input checked="" type="checkbox"/> Sister Golden Hair	3:22	America	Greatest Hits	Easy Listen...	★★★★★	24
<input checked="" type="checkbox"/> Track 01	4:22	Billy Price	Danger Zone	Blues/R&B	★★★★★	26
<input checked="" type="checkbox"/> Track 02	2:45	Billy Price	Danger Zone	Blues/R&B	★★★★★	18
<input checked="" type="checkbox"/> Track 03	3:26	Billy Price	Danger Zone	Blues/R&B	★★★★★	22
<input checked="" type="checkbox"/> Track 04						18
<input checked="" type="checkbox"/> Track 05						21
<input checked="" type="checkbox"/> War Pigs/Luke's Wall						25
<input checked="" type="checkbox"/> Paranoid						22
<input checked="" type="checkbox"/> Planet Caravan						25
<input checked="" type="checkbox"/> Iron Man						26
<input checked="" type="checkbox"/> Electric Funeral						22
<input checked="" type="checkbox"/> Hand of Doom						23
<input checked="" type="checkbox"/> Rat Salad						31
<input checked="" type="checkbox"/> Jack the Stripper/Fairies Wear ..						24
<input checked="" type="checkbox"/> Bomb Squad (TECH)						1
<input checked="" type="checkbox"/> clay techno						2
<input checked="" type="checkbox"/> Heavy						1
<input checked="" type="checkbox"/> Hi metal man	4:20	Brent	Brent's Album			1
<input checked="" type="checkbox"/> Mistro	2:58	Brent	Brent's Album			1



Many-To-Many Relationships

[https://en.wikipedia.org/wiki/Many-to-many_\(data_model\)](https://en.wikipedia.org/wiki/Many-to-many_(data_model))



id	name
1	Rock
2	Metal

One



One

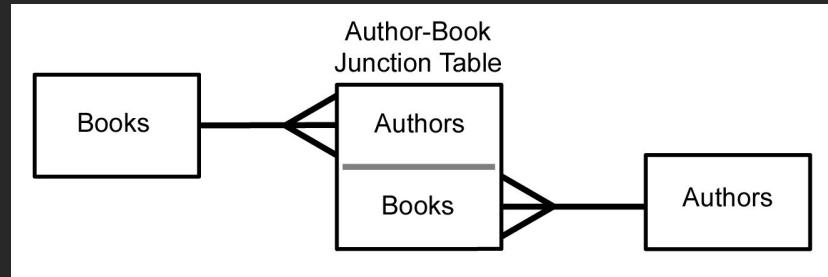
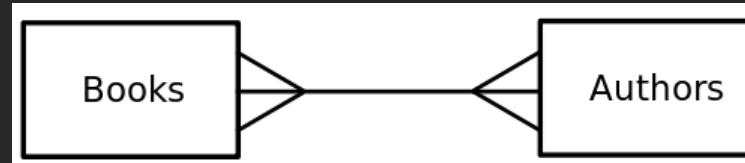
Many

Many

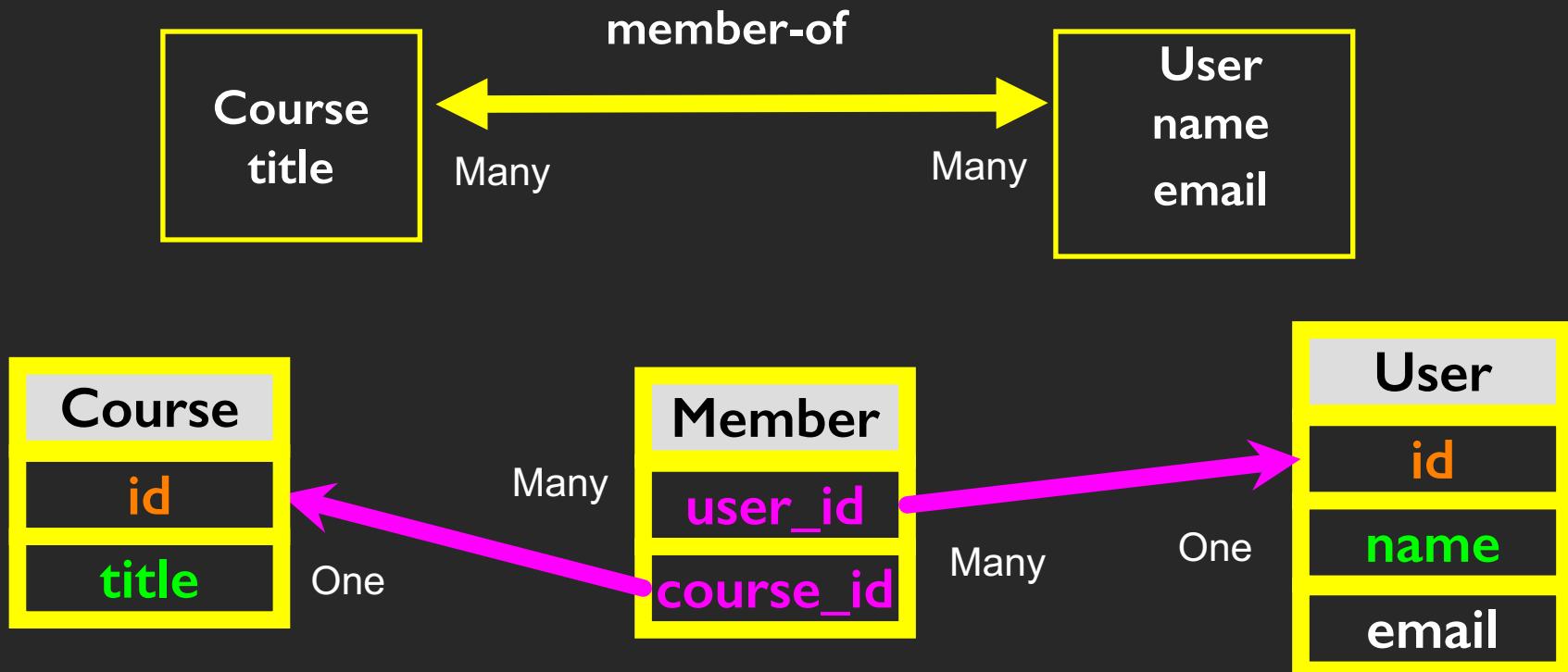
id	title	album_id	genre_id	len	rating	count
1	Black Dog	2	1	297	5	0
2	Stairway	2	1	482	5	0
3	About to Rock	1	2	313	5	0
4	Who Made Who	1	2	207	5	0

Many to Many

- Sometimes we need to model a relationship that is many-to-many
- We need to add a "connection" table with two foreign keys
- There is usually no separate primary key



[https://en.wikipedia.org/wiki/Many-to-many_\(data_model\)](https://en.wikipedia.org/wiki/Many-to-many_(data_model))



Start with a Fresh Database

```
CREATE TABLE User (
    id      INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE,
    name    TEXT,
    email   TEXT
)

CREATE TABLE Course (
    id      INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE,
    title   TEXT
)

CREATE TABLE Member (
    user_id     INTEGER,
    course_id   INTEGER,
    role        INTEGER,
    PRIMARY KEY (user_id, course_id)
)
```

DB Browser for SQLite - /Users/csev/Desktop/si502_database

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

Create Table Modify Table Delete Table

Name	Type	Schema
Tables (4)		
Course		CREATE TABLE Course (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, title TEXT)
Member		CREATE TABLE Member (user_id INTEGER, course_id INTEGER, PRIMARY KEY (user_id, course_id))
User		CREATE TABLE User (id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT UNIQUE, name TEXT, email TEXT)
sqlite_sequence		CREATE TABLE sqlite_sequence(name,seq)
Indices (3)		
sqlite_autoindex_Course_1		
sqlite_autoindex_Member_1		
sqlite_autoindex_User_1		
Views (0)		
Triggers (0)		

UTF-8

Insert Users and Courses

```
INSERT INTO User (name, email) VALUES ('Jane', 'jane@tsugi.org');
INSERT INTO User (name, email) VALUES ('Ed', 'ed@tsugi.org');
INSERT INTO User (name, email) VALUES ('Sue', 'sue@tsugi.org');

INSERT INTO Course (title) VALUES ('Python');
INSERT INTO Course (title) VALUES ('SQL');
INSERT INTO Course (title) VALUES ('PHP');
```

DB Browser for SQLite - /Users/csev/Desktop/si502_database

New Database Open Database Write Changes Revert Changes

Database

Table: Course

	id	title
1	1	Python
2	2	SQL
3	3	PHP

Filter Filter

< < 1 - 3 of 3 > >|

DB Browser for SQLite - /Users/csev/Desktop/si502_database

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

Table: User

	id	name	email
1	1	Jane	jane@tsugi.org
2	2	Ed	ed@tsugi.org
3	3	Sue	sue@tsugi.org

Filter Filter Filter

New Record Delete Record

< < 1 - 3 of 3 > >| Go to: 1

UTF-8

Insert Memberships

id	name	email
Filter	Filter	Filter
1	Jane	jane@tsugi.org
2	Ed	ed@tsugi.org
3	Sue	sue@tsugi.org

id	title
Filter	Filter
1	Python
2	SQL
3	PHP

```
INSERT INTO Member (user_id, course_id, role) VALUES (1, 1, 1);
INSERT INTO Member (user_id, course_id, role) VALUES (2, 1, 0);
INSERT INTO Member (user_id, course_id, role) VALUES (3, 1, 0);

INSERT INTO Member (user_id, course_id, role) VALUES (1, 2, 0);
INSERT INTO Member (user_id, course_id, role) VALUES (2, 2, 1);

INSERT INTO Member (user_id, course_id, role) VALUES (2, 3, 1);
INSERT INTO Member (user_id, course_id, role) VALUES (3, 3, 0);
```

DB Browser for SQLite - /Users/csev/Desktop/si502_database

New Database Open Database Write Changes Revert Changes

Database Structure Browse Data Edit Pragmas Execute SQL

Table: Member New Record Delete Record

	user_id	course_id	role
1	1	1	1
2	2	1	0
3	3	1	0
4	1	2	0
5	2	2	1
6	2	3	1
7	3	3	0

< < 1 - 7 of 7 > >| Go to: 1 UTF-8

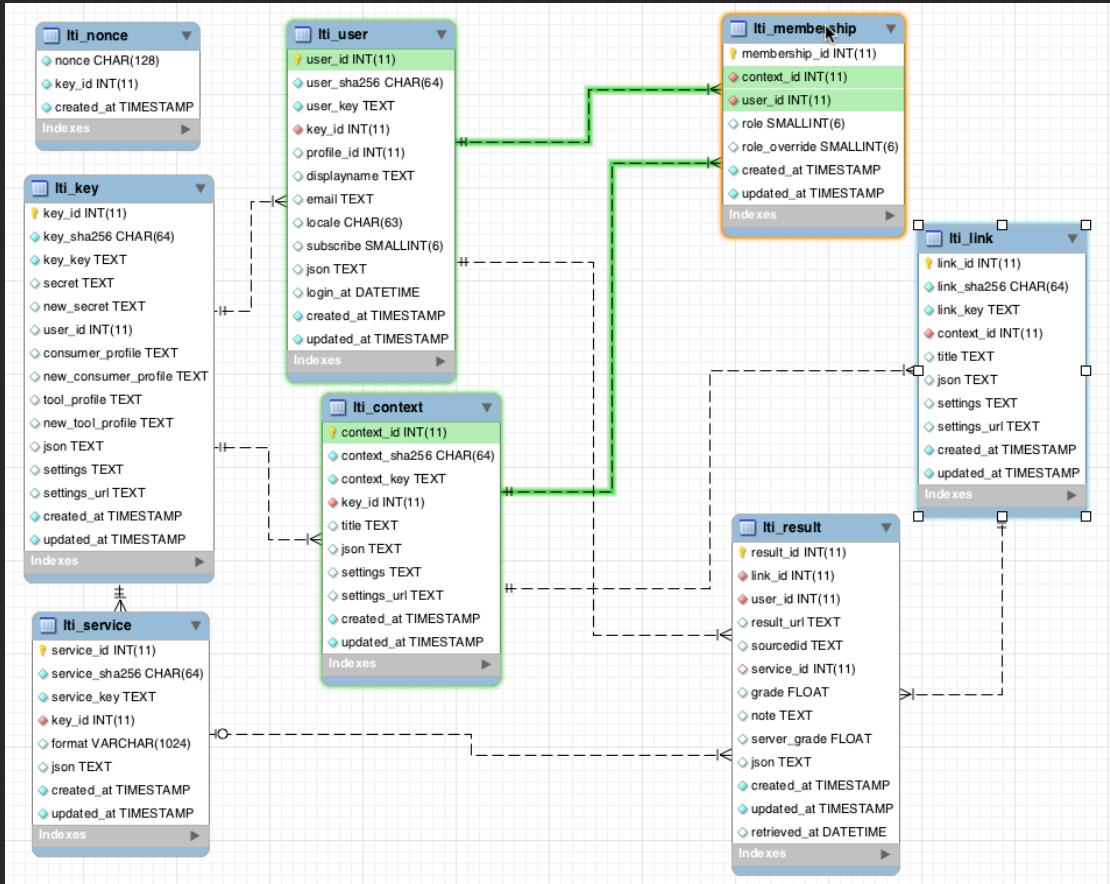
id	name	email
Filter	Filter	Filter
1	Jane	jane@tsugi.org
2	Ed	ed@tsugi.org
3	Sue	sue@tsugi.org

user_id	course_id	role
Filter	Filter	Filter
1	1	1
2	1	0
3	1	0
1	2	0
2	2	1
2	3	1
3	3	0

id	title
Filter	Filter
1	Python
2	SQL
3	PHP

	name	role	title
2	Sue	0	PHP
3	Jane	1	Python
4	Ed	0	Python
5	Sue	0	Python
6	Ed	1	SQL

```
SELECT User.name, Member.role, Course.title
FROM User JOIN Member JOIN Course
ON Member.user_id = User.id AND Member.course_id = Course.id
ORDER BY Course.title, Member.role DESC, User.name
```



Complexity Enables Speed

- Complexity makes speed possible and allows you to get very fast results as the data size grows
- By normalizing the data and linking it with integer keys, the overall amount of data which the relational database must scan is far lower than if the data were simply flattened out
- It might seem like a tradeoff - spend some time designing your database so it continues to be fast when your application is a success

Additional SQL Topics

- **Indexes** improve access performance for things like string fields
- **Constraints** on data - (cannot be NULL, etc..)
- **Transactions** - allow SQL operations to be grouped and done as a unit

Summary

- Relational databases allow us to **scale** to very large amounts of data
- The key is to have **one copy of any data** element and use relations and joins to link the data to multiple places
- This greatly **reduces the amount of data which must be scanned** when doing complex operations across large amounts of data
- Database and SQL design is a bit of an **art form**



Acknowledgements / Contributions



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Initial Development: Charles Severance, University of Michigan School of Information

... Insert new Contributors here

Retrieving and Visualizing Data

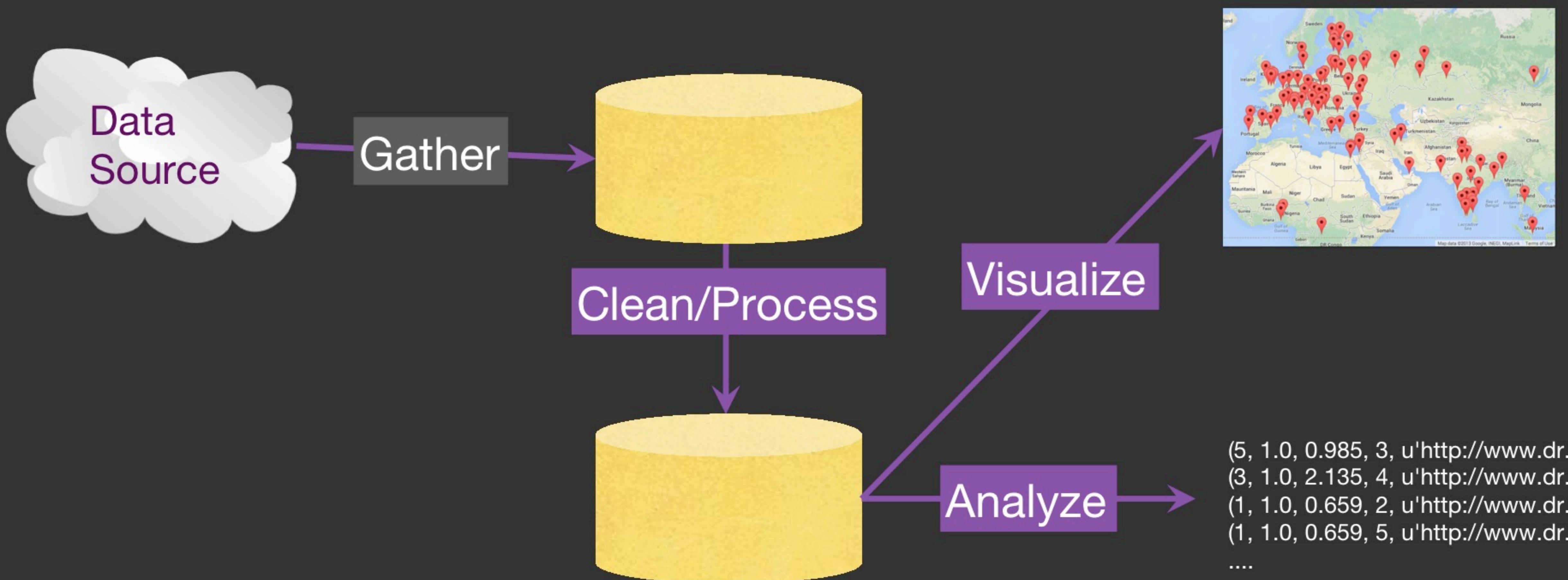
Charles Severance



Python for Everybody
www.py4e.com



Multi-Step Data Analysis



Many Data Mining Technologies

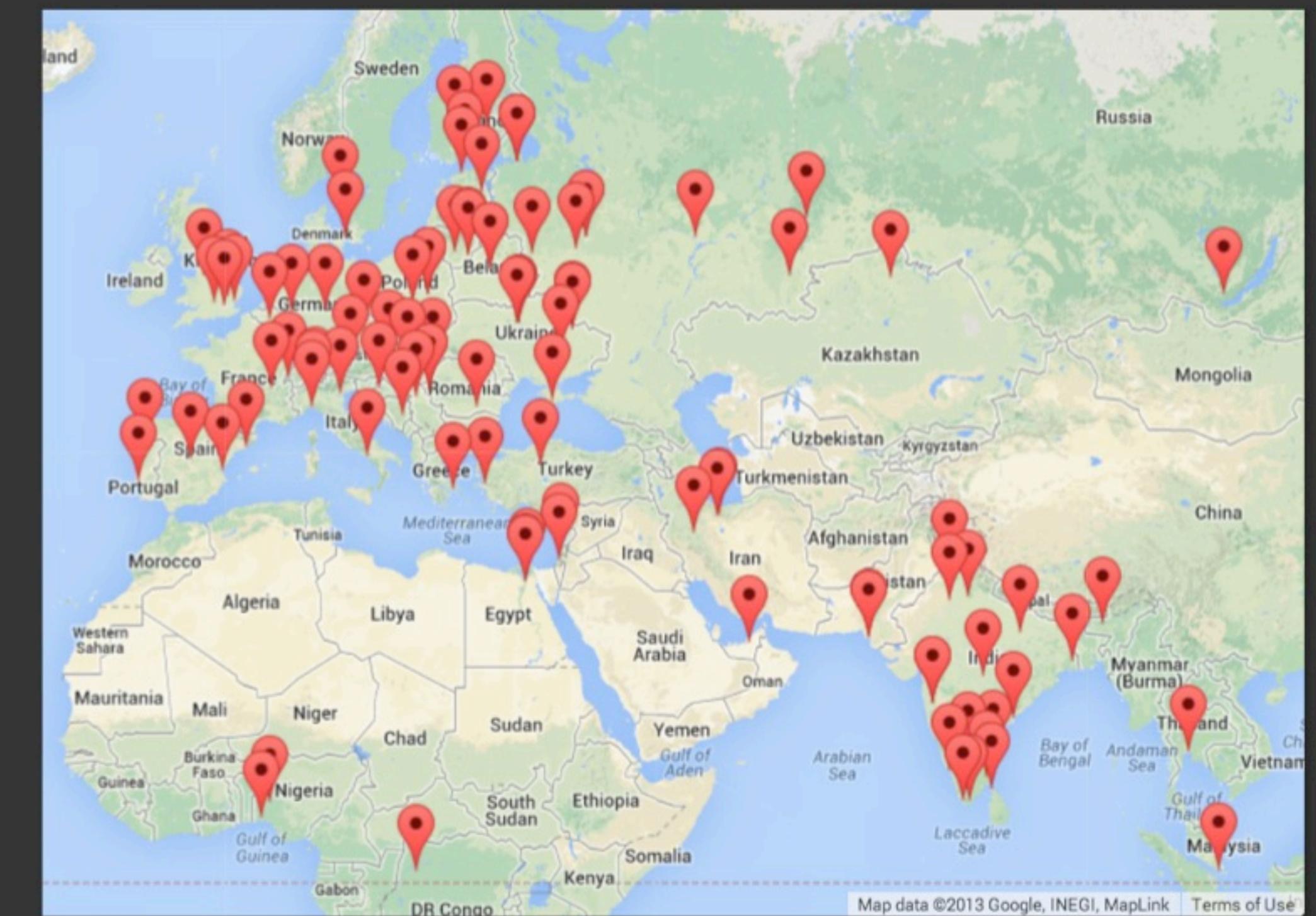
- <https://hadoop.apache.org/>
- <http://spark.apache.org/>
- <https://aws.amazon.com/redshift/>
- <http://community.pentaho.com/>
-

"Personal Data Mining"

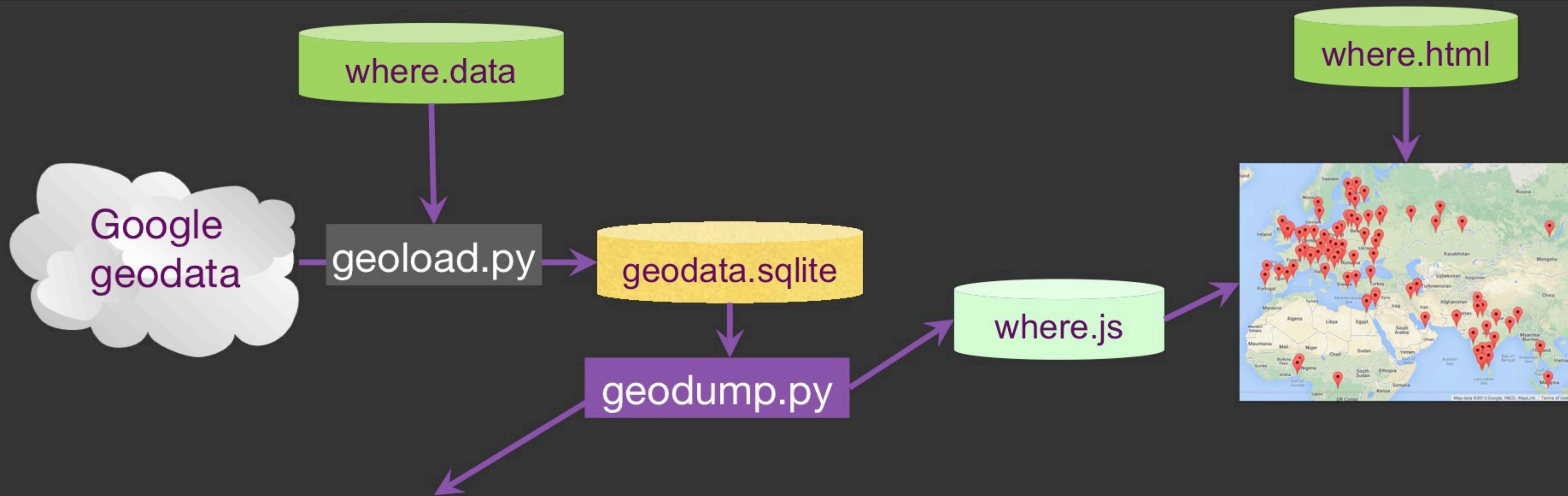
- Our goal is to make you better programmers – not to make you data mining experts

GeoData

- Makes a Google Map from user entered data
- Uses the Google Geodata API
- Caches data in a database to avoid rate limiting and allow restarting
- Visualized in a browser using the Google Maps API



<http://www.py4e.com/code3/geodata.zip>



Northeastern University, ... Boston, MA 02115, USA 42.3396998 -71.08975
Bradley University, 1501 ... Peoria, IL 61625, USA 40.6963857 -89.6160811

...
Technion, Viazman 87, Kesalsaba, 32000, Israel 32.7775 35.0216667
Monash University Clayton ... VIC 3800, Australia -37.9152113 145.134682
Kokshetau, Kazakhstan 53.2833333 69.3833333

...
12 records written to where.js
Open where.html to view the data in a browser

<http://www.py4e.com/code3/geodata.zip>

Search Engine and PageRank



Acknowledgements / Contributions



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