

Backup

RMAN

```
shu immediate;  
startup mount;  
!rman target /  
list backup;
```

```
backup database;  
list backup summary;
```

-----2

Se deberá crear un Full Backup en No ArchiveLog mode.

```
alter database noarchivelog;  
archive log list;  
shu immediate;
```

!

```
cd /u01/app/oracle/oradata/ORCL18  
mkdir '/home/oracle/noarchivelog_grupo12'  
cp -R * '/home/oracle/noarchivelog_grupo12'
```

```
cd /home/oracle/noarchivelog_grupo12  
ls -l  
exit
```

-----3

Se debe habilitar el ArchiveLog Mode.

```
startup mount;
```

```
archive log list;  
alter database archivelog;
```

-----4

Se debe crear un FullBackup y listar los backups existentes

```
!rman target /  
list backup; -> detallado
```

backup database;
list backup summary; -> lista

RESTORE DATABASE;
RECOVER DATABASE;
ALTER DATABASE OPEN RESETLOGS;

delete backup

shu immediate;
startup;

-----5

Realizar backup incremental de diferente tipo

backup incremental level 0 database;

backup incremental level 1 database;

Fragmentacion de RDBMS

```
select table_name,round((blocks*8),2)/1024 "size (mb)" ,  
round((num_rows*avg_row_len/1024/1024),2) "actual_data (mb)",  
(round((blocks*8),2) - round((num_rows*avg_row_len/1024/1024),2)) "wasted_space (mb)"  
from dba_tables  
where (round((blocks*8),2) > round((num_rows*avg_row_len/1024/1024),2))  
order by 4 desc;
```

SELECT COLLATION(ID), COLLATION(IDENTIFIER) FROM POKEMON;

collation de una tabla

```
select * from  
  (select rownum rn,e.* from  
    (select * from POKEMON order by ID desc) e  
   where rownum < 11)  
where rn > 5;
```

Estructura NoSql

```
"codigo_pokemon": Number,  
  "id_pokemon": Number,  
  "nombre": TEXT,  
  "total": Number,  
  "hp": Number,  
  "ataque": Number,  
  "defensa": Number,  
  "sp_ataque": Number,  
  "sp_defensa": Number,  
  "rapidez": Number,  
  "altura": Number,  
  "peso": Number,  
  "Habilidad": TEXT,  
  "Descripcion Habilidad": TEXT,  
  "codigo_pokemon__1": Number,  
  "pockemon_inicio": Number,  
  "Evoluciona a": TEXT,  
  "Locacion": TEXT,  
  "codigo_pokemon__2": Number  
}
```