## **SCRIPT BASE DE DATOS NEO4J**

## **CREACIÓN BASE DE DATOS MÚSICA**

```
LOAD CSV WITH HEADERS FROM 'file:///baseDatosMusica.csv' AS line WITH line LIMIT 1000

MERGE (s:Style {name: "Estilos Musicales"})

MERGE (c:Canciones { name: line.TrackName, artist: line.ArtistName, genre: line.Genre, energy: toInteger(line.Energy), danceability: toInteger(line.Danceability), valence: toInteger(line.Valence), popularity: toInteger(line.Popularity), cover: line.TrackCover, preview: line.TrackPreview, fav: "false"})

FOREACH (n IN (CASE WHEN line.ArtistName IS NULL THEN [] ELSE [1] END) | MERGE (a:ArtistName {name: line.ArtistName}))

CREATE (a)-[:MADE]->(c)
)

FOREACH (n IN (CASE WHEN line.Genre IS NULL THEN [] ELSE [1] END) | MERGE (g:Genre {name: line.Genre})

CREATE (c)-[:OF_GENRE]->(g)

MERGE (s)-[:IS_STYLE]->(g)
```

## **CREACIÓN BASE DE DATOS USUARIOS**

)

```
LOAD CSV WITH HEADERS FROM 'file:///datosUsuarios.csv' AS line WITH line LIMIT 1000

MERGE (r:Users {name: "Usuarios"})

FOREACH (n IN (CASE WHEN line.UserName IS NULL THEN [] ELSE [1] END) | MERGE (u:UserName {name: line.UserName})

MERGE(t:Canciones {name:line.TrackName})

MERGE (u)-[:LIKES]->(t)

MERGE (r)-[:IS_USER]->(u)

)
```

## **BORRAR NODOS Y RELACIONES**

match (n)
with n limit 10000
DETACH DELETE n