

Databases

Enseignant: Diviyan Kalainathan

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Summary

- 01 SQL
- 02 PostgreSQL vs SQLite
- 03 NoSQL?
- 04 Object Relational Mappings (ORMs)
- 05 Project

Small notes before starting

- Let's all code in Python & SQL!
- We will be using GitHub for sharing projects and slides: https://github.com/finish-off-school/course-databases
- Projects are to be submitted via pull requests to this repo!
- Content is taken from Dan Suciu @ University of Washington and Brad Urani and Sathish Ravikumar

Any questions: diviyan@fentech.ai / @diviyan on discord

What is this course?

Practice with databases, reminders, optimizations

- Practice makes perfect: you need to code (a lot?) to make good code/ optimized requests

(while aiming for good practice and optimized code)

- We're going to go quickly through an SQL course (ask me directly for any questions) for a reminder
- We're going to see the specificities of PostGreSQL, and why it is better for production-level (and the limitations of SQLite)
- We're going to see rapidly what is NoSQL though MongoDB
- We're going to use SQL DBs using Python SQLModels

01 - SQL

Setup the exercise DB

- Go to https://github.com/finish-off-school/course-databases and download the restaurants.db in the /data folder
- Execute the command in the folder:
 - `sqlite3 restaurants.db`
- You are ready to make SQL requests!
- Using python: (Optional)
 - import sqlite3
 - client = sqlite3.connect("restaurants.db")
 - client.execute("SELECT ... ")

SELECT

- Find the `placeID` that have a score `0` in food_rating!

useful commands:

- `.tables`
- `.schema table_name`

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02 — SQLite vs PostgreSQL

SQLite

- Open Source RDBMS (Relational Database Management System), server-less: linked to a file
- Easy to setup: just a link to a file
- Written in C, High performance, portability Readability
- Lightweight
- Available Types: NULL, INTEGER, REAL, TEXT, BLOB

LIMITATIONS:

- Limited concurrency: 1 connection allowed in write, many in read
- Does not scale for huge applications (lots of traffic)
- No user management
- No security

PostgreSQL

- Open Source RDBMS (Relational Database Management System)
- Client-Server Model
- Written in C, complex system
- Many data
- Focus on security and production-level DB

LIMITATIONS:

- Less efficient (more memory consumption) than SQLite
- Might be complex to setup

What to choose?

If complex project with multiple connections/users: Use Postgres!

Otherwise: use SQLite!

PostgreSQL: Some details

- User Management is made with roles and schemas:
 - A schema is kind of a `folder` in which you put tables
 - `role` = `user`
 - A role can be granted specific permissions to a given schema

Setup a PostgreSQL DB that:

- Has 2 roles and two schemas (one for each role)
- Has one table called `user_table` in each schema
- Each role has all rights to its schema, but can only read the other (but not write into) the other schema

useful links:

- https://www.postgresgltutorial.com/postgresgl-administration/postgresgl-schema/
- https://www.google.com

03 - NoSQL

- Setup a MongoDB and try inserting the SQLite `restaurant` table into a `restaurant` collection in a `restaurants` DB
- Launch your mongoDB with the command :
 `docker run --rm -p 27017:27017 mongo:jammy`
- in python: use pymongo package: pip install pymongo
- import pymongoclient = pymongo.MongoClient()

04 - ORMs

- Setup a SQLModel on the SQLite DB `restaurants` and map the `ratings` table
- Perform the following operations:
 - Insert a few ratings
 - select ratings with all 3 ratings == 2
 - delete ratings with service_rating == 0

05 — Project

Extension to the card-game (Complexity)

- The project of this course is rather lightweight:
 - The goal is to just map the hands of the players to SQLite tables `player 1` and `player2` with an SQLModel
 - Use the SQLModel package to interact with the hands of the players. Query, Delete, Add!
- Requirements:
 - Due to: 20/06/2023 23:59
 - Pull request to the github repo with your code
 - Use SQLModel and SQLite

Good Luck!