1. SELECT `FIRST\_NAME` AS "Employee Name" FROM `employee`

b) SELECT `FIRST\_NAME` AS "Employee Name", DATE\_FORMAT(`JOINING\_DATE`, "%Y") AS "Joining Year", DATE\_FORMAT(`JOINING\_DATE`, "%M") AS "Joining Month", DATE\_FORMAT(`JOINING\_DATE`, "%D") AS "Joining Date" FROM `employee`

c) SELECT \* FROM `employee` ORDER BY `FIRST\_NAME` ASC, `SALARY` DESC

d) SELECT \* FROM `employee` WHERE `FIRST\_NAME` LIKE '%o%'

e) SELECT \* FROM `employee` WHERE `JOINING\_DATE` BETWEEN '2013-01-01' AND '2013-12-31'

f) SELECT DEPARTMENT,SALARY as TOTAL FROM `employee` GROUP BY DEPARTMENT ORDER BY SALARY DESC

g) SELECT DEPARTMENT, MAX(SALARY) as TOTAL FROM `employee` GROUP BY DEPARTMENT ORDER BY SALARY ASC

h) SELECT FIRST\_NAME,incentives.INCENTIVE\_AMT FROM `employee` JOIN `incentives` ON employee.EM\_ID=incentives.EMPLOYEE\_REF\_ID WHERE incentives.INCENTIVE\_AMT >=3000

i) SELECT \* FROM `employee` ORDER BY SALARY DESC LIMIT 1,1

j) SELECT FIRST\_NAME, incentives. INCENTIVE\_AMT FROM `employee` LEFT JOIN `incentives` ON employee.EM\_ID=incentives.EMPLOYEE\_REF\_ID

k) CREATE VIEW employees2 AS SELECT `FIRST\_NAME`,`LAST\_NAME`, `SALARY` FROM employee

->SELECT \* FROM `employees1`

l) CREATE PROCEDURE GetDepartmentWiseHighestSalary()

BEGIN

SELECT department\_id, MAX(salary) AS highest\_salary FROM employees GROUP BY department\_id;

END

m)

1. SELECT \* FROM `order` WHERE AMT >= 1000
2. SELECT \* FROM `sales\_person` WHERE CITY = 'London' AND COMM >= 0.10
3. SELECT \* FROM `sales\_person` WHERE CITY = 'BARCELONA' OR CITY = 'LONDON'
4. SELECT \* FROM `sales\_person` WHERE COMM > 0.10 AND COMM < 0.12
5. SELECT \* FROM Customer WHERE CITY IS NULL;
6. SELECT \* FROM `order` WHERE `ODE` BETWEEN '1994-10-03' AND '1994-10-04'
7. SELECT \* FROM `customer` JOIN `sales\_person` on sales\_person.SNO = customer.SNO WHERE sales\_person.SNAME = 'PEEL' OR sales\_person.SNAME='MOTIKA'
8. SELECT \* FROM `customer` WHERE `CNAME` LIKE 'A%' OR `CNAME` LIKE 'B%'
9. SELECT \* FROM `customer` WHERE `RATING` <=100 AND `CITY` = 'ROME'
10. SELECT \* FROM `Order` WHERE AMT <> 0 AND AMT IS NOT NULL;
11. SELECT COUNT(DISTINCT SNO) AS NUMBEROFPEOPLE FROM `Order`
12. Advance PHP
    * **What is OOP?**

OOPS stand for object-oriented programming is a computer programming model that organizes software design around data, objects rather then function and logic. An object can be defined as a data field that has unique attributes and behavior.

* + **What Are Properties Of Object Oriented Systems**
    - Objects:
  + **What Is Difference Between Class And Interface**

|  |  |  |
| --- | --- | --- |
| Points | Class | Interfaces |
| Keyword | Class | Interfaces |
| Extends | Yes | No |
| Object can be created | Yes | No |
| In can inherit another class | Yes | No |
| It can be inherit by a class using the keyword | Extends | implement |

* + **What is overloading?**
* Ans.

Overloading in Object Oriented Programming is a fundamental concept in object-oriented programming, allowing a class to define multiple methods with the same name but different parameters. This technique enables developers to perform different operations based on the type and number of arguments provided, streamlining code organization and enhancing its flexibility.

* + **Define Constructor and Destructor?**
* Constructor is a automat calling function when object created from class.
* Destuctor is a destuct the variables when script is stopped.
  + **How to Load Classes in PHP?**
  + **How to Call Parent Constructor?**
    - public function \_\_construct() {  
      parent::\_\_construct();  
      }
  + **Are Parent Constructor Called Implicitly When Create An Object of Class?**
  + **What Happen, If Constructor Is Defined As Private Or Protected?**
* If construct is private that variable can access within a class and if construct is protected that variables can not access another class.
  + **What are PHP Magic Methods/Functions? List them**
    - Magic methods are special methods which override PHP's default's action when certain actions are performed on an object.
    - List Below:
  + Construct(),
  + destruct(),
  + call(),
  + callstatic(),
  + get(),
  + set(),
  + isset()
  + **Write program for Static Keyword in PHP?**
* Ans.
  + Public static function set(){

return Blog::get();

}

* + **Create multiple Traits and use it in to a single class?**
    - In PHP, traits are a mechanism for code reuse in single inheritance languages like PHP. A trait is similar to a class, but is intended to group functionality in a fine-grained and consistent way. Traits are created to reduce the limitations of single inheritance by enabling a developer to reuse sets of methods freely in several independent classes living in different class hierarchies.
  + **Write PHP Script of Object Iteration?**
    - Open Iterator.php file
  + **Use of The $this keyword**
* $this keyword is used for display current class. The $this keyword in PHP is used within a class to refer to the current instance of the class. It allows you to access the properties and methods of the current object.

1. Jquery
   * **What is jquery**?

Ans.

* Jquery is a javascript library. Jquery basically used to web development for interactive web contents. Jquery is fast, small and feature rich javascript.
* **Explain Difference Between JQuery And JavaScript?**

|  |  |  |
| --- | --- | --- |
| Parameters | Javascript | Jquery |
| Nature and purpose | It is a programming language and It is used for creating dynamic and interactive web content, including manipulating the DOM, handling events, creating animations, and more. | It is a javascript library and It simplifies complex tasks in JavaScript, like DOM manipulation, event handling, and Ajax, providing a more concise and readable syntax. |
| Syntax and Complexity | Syntax: Requires more lines of code for tasks like selecting elements, handling events, and manipulating the DOM. | Syntax: Provides a simpler, more concise syntax. |
| Learning Curve and Ease of Use | Steeper learning curve due to its extensive capabilities and the need to handle browser-specific quirks. | Shallower learning curve, especially for beginners, due to its simpler syntax and abstractions. |

* **Which is the starting point of code execution in jQuery?**

Ans.

* $(document).ready(function(){

});

and

* $(function(){

});

* **Document Load Vs Window. Load() jQuery**

Ans.

1. $(document).ready()

* This method runs when the HTML document is fully loaded and the DOM is ready, even if all the images, scripts, and other external resources have not yet finished loading. It's the preferred method for executing code that interacts with the DOM.

1. $(window).load()
   * This method runs after the entire page, including all frames, objects, and images, has been fully loaded. It's useful when you need to perform actions that depend on the complete page load, such as image dimensions or other resources that are only available after everything is loaded.

* **What is the difference between prop and attr?**

Ans.

* prop()
  + the method is used to get or set properties of DOM elements. Properties are part of the DOM element object and are typically more dynamic.
  + It used to when dealing with properties like checked, selected, disabled, etc., which reflect the current state of the element.
* attr():
  + The attr() method is used to get or set attributes of DOM elements. Attributes are defined in the HTML and are generally static unless explicitly changed.
  + Use attr() for attributes like id, class, name, src, href, etc., which define the element's characteristics.
* **How We Can Select The Specified Element From The List of Elements In** ?

Ans.

* **By Index**: Use eq() to select an <li> by its position.
* **By Content**: Use :contains() to select an <li> by its text content.
* **By Class or ID**: Use standard class (.className) or id (#idName) selectors.
* **By Attribute**: Use attribute selectors ([attribute=value]) to select an <li> by its attribute value.
* **How We Can Implement Animation Effects In Jquery?**
  + hide() and show(): Basic hiding and showing animations.
  + fadeIn() and fadeOut(): Fade in and out effects.
  + slideUp() and slideDown(): Sliding up and down effects.
  + animate(): Custom animations by changing CSS properties.
  + Chaining Animations: Creating sequences of animations.
  + Stopping Animations: Using stop() to halt ongoing animations.