Create user

//CREATE USER cherry IDENTIFIED BY mak;

Modify user

//ALTER USER cherry IDENTIFIED BY mansura;

//password changed

Grant user access role

**GRANT DBA TO cherry;**

remove user access role

**REVOKE CONNECT FROM cherry;**

any user can create view

**GRANT CREATE VIEW TO PUBLIC;**

create table

**CREATE TABLE new\_table (**

**id NUMBER,**

**name char(40),**

**city char(80)**

**)**

create table with primary key

**create table emp3(**

**emp\_id varchar2(9) not null ,**

**state varchar2(2) not null,**

**phone varchar2(10) not null primary key**

**)**

**…………………………………………………………………………………………………………………………………………………………………..**

**create table apple2(**

**name varchar(10) not null,**

**roll varchar(10) not null,**

**primary key (roll)**

**)**

**…………………………………………………………………………………………………………………………………………………………..**

**create table good123(**

**ID char(20),name char(5),salary number ,marks integer)**

**………………………………………………………………………………………………………………………………………………………………………**

add primary key

**alter table apple**

**add constraint apple\_PK primary key(name)**

**\*\*\* Unique \*\*\***

**create table goodday(**

**emp\_id varchar2(9) not null primary key,**

**state varchar2(2) not null,**

**phone varchar2(10) null unique**

**);**

**………………………………………………………………………………………………………………………………………………………………………** Insert into table

**insert into apple2 values('abc','123')**

**insert into table\_name values (val1,val2,val3)**

**insert values of one table to another**

**insert into table1\_name select\* from apple2 table2\_name**

**\*\*\* Delete \*\*\***

**delete from branch1**

**where BRANCH\_NAME = 'Brighton';**

**update**

**update branch1**

**set ASSETS = 10115413;**

**………………………………………………………………………………………………………………………**

**update ami**

**set my\_name = 'x'**

**where your\_name = 'Tariqual';**

**the selects**

**select \* from good123 where salary=90000**

**select \* from good123 where salary=50000**

**select roll,sum(marks) as total\_marks from testtable\_v2 group by roll;**

**select roll,sum(marks) as total\_marks from testtable\_v2 group by roll order by total\_marks desc;**

**select roll,total\_marks from testtable\_view order by total\_marks desc;**

**describe**

**describe good123**

**describe table name**

**triggre**

**create table Result**

**(**

**Roll number,**

**Mark number**

**)**

**create table ResultGrade**

**(**

**Roll number,**

**Mark number,**

**LG char(2)**

**);**

**//creat trigger**

**create trigger "CCC"**

**after insert on Result**

**for each row**

**begin**

**if (:new.Mark >=80 and :new.Mark <=100) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'A+');**

**end if;**

**if (:new.Mark >=75 and :new.Mark <=79) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'A');**

**end if;**

**if (:new.Mark >=70 and :new.Mark <=74) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'A-');**

**end if;**

**if (:new.Mark >=65 and :new.Mark <=69) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'B+');**

**end if;**

**if (:new.Mark >=60 and :new.Mark <=64) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'B');**

**end if;**

**if (:new.Mark >=55 and :new.Mark <=59) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'B-');**

**end if;**

**if (:new.Mark >=50 and :new.Mark <=54) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'C+');**

**end if;**

**if (:new.Mark >=45 and :new.Mark <=49) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'C');**

**end if;**

**if (:new.Mark >=40 and :new.Mark <=44) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'D');**

**end if;**

**if (:new.Mark >=0 and :new.Mark <40) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'F');**

**end if;**

**if (:new.Mark <0 or :new.Mark >100) then**

**insert into ResultGrade values(:new.Roll,:new.mark,'N');**

**end if;**

**end "CCC";**

**create trigger"BackUp"**

**after insert on result**

**for each row**

**begin**

**if(:new.mark>=80 and :new.mark<=100)**

**then**

**insert into gradepoint**

**values(:new.roll,:new.mark,5);**

**end if;**

**end "BackUP";**

**বাকি আছে টেক্সট পাদ্দিং**

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