

CS143 HW#3 Junhong Wang (504941113)

1. CHECK (weight \leq 5)

2. (a) CREATE VIEW EmployeeNames AS

SELECT ename

FROM Employees

CREATE VIEW DeptInfo AS

SELECT dept, AVG(salary) AS avgsalary

FROM Employees

GROUP BY dept

(b) SELECT and DELETE for EmployeeNames

and

SELECT for DeptInfo

(C) No

Suppose we want to know the salary of an

Employee ("Junhong", "CS", "100")

Then we can

```
DELETE FROM Employee Names
```

```
WHERE ename <> "Junhong"
```

to get rid of everyone except "Junhong"

Then we can

```
SELECT * FROM Dept Info
```

to check the avg salary.

Since there's only one person left, the avg salary

shown is "Junhong"'s salary.

(d) UPDATE DeptInfo
SET avg salary = 0

(e) GRANT SELECT, UPDATE
ON Employees
TO Joe
WITH GRANT OPTION

GRANT SELECT, UPDATE
ON Employee Names
TO Joe
WITH GRANT OPTION

$$\begin{aligned}
 3. \quad (a) \quad & 6 \cdot 10000 \cdot 500 \cdot 1 \text{ (KB)} \\
 & = 30000000 \text{ (KB)} \\
 & = 30 \text{ (GB)}
 \end{aligned}$$

$$(b) \quad 6000 \text{ RPM (rotations per minute)}$$

$$\frac{1 \text{ minute}}{6000 \text{ rotations}} \cdot \frac{60 \text{ seconds}}{1 \text{ minute}} = \frac{1 \text{ second}}{100 \text{ rotations}} = 10 \text{ ms/rotation}$$

$$\text{seek time} = 10 \text{ ms}$$

$$\text{rotational time} = \frac{1}{2} \cdot 10 = 5 \text{ ms}$$

$$\text{transfer time} = \frac{1}{500} \cdot 10 = \frac{1}{50} = 0.02 \text{ ms}$$

$$10 + 5 + 0.02 = \boxed{15.02 \text{ ms}}$$

$$(c) \quad 1 \text{ tuple} \rightarrow 2 + 4 + 4 + 4 + 4 + 4 + 30 + 20 = 72 \text{ bytes}$$

$$1000 \text{ tuples} \rightarrow 72000 \text{ bytes}$$

$$1024 \text{ bytes / sector (block)}$$

$$S = \left\lceil \frac{72000}{1024} \right\rceil = \lceil 70.3125 \rceil \approx \boxed{71 \text{ blocks}}$$

(d)

$$\text{seek time} = 10 \text{ ms}$$

$$\text{rotational time} = 5 \text{ ms}$$

$$\text{transfer time} : 71 \cdot 0.02 \text{ ms} = 1.42 \text{ ms}$$

$$10 + 5 + 1.42 = \boxed{16.42 \text{ ms}}$$

(e)

$$24 (10 + 5 + 3 \cdot 0.02) = 24 \cdot 15.06$$

$$= \boxed{361.44 \text{ ms}}$$