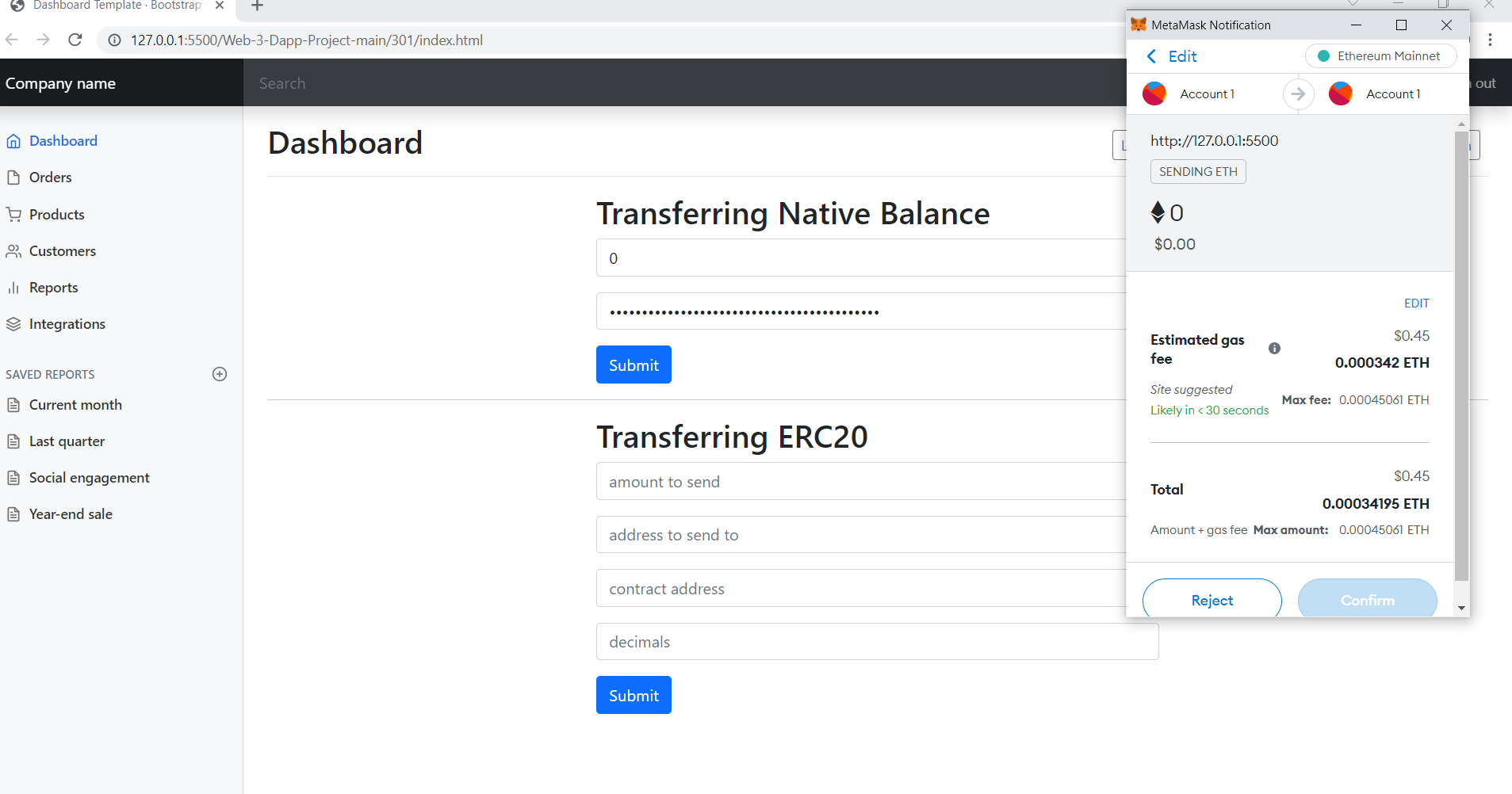
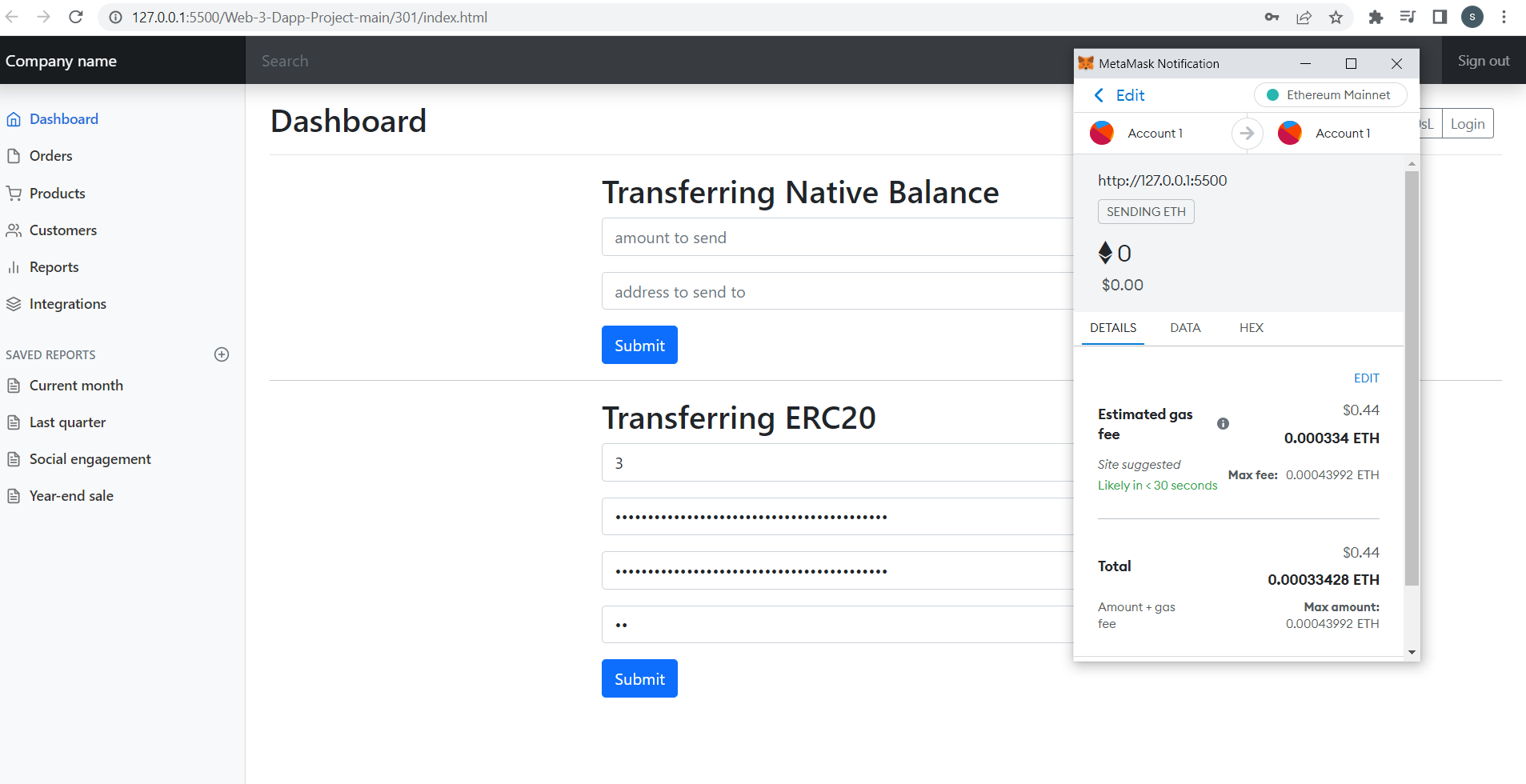
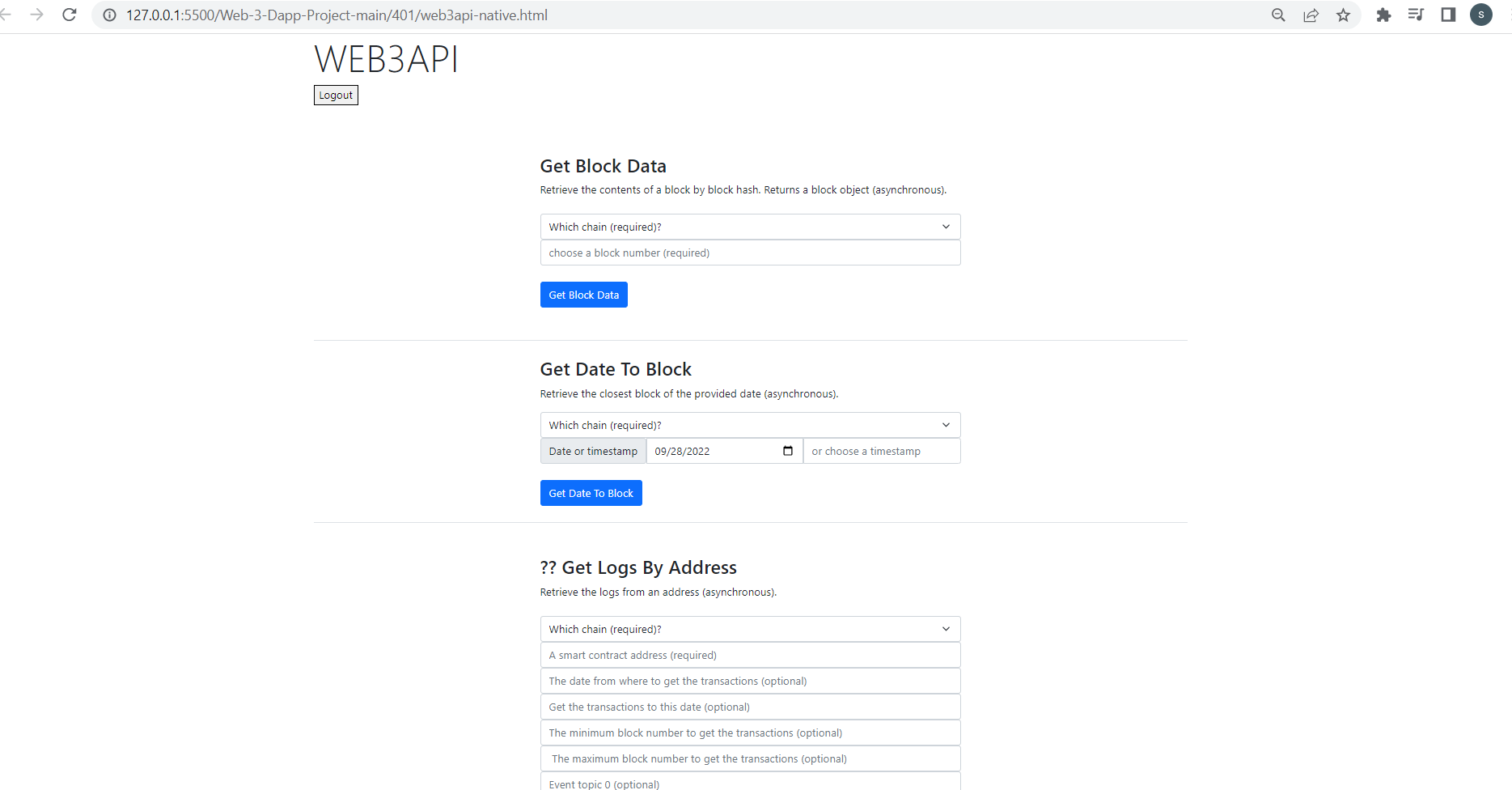
301-a

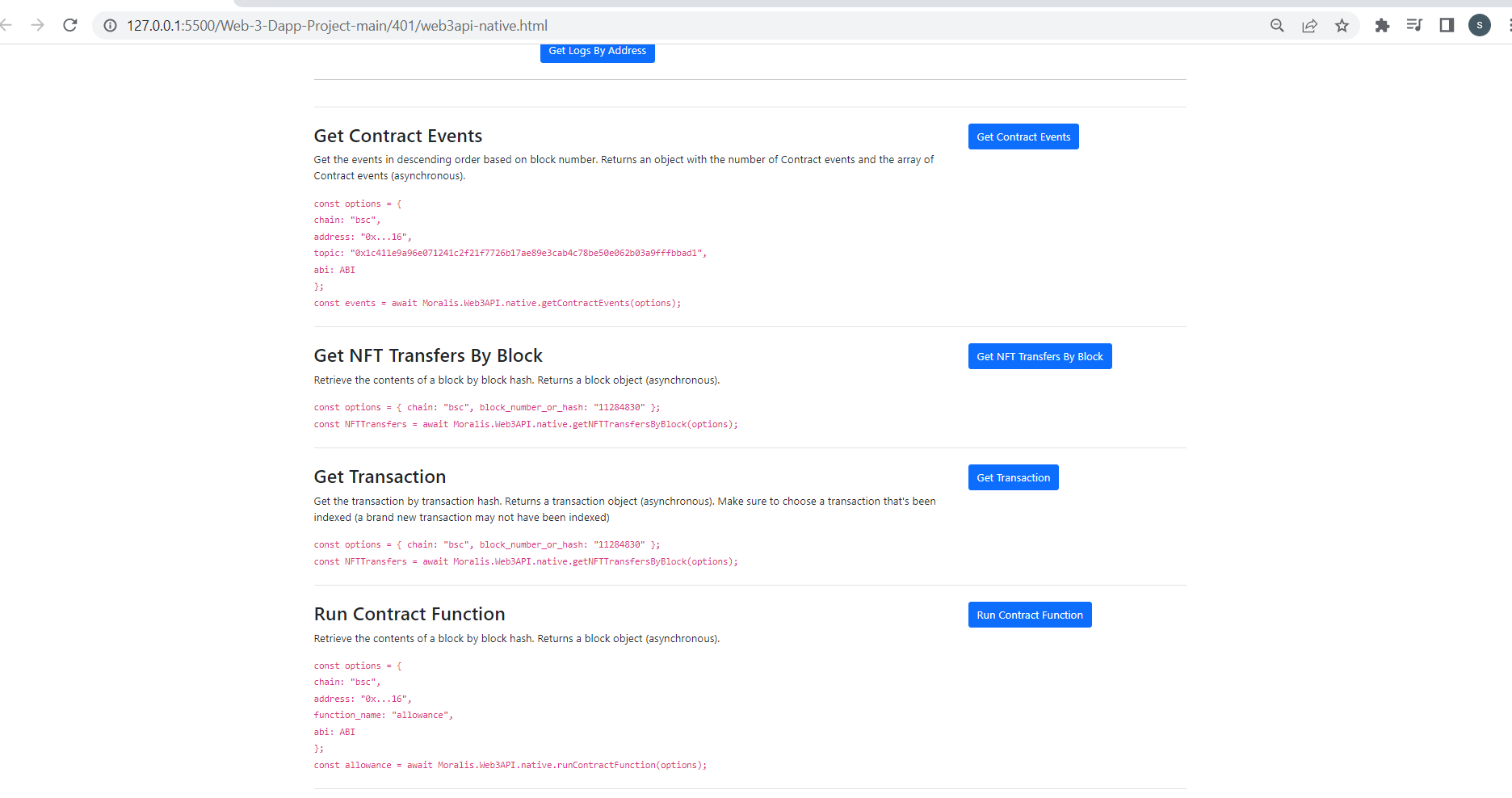
301-b



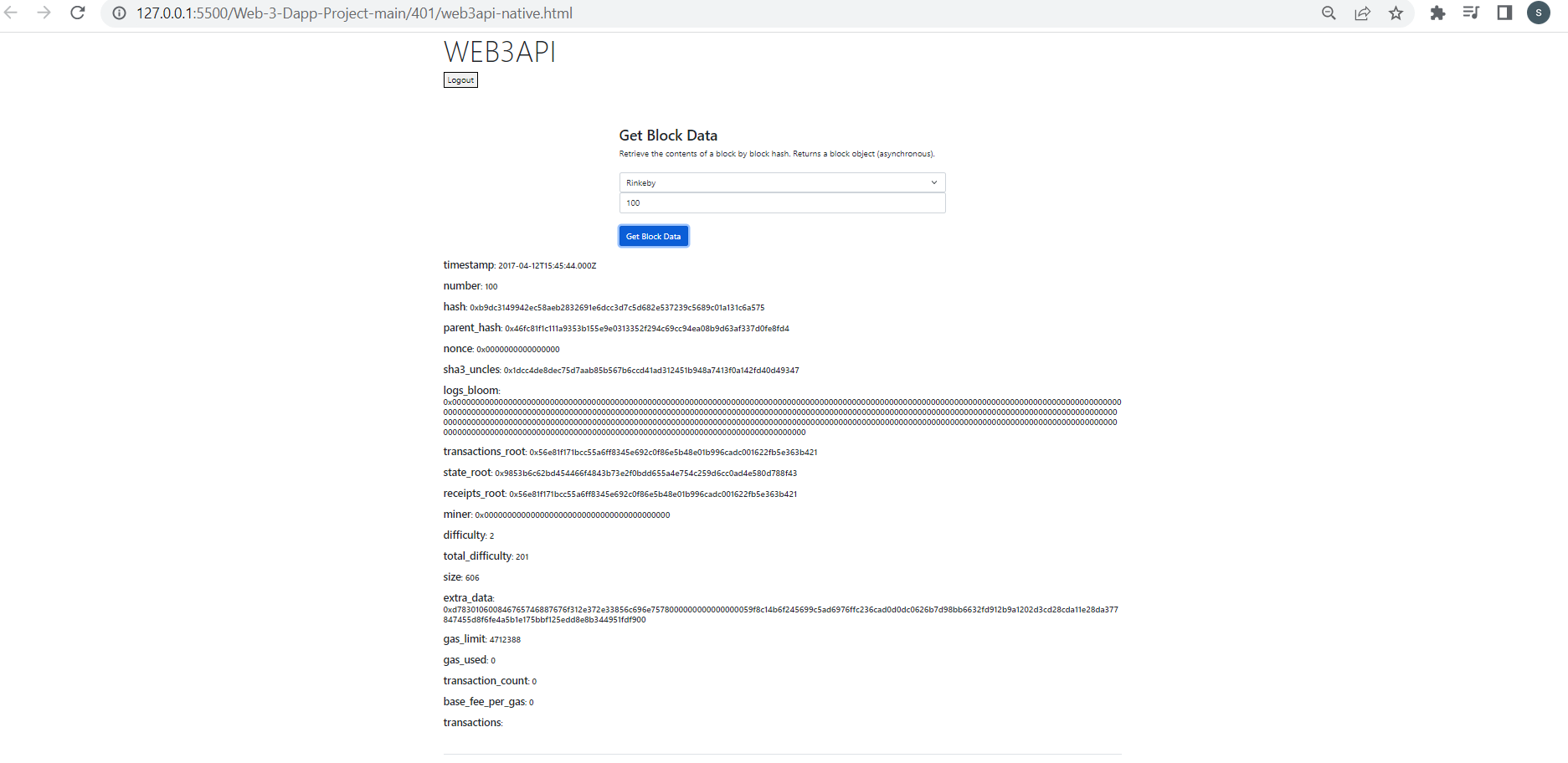
401-a



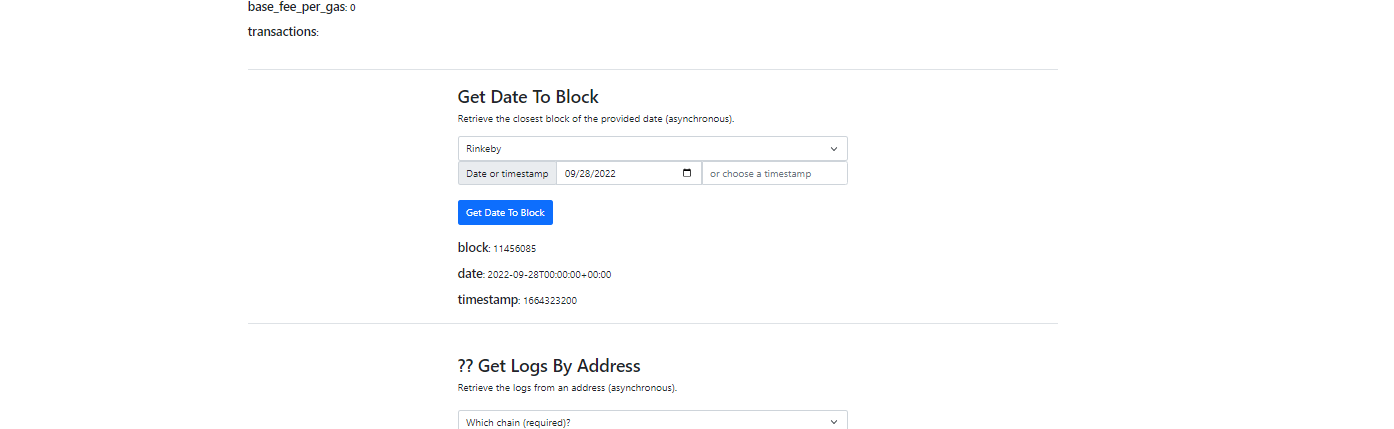
402-b



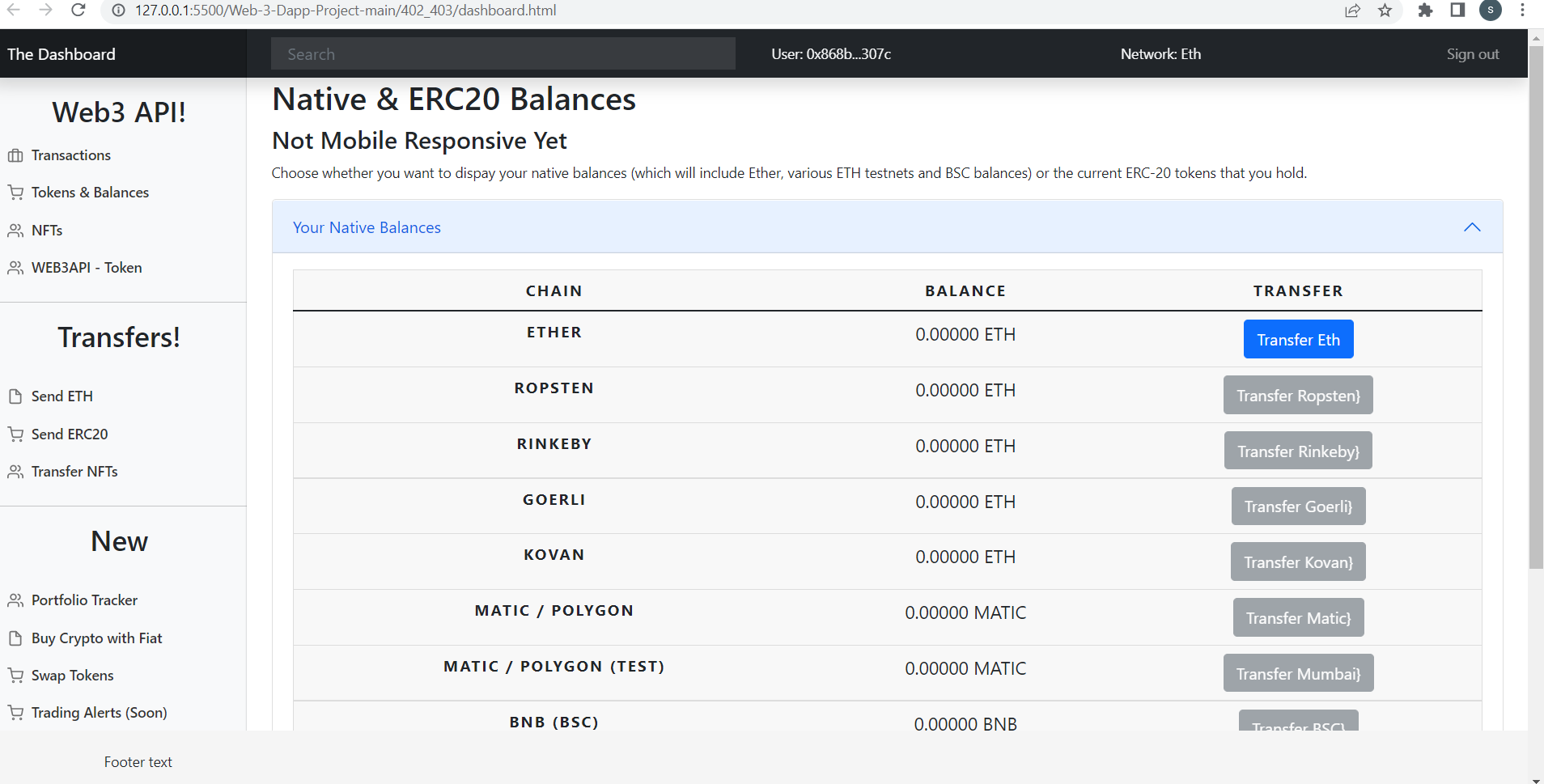
401-c



401-d

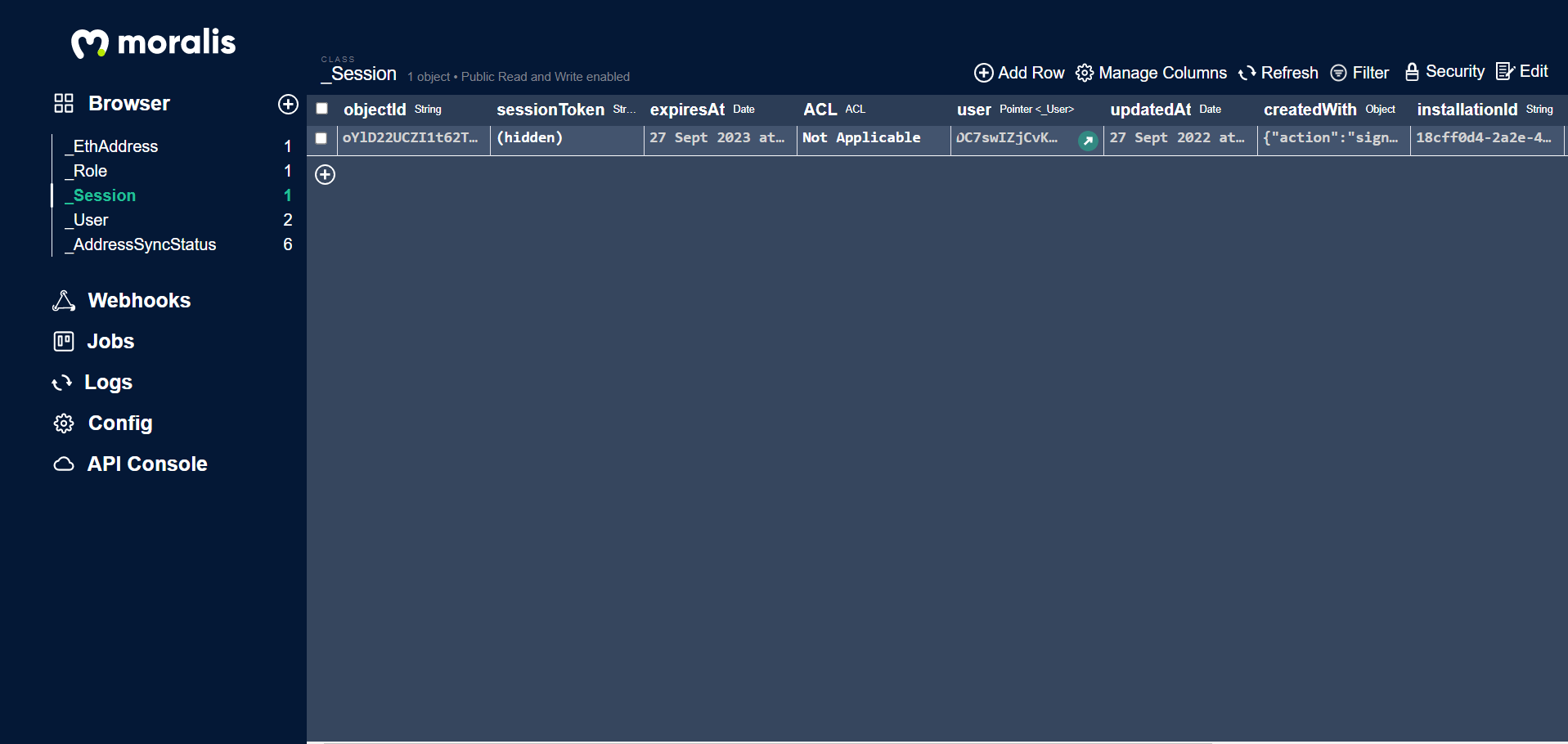


402

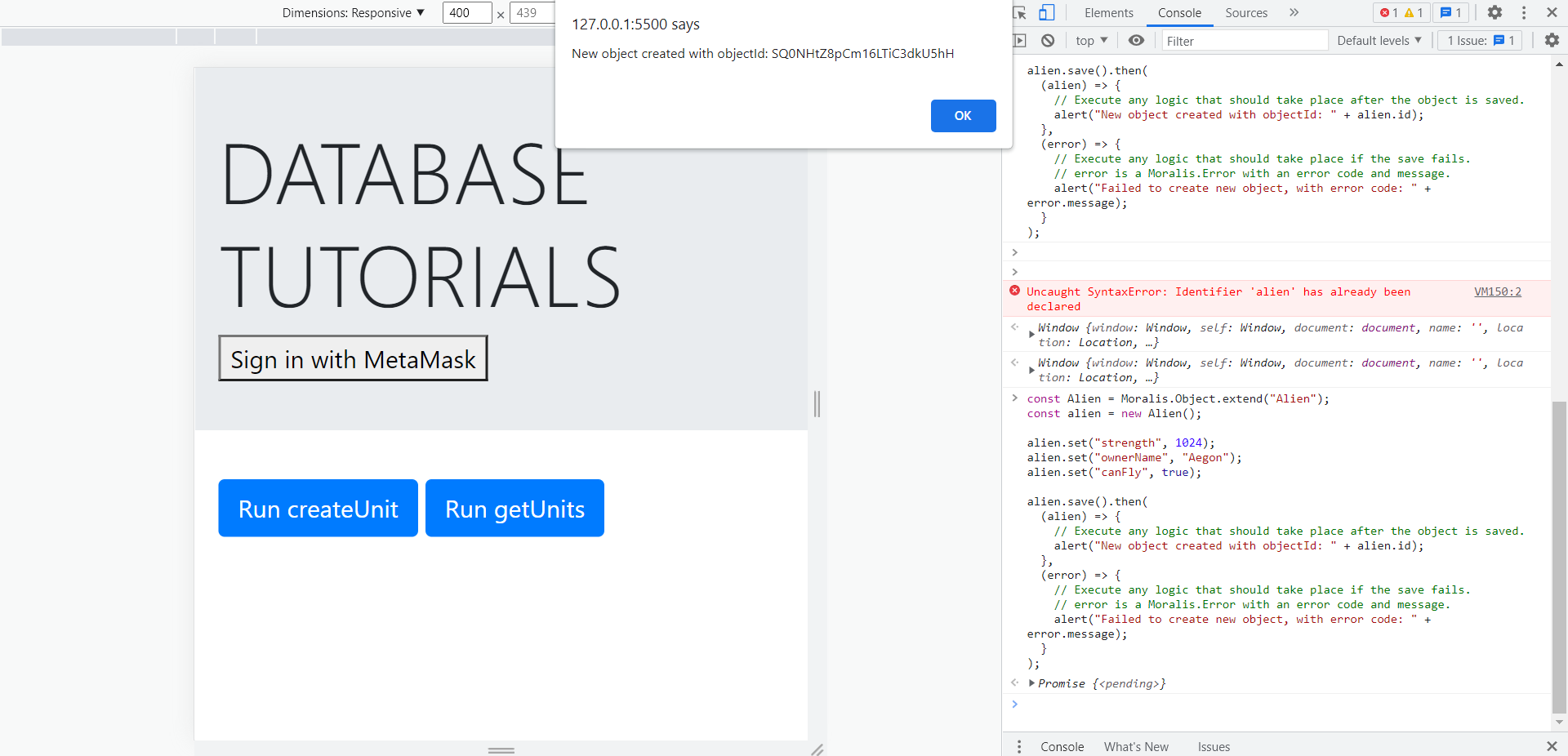
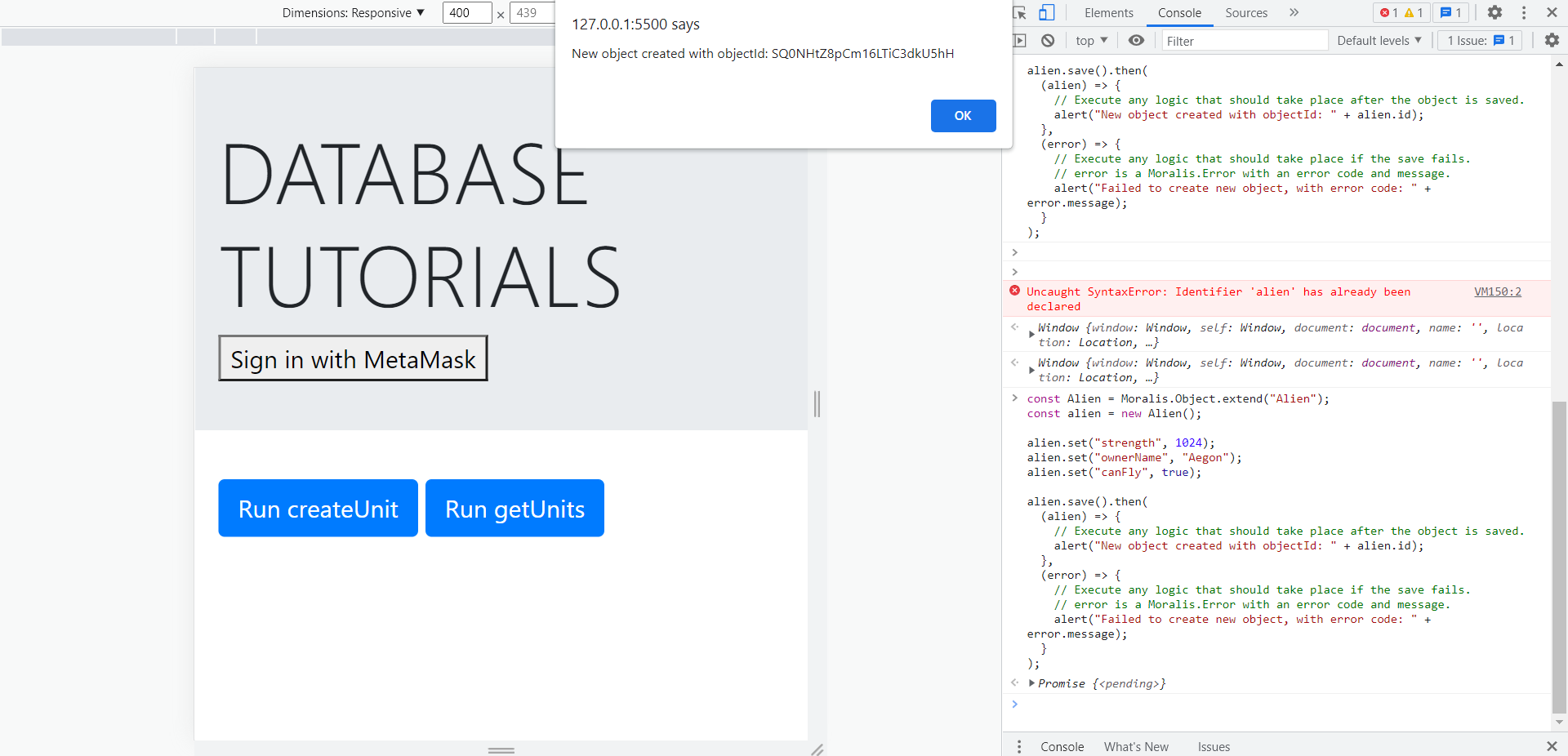


601

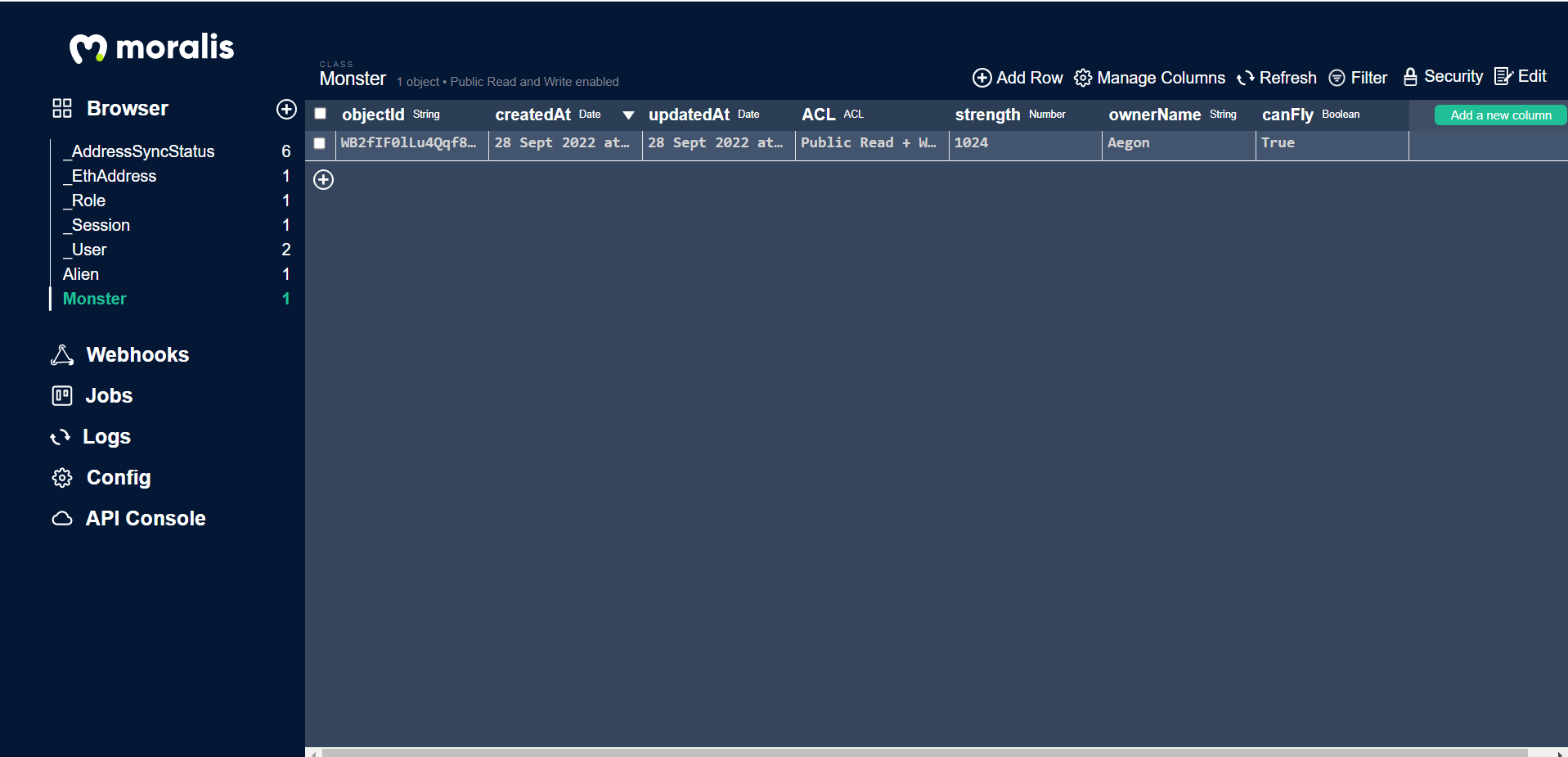
Initial database:



Created objects and saving:

* Monster
* Alien
* 
* 

Database which now has monster as well as alien



Console Code

*const Alien = Moralis.Object.extend("Alien");*

*const alien = new Alien();*

*alien.set("strength", 1024);*

*alien.set("ownerName", "Aegon");*

*alien.set("canFly", true);*

*alien.save().then(*

*(alien) => {*

*// Execute any logic that should take place after the object is saved.*

*alert("New object created with objectId: " + alien.id);*

*},*

*(error) => {*

*// Execute any logic that should take place if the save fails.*

*// error is a Moralis.Error with an error code and message.*

*alert("Failed to create new object, with error code: " + error.message);*

*}*

*);*

Added a new entry in the table Alien with name Tyrion

Code:

*const Alien = Moralis.Object.extend("Alien");*

*const alien = new Alien();*

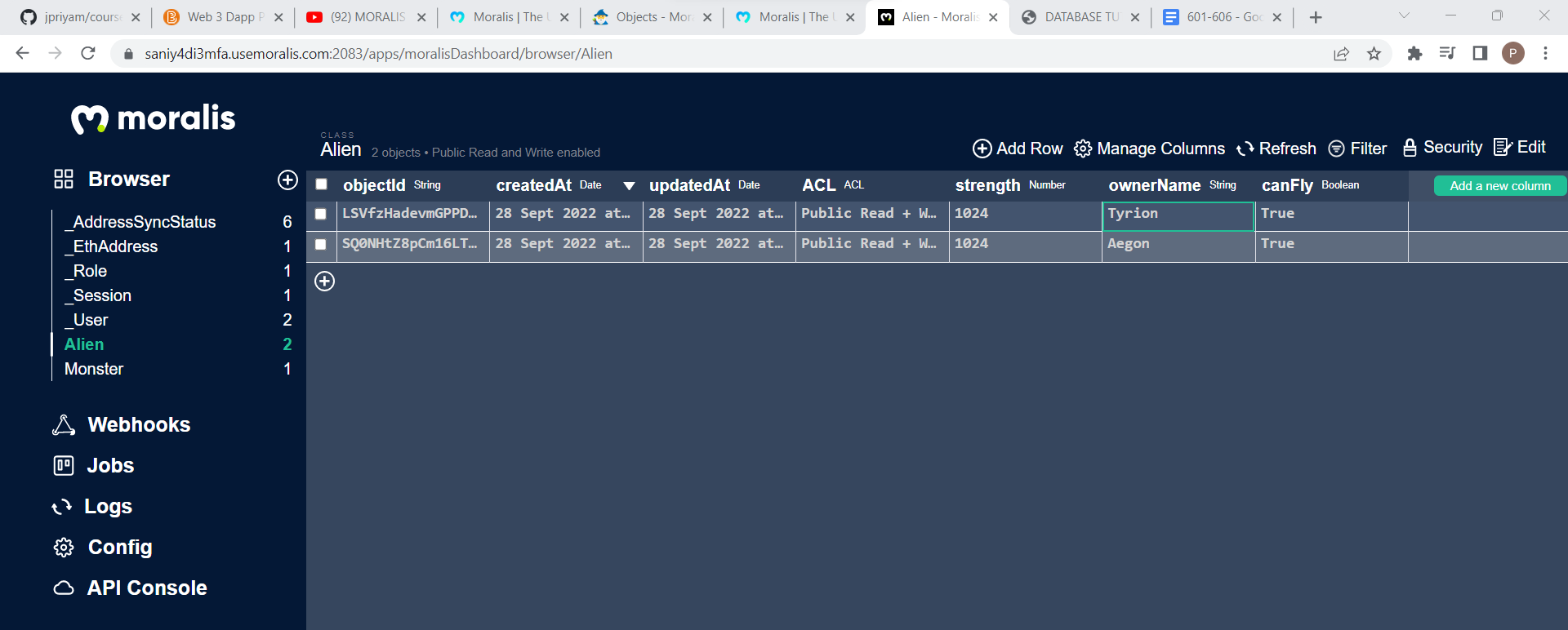
*alien.set("strength", 1024);*

*alien.set("ownerName", "Tyrion");*

*alien.set("canFly", true);*

*alien.save();*

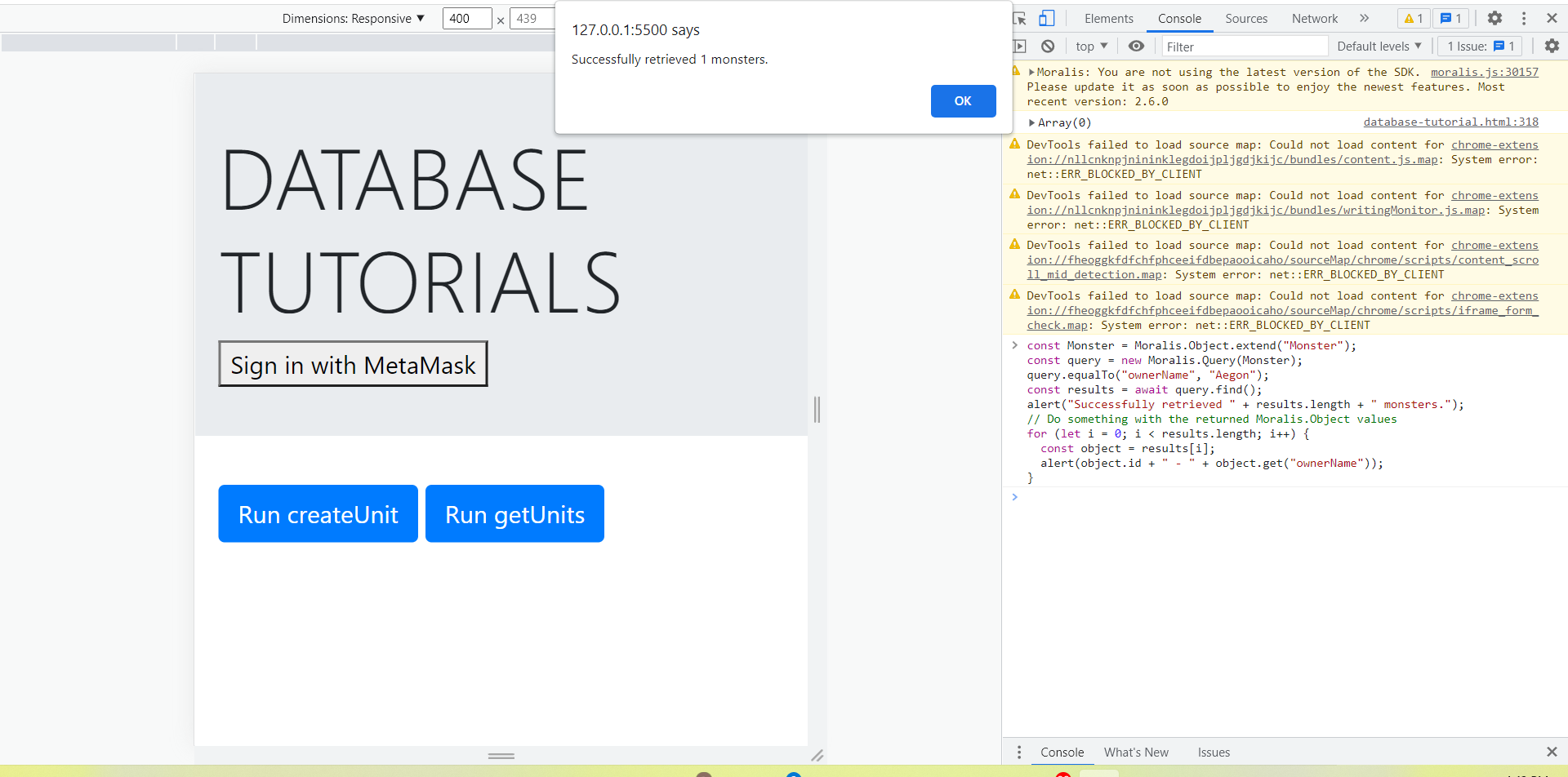
Output:



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Querying data in order to retrieve information:

Console code to retrieve monster object:



Code

*const Alien = Moralis.Object.extend("Alien");*

*const query = new Moralis.Query(Alien);*

*query.equalTo("ownerName", "Tyrion");*

*const results = await query.find();*

*alert("Successfully retrieved " + results.length + " aliens.");*

*// Do something with the returned Moralis.Object values*

*for (let i = 0; i < results.length; i++) {*

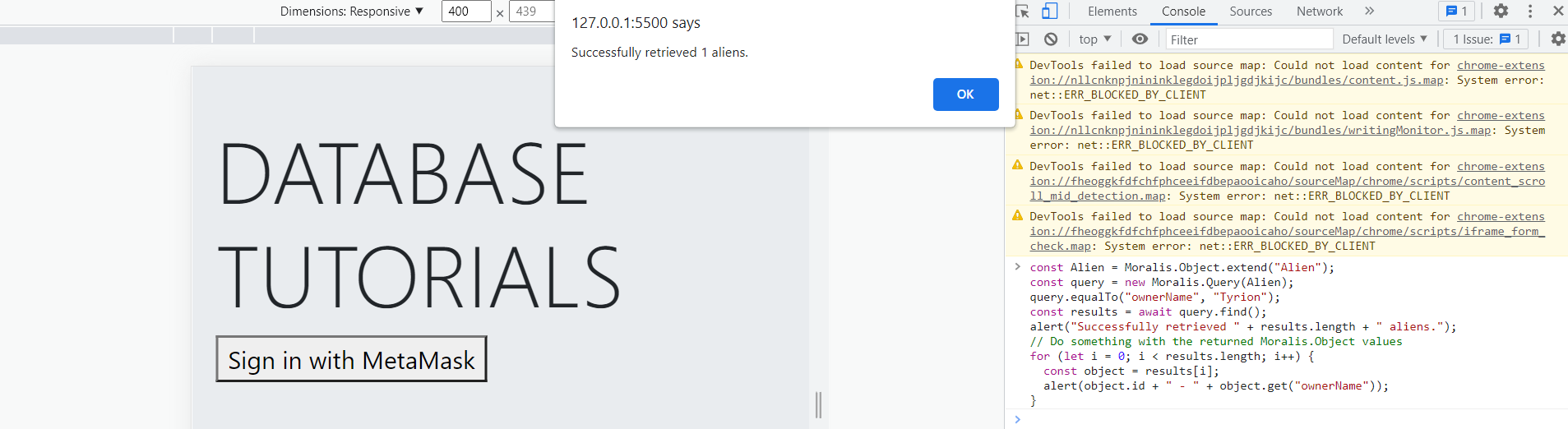
*const object = results[i];*

*alert(object.id + " - " + object.get("ownerName"));*

*}*

Since there is one entry, it retrieved one monster.

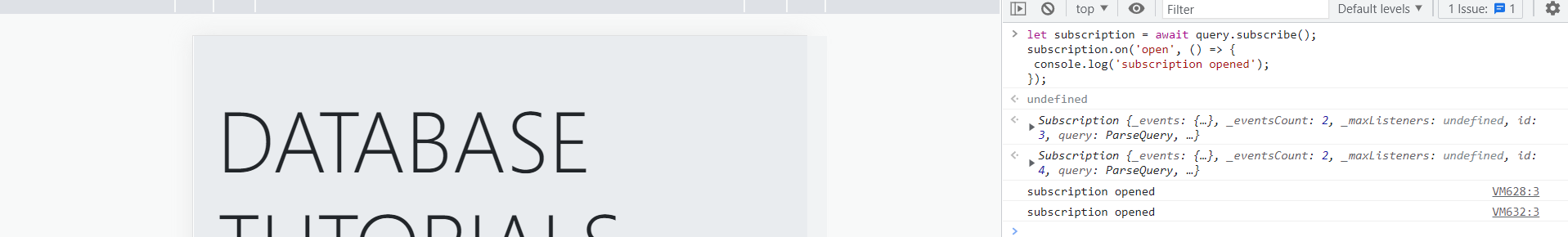
Now, we try to retrieve the Alien named Tyrion



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Live queries basically involve event handling

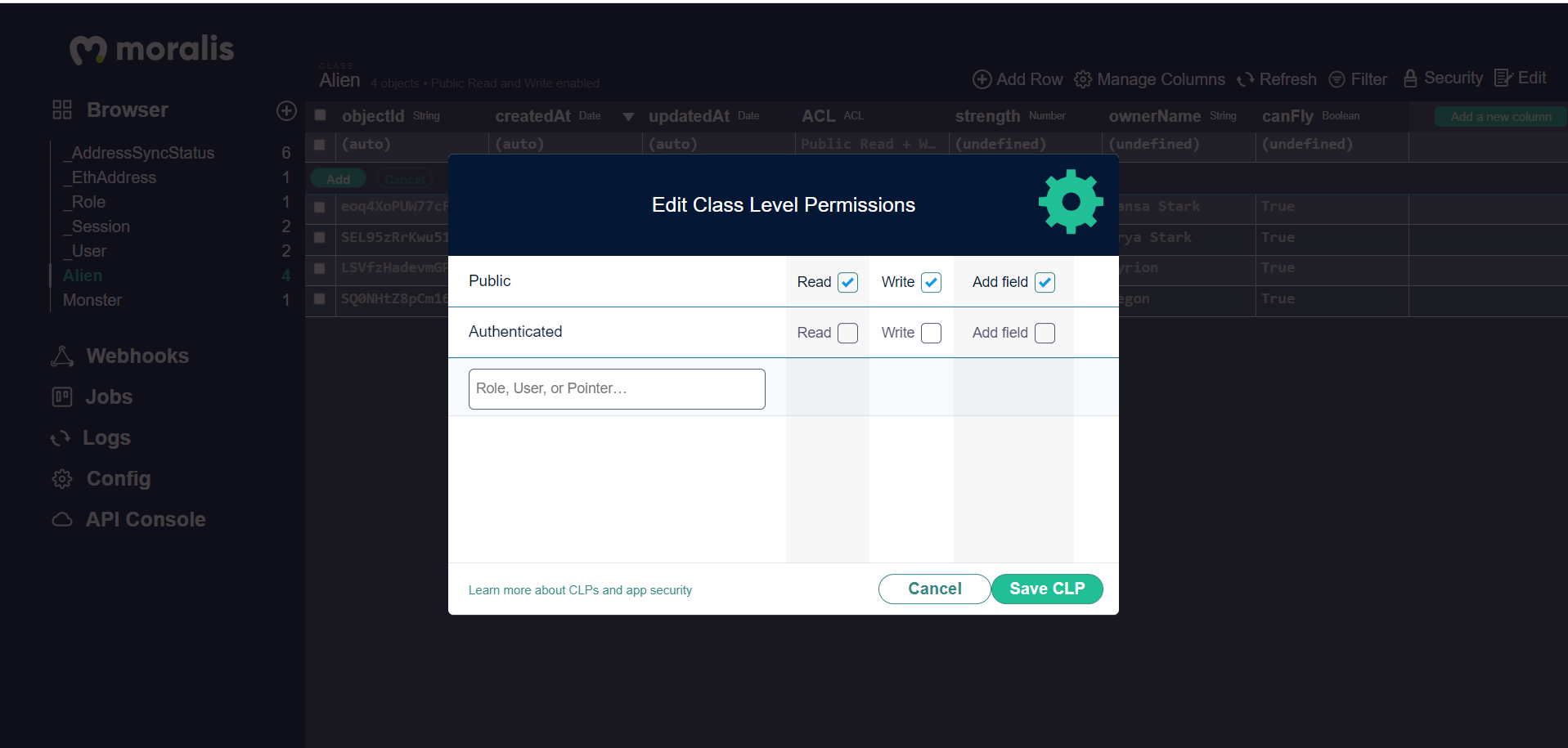
Open event



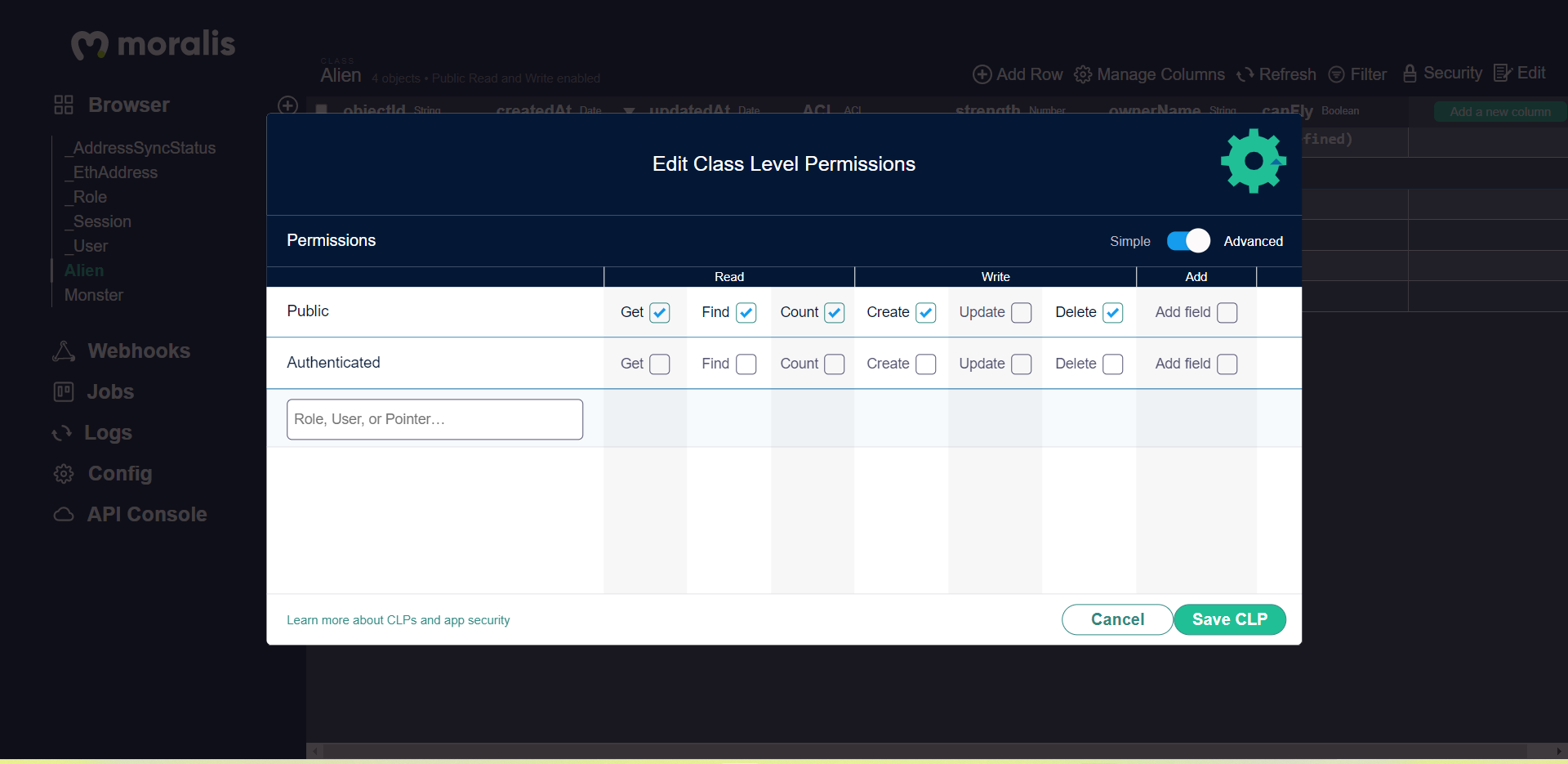
604

Security

Class level permissions



Advance level settings in terms of security



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// creating another role

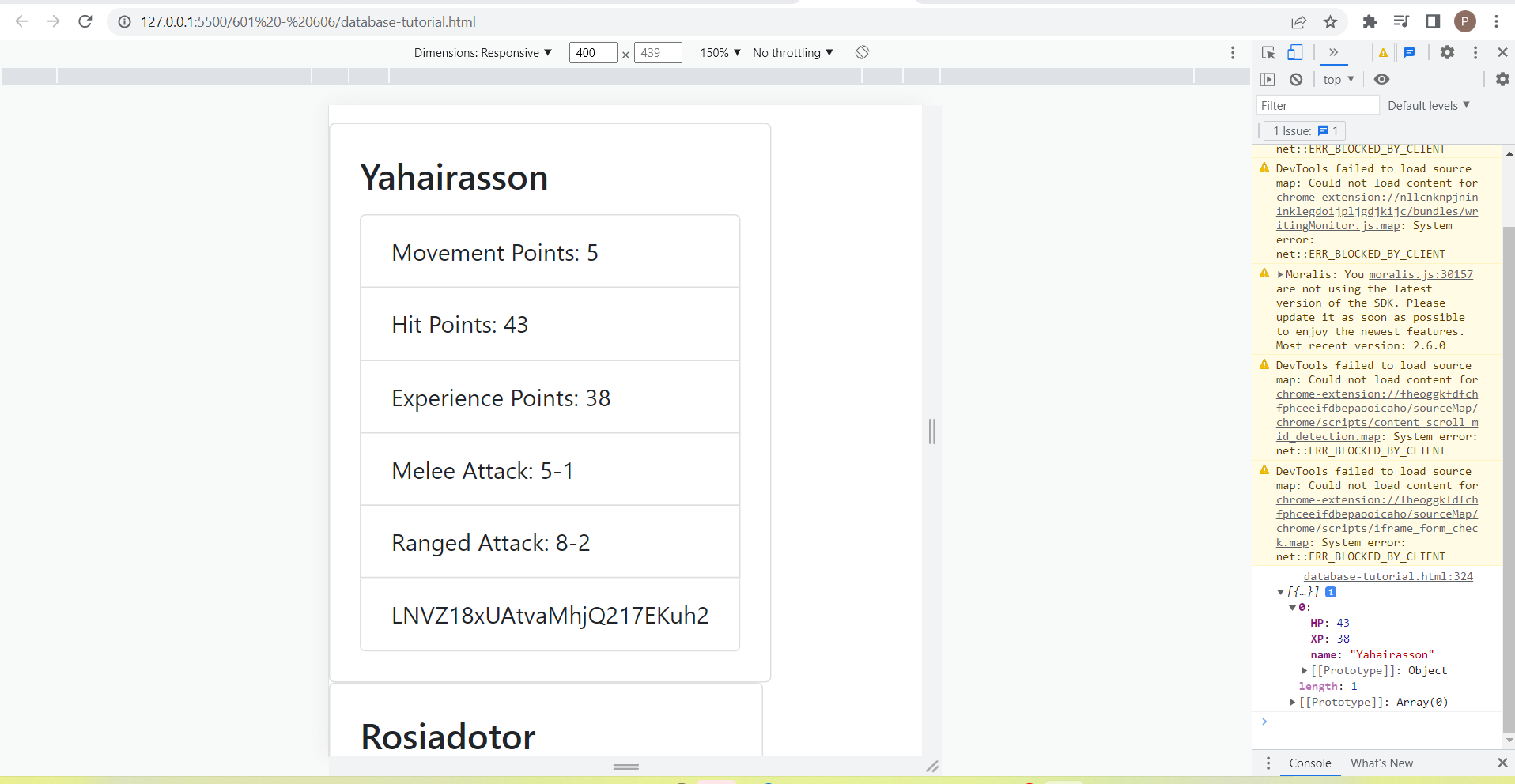
const role = new Moralis.Role("test Role", roleACL);

role.getUsers().add(usersToAddToRole);

role.getRoles().add(rolesToAddToRole);

role.save();

Query invoked when app runs



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* Raw json objects are stored and can be edited.
* The objectId, createdAt, updatedAt fields cannot be edited (these are set automatically).
* The value “(empty)” denotes that the field has not been set for that particular object (this is different than null).
* You can remove a field’s value by hitting your "Delete" key while the value is selected.