Kosta Nikopoulos February 15th, 2021

<u>Lab 4</u>

```
A.
1)
CREATE TABLE games (
  g_id NUMBER,
  g_name VARCHAR2(20) NOT NULL,
  g price NUMBER(8,3),
  g quantitymade NUMBER NOT NULL,
  release_date DATE,
  PRIMARY KEY(g_id)
  );
 CREATE TABLE store(
  s_id NUMBER,
  s_name VARCHAR2(25) NOT NULL,
  s_location VARCHAR2(50) NOT NULL,
  s_quantity NUMBER NOT NULL,
  s_contact CHAR(10) NOT NULL,
  g_id NUMBER,
  PRIMARY KEY(s_id)
  );
2)
Table 1
PRIMARY KEY(g_id)
Table 2
PRIMARY KEY(s_id)
```

3) The Primary Keys and the Foreign Keys are the Constraints in the 2 tables

```
☐ CREATE TABLE store(

s_id NUMBER,

s_name VARCHAR2(25) NOT NULL,

s_location VARCHAR2(50) NOT NULL,

s_quantity NUMBER NOT NULL,

s_contact CHAR(10) NOT NULL,

g_id NUMBER,

PRIMARY KEY(s_id)

);

ALTER TABLE store ADD CONSTRAINT fk_store_games

FOREIGN KEY(g_id) REFERENCES games(g_id);

4)
```

The Foreign Key is the relationship that ties both of the tables together.

```
FOREIGN KEY(g_id) REFERENCES games(g_id);
```

```
B.

1)

--Games
INSERT INTO games VALUES (1, 'Assassins Creed', 40, 9000, DATE '2007-06-25');
INSERT INTO games VALUES (2, 'Transformers', 30, 5000, DATE '2009-08-30');
INSERT INTO games VALUES (3, 'Minecraft', 35, 2000, DATE '2011-11-18');
INSERT INTO games VALUES (4, 'Fortnite', 29, 99, 6000, DATE '2017-07-21');
INSERT INTO games VALUES (5, 'CallofDuty', 99, 99, 7000, DATE '2020-11-19');

--Store
INSERT INTO store VALUES (1, 'Walmart', 'Laval', 100, '450-699-3226', 1);
INSERT INTO store VALUES (2, 'EB Games', 'Chateaugay', 500, '450-699-9011', 2);
INSERT INTO store VALUES (3, 'Best Buy', 'Laval', 200, '450-781-2030', 3);
INSERT INTO store VALUES (4, 'La Source', 'Montreal', 300, '450-689-7905', 4);
INSERT INTO store VALUES (5, 'Walmart', 'Montreal', 400, '514-832-4810', 5);

Script Output X

Script Output X

Task completed in 0.024 seconds

1 row inserted.
```

2) Before the Update

l row inserted.

l row inserted.

1 row inserted.

l row inserted.

	∯ G_ID	G_NAME			
1	1	Assassins Creed	40	9000	07-06-25
2	2	Transformers	30	5000	09-08-30
3	3	Minecraft	35	2000	11-11-18
4	4	Fortnite	29.99	6000	17-07-21
5	5	CallofDuty	99.99	7000	20-11-19

	∯ S_ID	S_NAME		\$ S_QUANTITY		∯ G_ID
1	1	Walmart	Laval	100	450-969-3226	1
2	2	EB Games	Chateaugay	500	450-699-9011	2
3	3	Best Buy	Laval	200	450-781-2030	3
4	4	La Source	Montreal	300	450-689-7905	4
5	5	Walmart	Montreal	400	514-832-4810	5

After the Update

```
--Update

UPDATE games

SET

g_price = 70,
g_quantity = 8000,
release_date = '2020-12-31'

WHERE

g_id = 4;
```

	∯ G_ID	G_NAME			RELEASE_DATE
1	1	Assassins Creed	40	9000	07-06-25
2	2	Transformers	30	5000	09-08-30
3	3	Minecraft	35	2000	11-11-18
4	4	Fortnite	70	8000	20-12-31
5	5	CallofDuty	99.99	7000	20-11-19

3)

Before the Delete

	∯ G_ID	G_NAME	G_PRICE		RELEASE_DATE
1	1	Assassins Creed	40	9000	07-06-25
2	2	Transformers	30	5000	09-08-30
3	3	Minecraft	35	2000	11-11-18
4	4	Fortnite	29.99	6000	17-07-21
5	5	CallofDuty	99.99	7000	20-11-19

	∯ S_ID		\$ S_LOCATION	\$ S_QUANTITY		∯ G_ID
1	1	Walmart	Laval	100	450-969-3226	1
2	2	EB Games	Chateaugay	500	450-699-9011	2
3	3	Best Buy	Laval	200	450-781-2030	3
4	4	La Source	Montreal	300	450-689-7905	4
5	5	Walmart	Montreal	400	514-832-4810	5

After the Delete

```
--Delete
DELETE
FROM store
WHERE
s_location = 'Montreal';
```

