|  |  |
| --- | --- |
| Command #1: Creating Sequence.   |  | | --- | | CREATE SEQUENCE criminal\_id\_seq  INCREMENT BY 1  START WITH 1017  NOCACHE  NOCYCLE; | |

|  |  |
| --- | --- |
| Command #2: Creating a sequence.   |  | | --- | | CREATE SEQUENCE criminal\_id\_seq  INCREMENT BY 1  START WITH 1  NOCASHE  NOCYCLE; | |

|  |  |
| --- | --- |
| Command #3: Insert Command.   |  | | --- | | INSERT INTO Criminals (criminal\_id, first, last, city, state, zip)  VALUES (criminal\_id\_seq.NEXTVAL, ‘Johnny’.’Capps’,’Lowell’,’MA,’01854’; | |

|  |  |
| --- | --- |
| Command #4: Creating INDEX   |  | | --- | | CREATE INDEX criminal\_name\_idx  ON Criminals (last\_); | |

|  |  |
| --- | --- |
| Command #5: Creating Index.   |  | | --- | | CREATE INDEX criminal\_street\_idx  ON Criminals (street); | |

|  |  |
| --- | --- |
| Command #6:   |  | | --- | | CREATE INDEX criminal\_phone\_idx  ON Criminals (phone); | |

**Chapter 6, Problem 3:** A bitmap index would work for the crimes column and more specifically, the classification column. The reason for this is because there's only a certain number of classifications per each crime type. A bitmap would be able to search for a criminal who did a specific type of crime much faster due to the fact that the classification columns have low selectivity.

**Chapter 6, Problem 4:** Using the city jail database with synonyms could be faster if there are multiple people that use the database. The reason synonyms are useful is because a user does not have to check in with another user who created a certain object first before naming the object that they would like to reference. It could also be faster because instead of remembering the table name and column name, you would only have to remember the synonym which saves a lot of time.

|  |  |
| --- | --- |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |