1. Create Tables

When we create tables, we specify the database we want to add them to. This is done by using the “USE”

clause.

Submit your solutions in JUDGE without the “USE {database name}” row.

Table “employees”:

• id – INT, primary key, AUTO\_INCREMENT;

• first\_name – VARCHAR, NOT NULL;

• last\_name – VARCHAR, NOT NULL;

Create the “categories” and “products” tables analogically:

Table “categories”:

• id – INT, primary key, AUTO\_INCREMENT;

• name – VARCHAR, NOT NULL;

Table “products”:

• id – INT, primary key, AUTO\_INCREMENT;

• name – VARCHAR, NOT NULL;

• category\_id – INT, NOT NULL;

2. Insert Data in Tables

Inserting data can be done with a query too. To do that we use the “INSERT” clause. Populate the

“employees” table with 3 test values.

3. Alter Tables

Altering the tables is done via the “ALTER TABLE” clause. Add a new column – “middle\_name” to the

“employees” table.

4. Adding Constraints

Create the connection via foreign key between the “products” and “categories” tables that you’ve created

earlier. Make “category\_id” foreign key linked to “id” in the “categories” table.

5. Modifying Columns

Change the property “VARCHAR(50)” to “VARCHAR(100)” to the “middle\_name” column in “employees”

table.

6. Drop Database

Drop the “gamebar” database.