**Modify a Relational Database in a Container**

Here is a screenshot demonstrating that I was able to open the Activity 12.1 folder in VS Code.

A screen shot of a computer program

Description automatically generated

I successfully ran the command to initialize the driver in the Terminal window. Here's the screenshot:

A screenshot of a computer screen

Description automatically generated

Here is a screenshot showing the available databases in the starter code, including 'information\_schema', 'performance\_schema', 'sys', and 'mysql' databases.

A computer screen shot of a blue screen

Description automatically generated

I have modified the **create.py** file to create the **restaurants** database with two VARCHAR columns, both allowing a maximum of 20 characters. I wanted the table name also to be **restaurants**. Here's the screenshot of the modified code:

A screen shot of a computer

Description automatically generated

I have created and visualized the 'restaurants' database using the correct commands in the Terminal window. Here's the screenshot:

A blue screen with white text

Description automatically generated

I have modified the **insert.py** file to add one restaurant with id equal to 1 and the current time. Here's the screenshot of the modified code:

A screen shot of a computer

Description automatically generated

I successfully inserted the entry in the 'restaurants' database and confirmed it in the Terminal window. Here's the screenshot:

A blue screen with white text

Description automatically generated

I have created a Docker container named 'my\_sql' using port 3300. Here's the screenshot:

A blue screen with white text

Description automatically generated

A screenshot of a computer

Description automatically generated

I ran the **show\_databases.py** file with the Docker container running, and everything runs as expected. Here are two screenshots: one showing the Docker container running and the other showing the Terminal window:

A screenshot of a computer

Description automatically generated