



DELHI TECHNOLOGICAL UNIVERSITY

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PRACTICAL - 1

AIM:

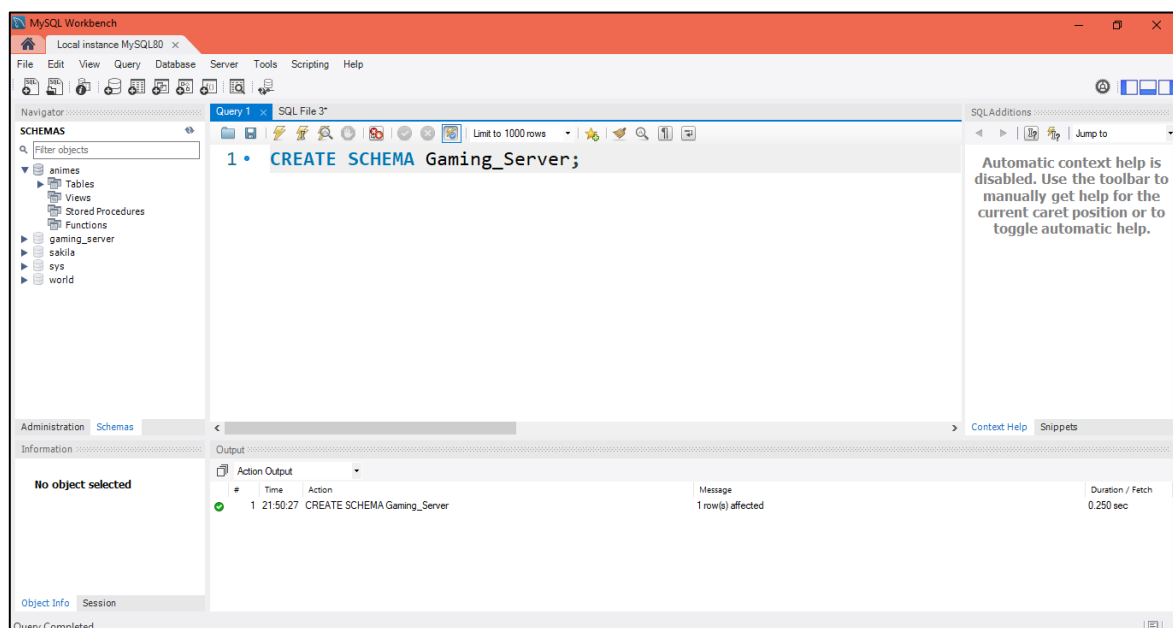
1. Create a database.
2. Create at least 2 tables, say Movies and Actors. Each table should have at least 5 columns each.
3. Insert a minimum of 15 entries in each table.
4. View the data using SELECT.

CODE & OUTPUT

Command to create database:

```
CREATE SCHEMA Gaming_Server;
```

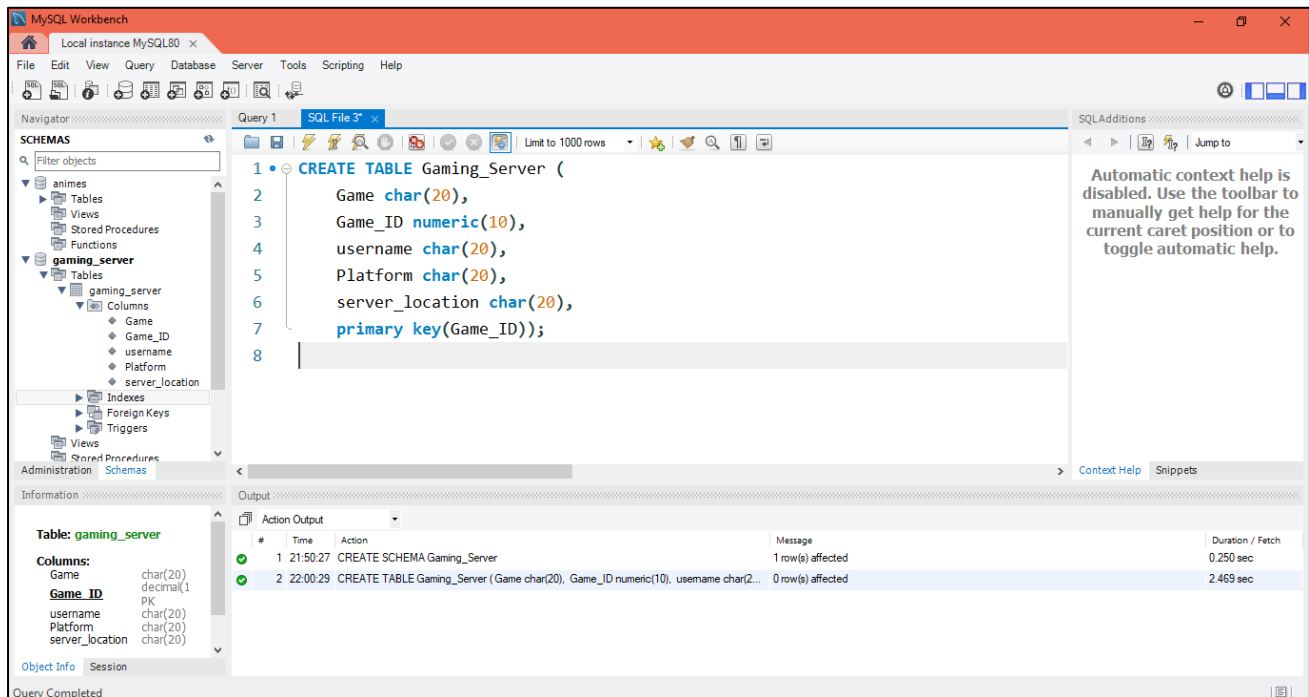
Output :



Command to create 1st table:

```
CREATE TABLE Gaming_Server (  
    Game char(20),  
    Game_ID numeric(10),  
    username char(20),  
    Platform char(20),  
    server_location char(20),  
    primary key(Game_ID));
```

Output :



Commands to insert data in 1st table:

```
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)  
VALUES (  
    'hacker101', 'BugCrowd', 101011, 'Origin','Asia');  
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)  
VALUES (  
    'lucifer', 'Fortnite', 101012, 'Steam','Europe');  
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)  
VALUES (  
    'swift_run', 'Assasins Creed', 101013, 'Ubisoft','East Asia');  
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)  
VALUES (  
    'eZiO', 'Cyberpunk', 101014, 'Epic Games','West Asia');  
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)  
VALUES (  
    'runner101', 'doombag',101015, 'Ubisoft','North America');  
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)  
VALUES (  
    'runner101', 'doombag',101015, 'Ubisoft','North America');
```

```

        'droath', 'Eternal War', 101016, 'Steam','South America');
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
VALUES (
        'uchihaMadara', 'PUBG', 101017, 'Tencent','Asia');
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
VALUES (
        'naruto01', 'Footgoals', 101018, 'Sony','South America');
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
VALUES (
        'DestroyerOp', 'Genshin', 101019, 'Nintendo','Europe');
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
VALUES (
        'Hunterr', 'teenpatti', 101020, 'Steam','Asia');
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
VALUES (
        'hawkeye11', 'tekken', 101021, 'Sony','East Asia');
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
VALUES (
        'LeviAckerman', 'Shoot Duck', 101022, 'Microsoft','South Asia');
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
VALUES (
        'uchihaSasuke', 'Super Mario', 101023, 'Ubisoft','Australia');
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
VALUES (
        'theDevil001', 'Diablo', 101024, 'Nexon','Europe');
INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
VALUES (
        'blackstorm', 'Resident Evil', 101025, 'Steam','Asia');

```

Output :

The screenshot shows the MySQL Workbench interface. The left sidebar displays the 'SCHEMAS' tree with 'gaming_server' selected. The main window shows the 'Query 1' tab with the following SQL code:

```

1 INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
2 VALUES (
3     'hacker101', 'BugCrowd', 101011, 'Origin','Asia');
4 INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location)
5 VALUES (

```

The 'Output' tab shows the results of the queries. The first query is a 'CREATE TABLE' statement, and the subsequent queries are 'INSERT INTO' statements. The output table has the following columns: #, Time, Action, Message, and Duration / Fetch.

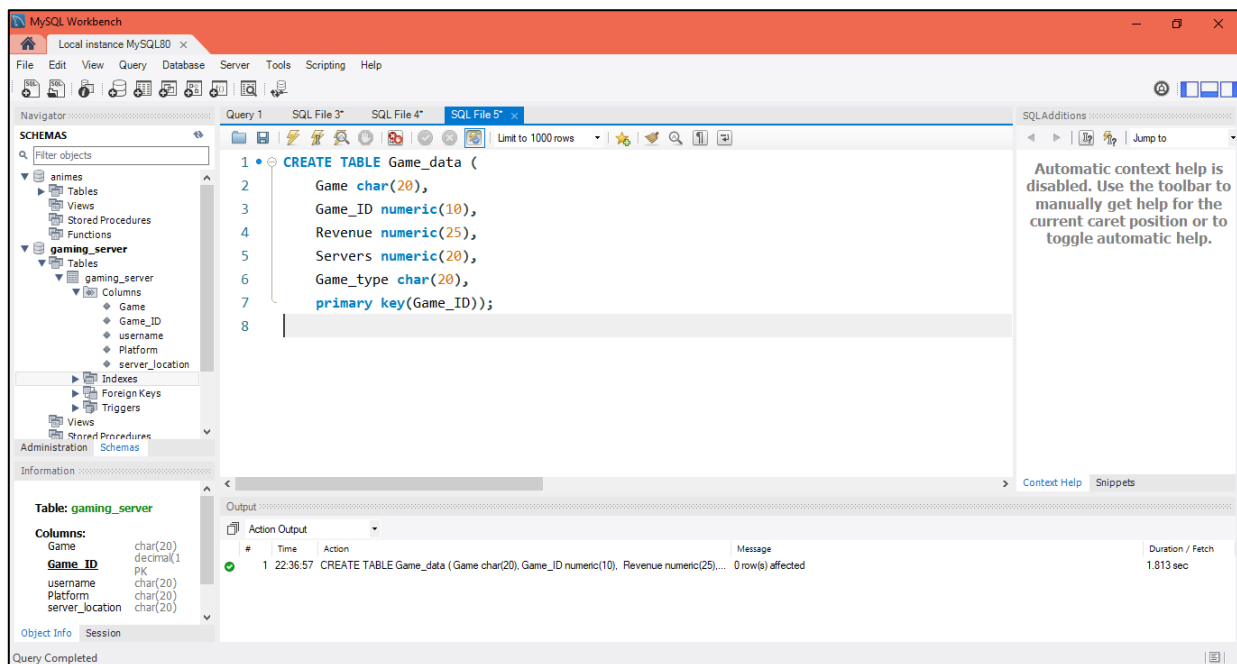
#	Time	Action	Message	Duration / Fetch
1	21:50:27	CREATE SCHEMA Gaming_Server	1 row(s) affected	0.250 sec
2	22:00:29	CREATE TABLE Gaming_Server (Game char(20), Game_ID numeric(10), username char(20), Platform char(20), server_location char(20))	0 row(s) affected	2.469 sec
3	22:21:32	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('hacker101', 'BugCrowd', 101011, 'Origin','Asia')	1 row(s) affected	0.516 sec
4	22:21:32	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('naruto01', 'Footgoals', 101018, 'Sony','South America')	1 row(s) affected	0.141 sec
5	22:21:33	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('DestroyerOp', 'Genshin', 101019, 'Nintendo','Europe')	1 row(s) affected	0.484 sec
6	22:21:33	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('Hunterr', 'teenpatti', 101020, 'Steam','Asia')	1 row(s) affected	0.219 sec
7	22:21:33	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('hawkeye11', 'tekken', 101021, 'Sony','East Asia')	1 row(s) affected	0.172 sec
8	22:21:33	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('LeviAckerman', 'Shoot Duck', 101022, 'Microsoft','South Asia')	1 row(s) affected	0.046 sec
9	22:21:34	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('uchihaSasuke', 'Super Mario', 101023, 'Ubisoft','Australia')	1 row(s) affected	0.047 sec
10	22:21:34	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('theDevil001', 'Diablo', 101024, 'Nexon','Europe')	1 row(s) affected	0.110 sec
11	22:21:34	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('blackstorm', 'Resident Evil', 101025, 'Steam','Asia')	1 row(s) affected	0.062 sec
12	22:21:34	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('hacker101', 'BugCrowd', 101011, 'Origin','Asia')	1 row(s) affected	0.078 sec
13	22:21:34	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('naruto01', 'Footgoals', 101018, 'Sony','South America')	1 row(s) affected	0.110 sec
14	22:21:34	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('DestroyerOp', 'Genshin', 101019, 'Nintendo','Europe')	1 row(s) affected	0.047 sec
15	22:21:34	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('Hunterr', 'teenpatti', 101020, 'Steam','Asia')	1 row(s) affected	0.110 sec
16	22:21:34	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('hawkeye11', 'tekken', 101021, 'Sony','East Asia')	1 row(s) affected	0.062 sec
17	22:21:34	INSERT INTO Gaming_Server(username, Game, Game_ID, Platform,server_location) VALUES ('theDevil001', 'Diablo', 101024, 'Nexon','Europe')	1 row(s) affected	0.063 sec

The bottom of the screenshot shows the 'Table: gaming_server' structure with columns: Game (char(20)), Game_ID (decimal(10)), username (char(20)), Platform (char(20)), and server_location (char(20)).

Command to create 2nd table :

```
CREATE TABLE Game_data (  
    Game char(20),  
    Game_ID numeric(10),  
    Revenue numeric(25),  
    Servers numeric(20),  
    Game_type char(20),  
    primary key(Game_ID));
```

Output :



Commands to insert data in 2nd table :

```
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)  
VALUES (  
    'BugCrowd', 101011, '100000', '5019283', 'Skill');  
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)  
VALUES (  
    'Fortnite', 101012, '120000000', '100000', 'Action');  
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)  
VALUES (  
    'Assasins Creed', 101013, '1200000', '100000', 'Action');  
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)  
VALUES (  
    'Cyberpunk', 101014, '3200000', '578000', 'Knowledge');  
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)  
VALUES (  
    'doombag', 101015, '78309000', '910000', 'adventure');  
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
```

```

VALUES (
    'Eternal War', 101016,'32660000','98000','Arcade');
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
VALUES (
    'PUBG', 101017,'3260090','8810012','Action');
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
VALUES (
    'Footgoals', 101018,'791000123','9901833','Sports');
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
VALUES (
    'Genshin', 101019,'91000153','901833','Open World');
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
VALUES (
    'teenpatti', 101020,'892340153','1001900','Strategy');
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
VALUES (
    'tekken', 101021,'993450000','9900000','Action');
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
VALUES (
    'Shoot Duck', 101022,'13400000','8880000','Shooting');
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
VALUES (
    'Super Mario', 101023,'9910000','9123000','Open World');
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
VALUES (
    'Diablo', 101024,'100001200','82903330','Arcade');
INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type)
VALUES (
    'Resident Evil', 101025,'99001200','7891320','Survival');

```

Output :

The screenshot displays the MySQL Workbench interface. The left sidebar shows the 'SCHEMAS' tree with 'gaming_server' selected. The main editor shows a series of SQL queries (lines 29-34) that insert data into the 'Game_data' table. The 'Output' tab at the bottom shows the execution results of these queries.

#	Time	Action	Message	Duration / Fetch
1	22:57:44	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Bug...	1 row(s) affected	0.484 sec
2	22:57:45	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Fort...	1 row(s) affected	0.125 sec
3	22:57:45	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('As...	1 row(s) affected	0.141 sec
4	22:57:45	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Cyb...	1 row(s) affected	0.203 sec
5	22:57:45	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('doo...	1 row(s) affected	0.093 sec
6	22:57:45	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Eer...	1 row(s) affected	0.079 sec
7	22:57:45	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('PU...	1 row(s) affected	0.062 sec
8	22:57:46	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Foo...	1 row(s) affected	0.078 sec
9	22:57:46	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Ge...	1 row(s) affected	0.125 sec
10	22:57:46	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('teen...	1 row(s) affected	0.110 sec
11	22:57:46	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('tekk...	1 row(s) affected	0.078 sec
12	22:57:46	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Sho...	1 row(s) affected	0.047 sec
13	22:57:46	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Sup...	1 row(s) affected	0.062 sec
14	22:57:46	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Dia...	1 row(s) affected	0.062 sec
15	22:57:46	INSERT INTO Game_data(Game, Game_ID, Revenue, Servers, Game_type) VALUES ('Resi...	1 row(s) affected	0.188 sec

At the bottom left, the 'Table: gaming_server' structure is shown with columns: Game (char(20)), Game_ID (decimal(11,1)), username (char(20)), Platform (char(20)), and server_location (char(20)).

Command to view data:

```
SELECT * FROM Gaming_Server;
```

Output :

The screenshot shows the MySQL Workbench interface. The query editor contains the command `1 • SELECT * FROM Gaming_Server;`. The result grid displays the following data:

Game	Game_ID	username	Platform	server_location
BugCrowd	101011	hacker101	Origin	Asia
Fortnite	101012	lucifer	Steam	Europe
Assasins Creed	101013	swift_run	Ubisoft	East Asia
Cyberpunk	101014	eZIO	Epic Games	West Asia
doombag	101015	runner101	Ubisoft	North America
Eternal War	101016	droath	Steam	South America
PUBG	101017	uchihaMadara	Tencent	Asia
Footgoals	101018	naruto01	Sony	South America
Genshin	101019	DestroyerOp	Nintendo	Europe
teenpatti	101020	Hunterr	Steam	Asia
telken	101021	hawkeye11	Sony	East Asia
Shoot Duck	101022	LeviAckerman	Microsoft	South Asia
Super Mario	101023	uchihaSasuke	Ubisoft	Australia
Diablo	101024	theDevil001	Nexon	Europe
Resident Evil	101025	blackstorm	Steam	Asia

Command to view data:

```
SELECT * FROM Game_data;
```

Output :

The screenshot shows the MySQL Workbench interface. The query editor contains the command `1 • SELECT * FROM Game_data;`. The result grid displays the following data:

Game	Game_ID	Revenue	Servers	Game_type
BugCrowd	101011	100000	5019283	Skill
Fortnite	101012	120000000	100000	Action
Assasins Creed	101013	1200000	100000	Action
Cyberpunk	101014	3200000	578000	Knowledge
doombag	101015	78309000	910000	adventure
Eternal War	101016	32660000	98000	Arcade
PUBG	101017	3260090	8810012	Action
Footgoals	101018	791000123	9901833	Sports
Genshin	101019	91000153	901833	Open World
teenpatti	101020	892340153	1001900	Strategy
telken	101021	993450000	9900000	Action
Shoot Duck	101022	13400000	8880000	Shooting
Super Mario	101023	9910000	9123000	Open World
Diablo	101024	100001200	82903330	Arcade
Resident Evil	101025	99001200	7891320	Survival