DELHI TECHNOLOGICAL UNIVERSITY

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Roll Number : 2K19/MC/122

Subject : Database Management System Laboratory

Faculty : Prof. Aditya Kaushik

PRACTICAL - 1

AIM:

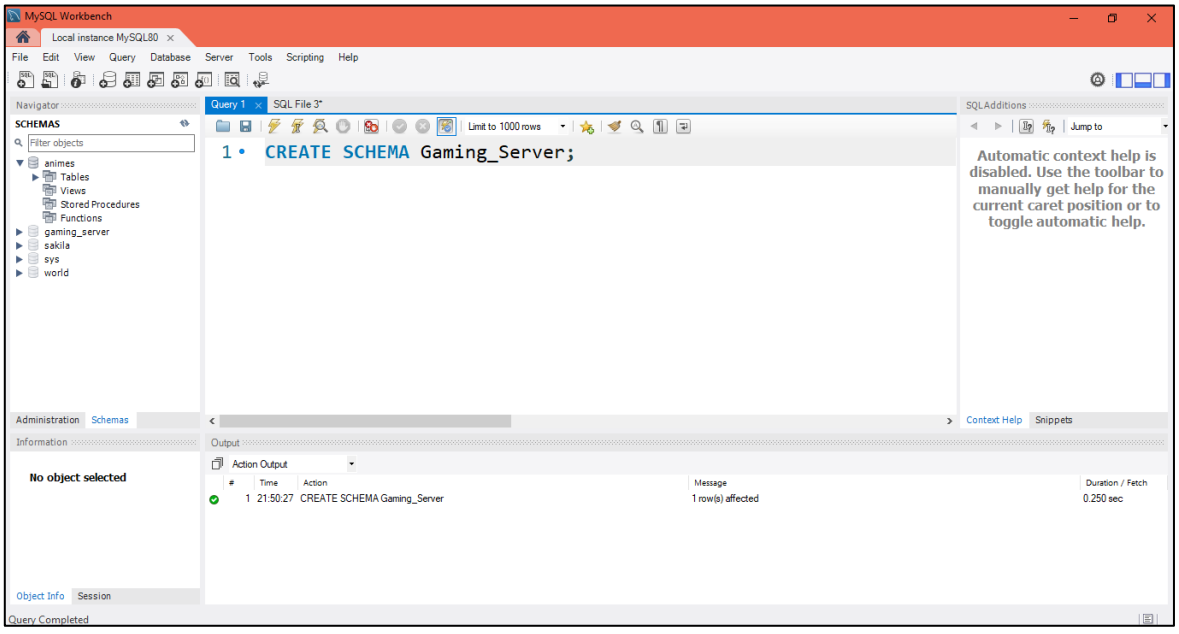
1. Create a database.
2. Create at least 2 tables, say Movies and Actors. Each table should have at least 5 columns each.
3. Insert a minimum of 15 entries in each table.
4. View the data using SELECT.

CODE & OUTPUT

Command to create database:

```
CREATE SCHEMA Gaming_Server;
```

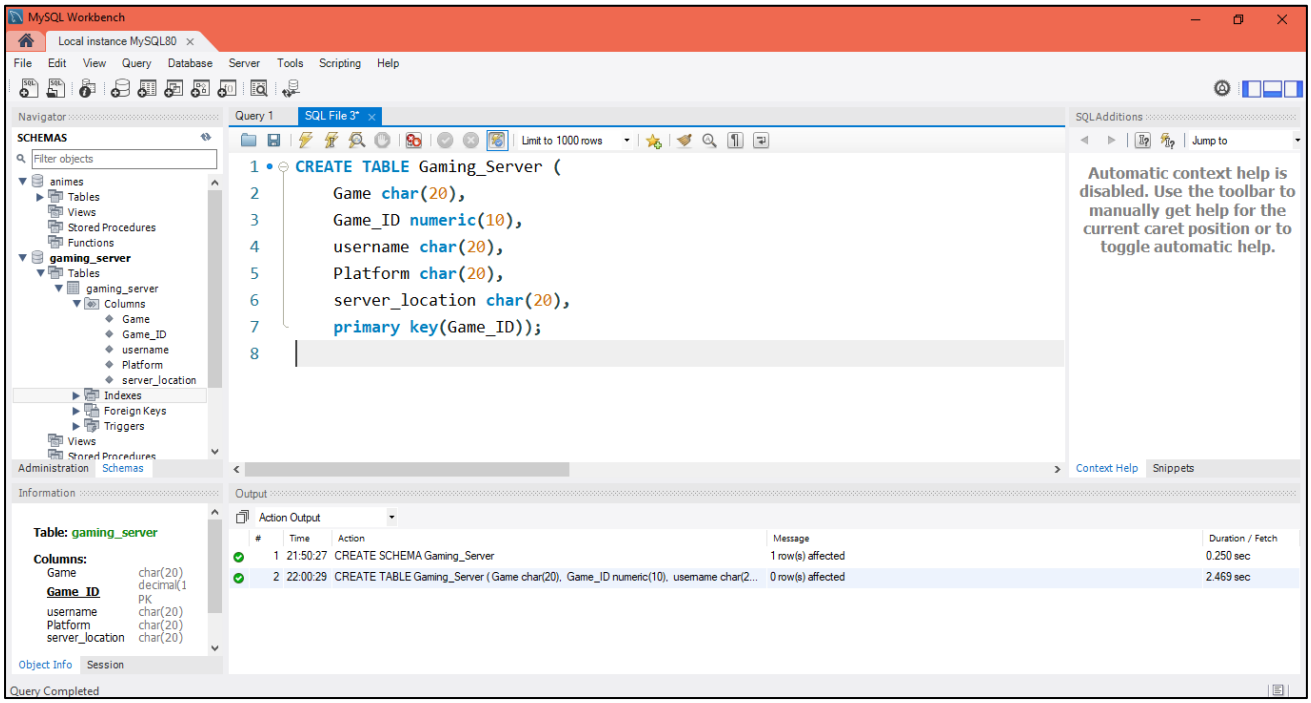
Output :



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 :

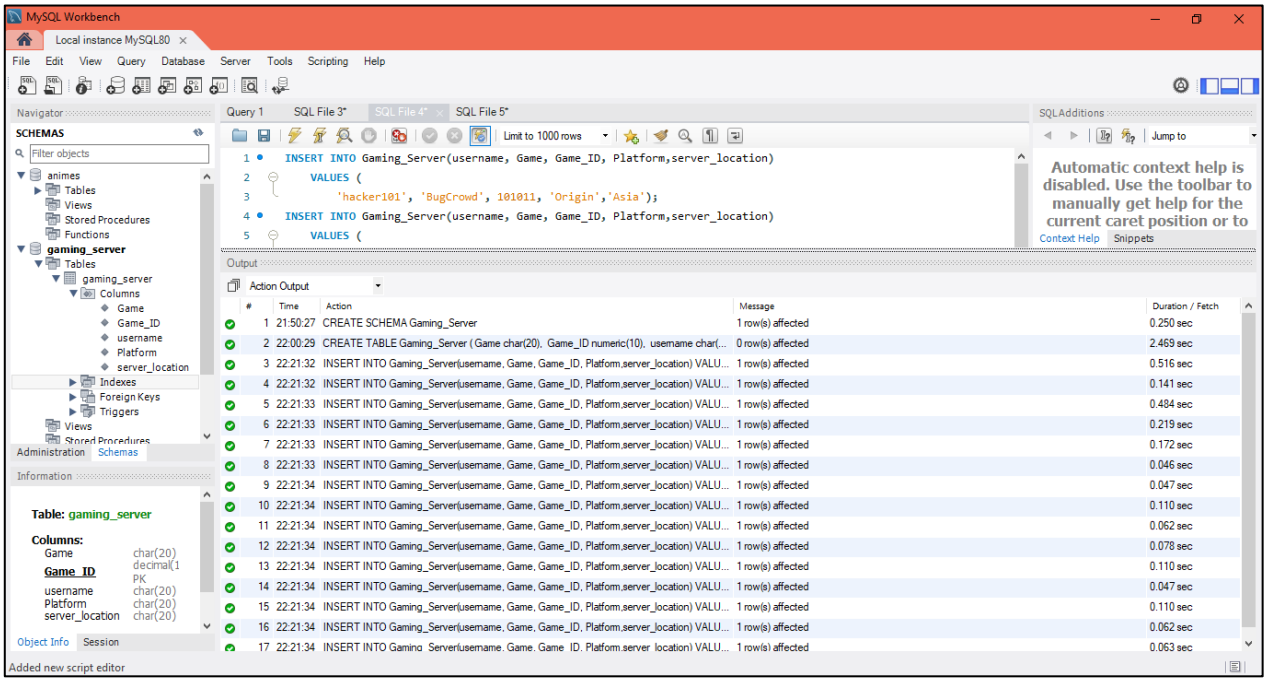


Commands to insert data in 1st table:

```
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 (
```

```
            '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 (
            'Hunterrr', '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');
```

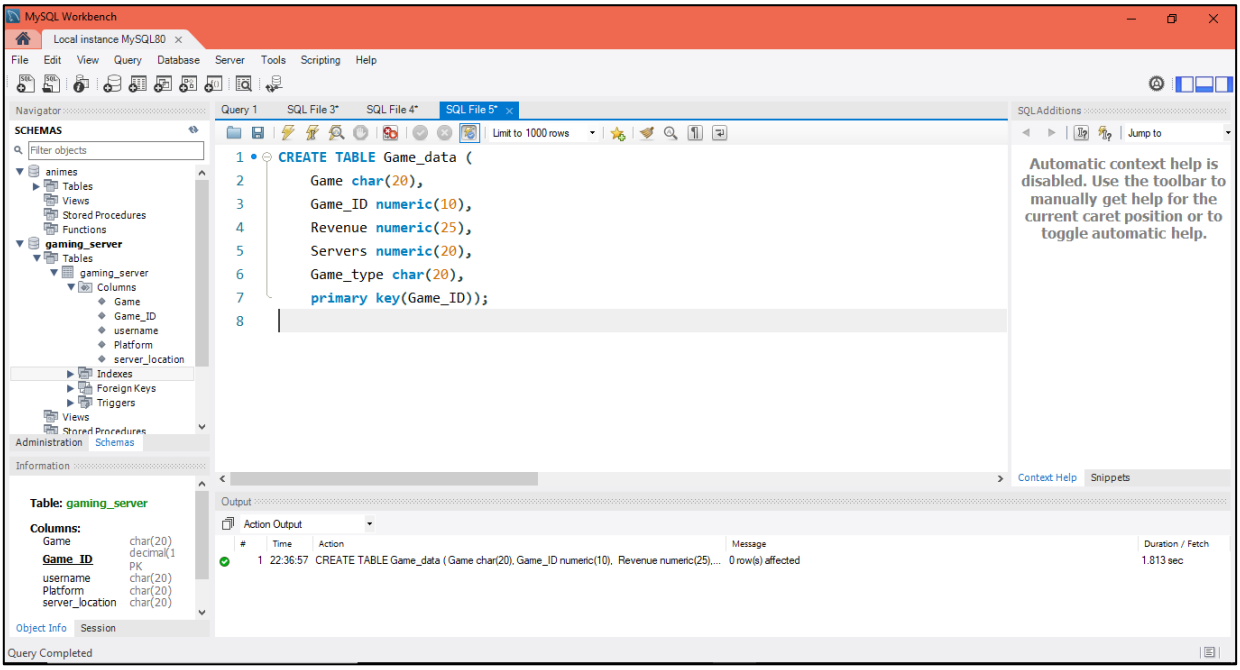
Output :



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 :

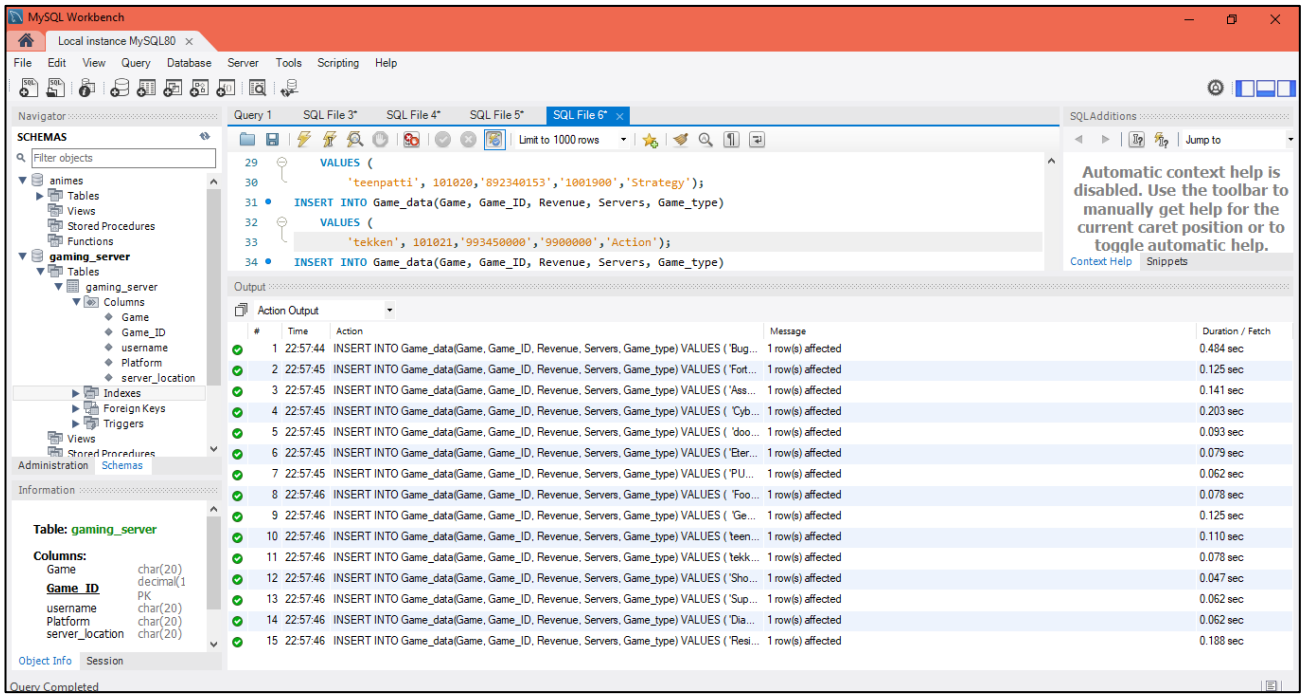


Commands to insert data in 2nd table :

```
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','Surival');
```

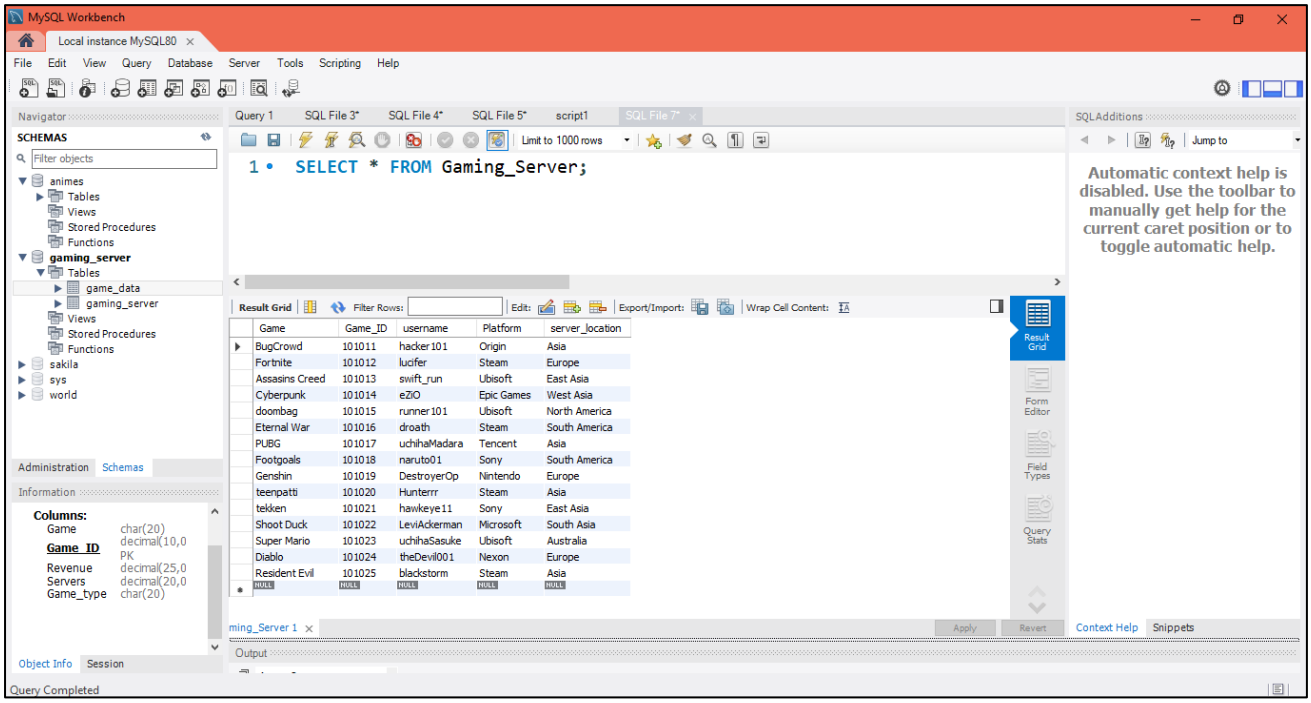
Output :



Command to view data:

SELECT * FROM Gaming_Server;

Output :



Command to view data:

SELECT * FROM Game_data;

Output :