



# DELHI TECHNOLOGICAL UNIVERSITY

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## PRACTICAL - 2

### AIM:

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1. In the database created in Practical 1, create 2 more tables.
2. Apply constraints - Primary key, check, not null, unique, on different columns of both tables.
3. Attempt to insert rows that do not abide by the constraints and note down the error received.
4. Insert at least 15 rows in both tables.
5. View the data using the SELECT statement.

### CODE & OUTPUT

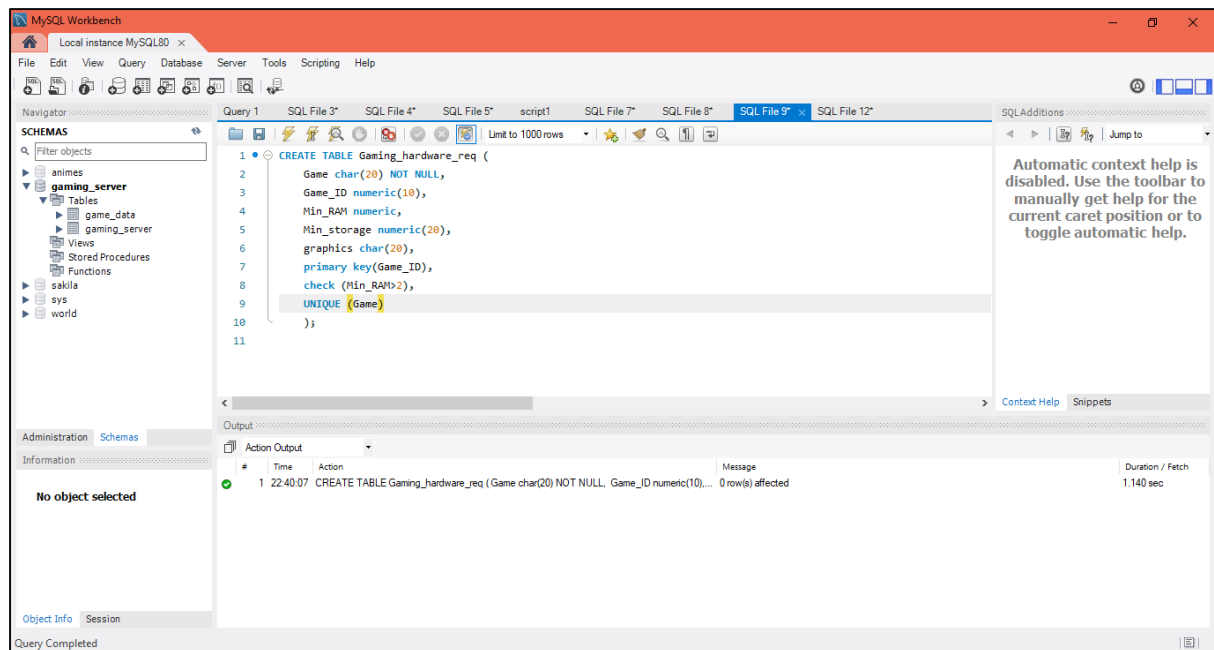
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#### Command to create 1<sup>st</sup> table:

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```
CREATE TABLE Gaming_hardware_req (  
    Game char(20) NOT NULL,  
    Game_ID numeric(10),  
    Min_RAM numeric,  
    Min_storage char(20),  
    graphics char(20),  
    primary key(Game_ID),  
    check (Min_RAM>2),  
    UNIQUE (Game)  
);
```

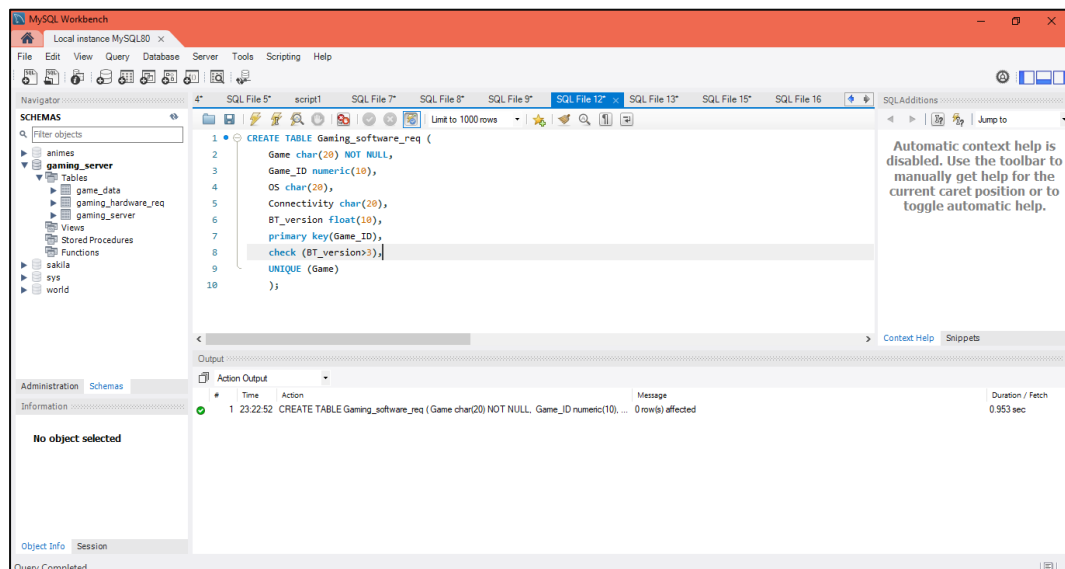
## Output :



## Commands to create 2<sup>nd</sup> table:

```
CREATE TABLE Gaming_software_req (  
  Game char(20) NOT NULL,  
  Game_ID numeric(10),  
  OS char(20),  
  Connectivity char(20),  
  BT_version float(10),  
  primary key(Game_ID),  
  check (BT_version>4),  
  UNIQUE (Game)  
);
```

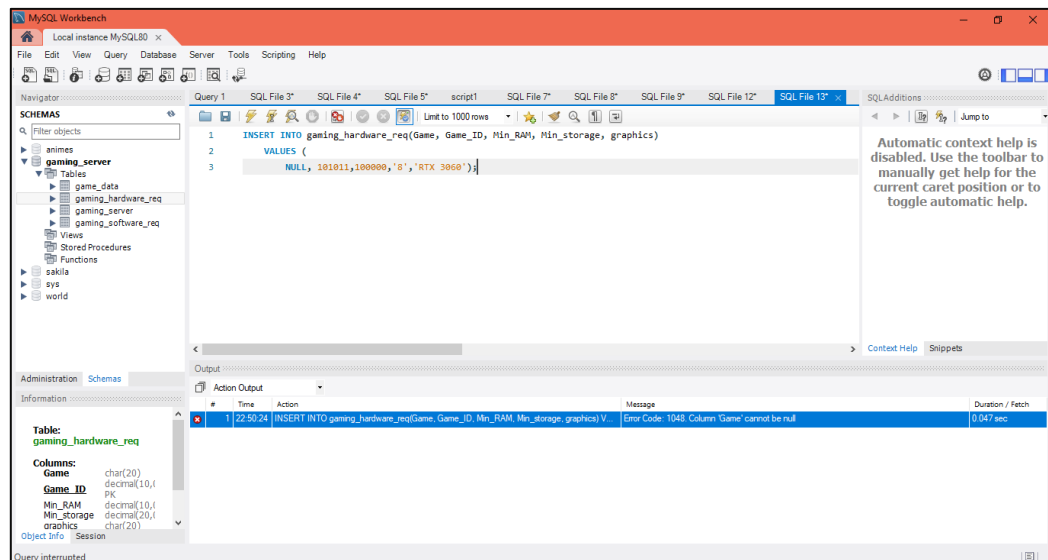
## Output :



## Commands to insert data in table with error:

```
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
NULL, 101011,100000,'8','RTX 3060');
```

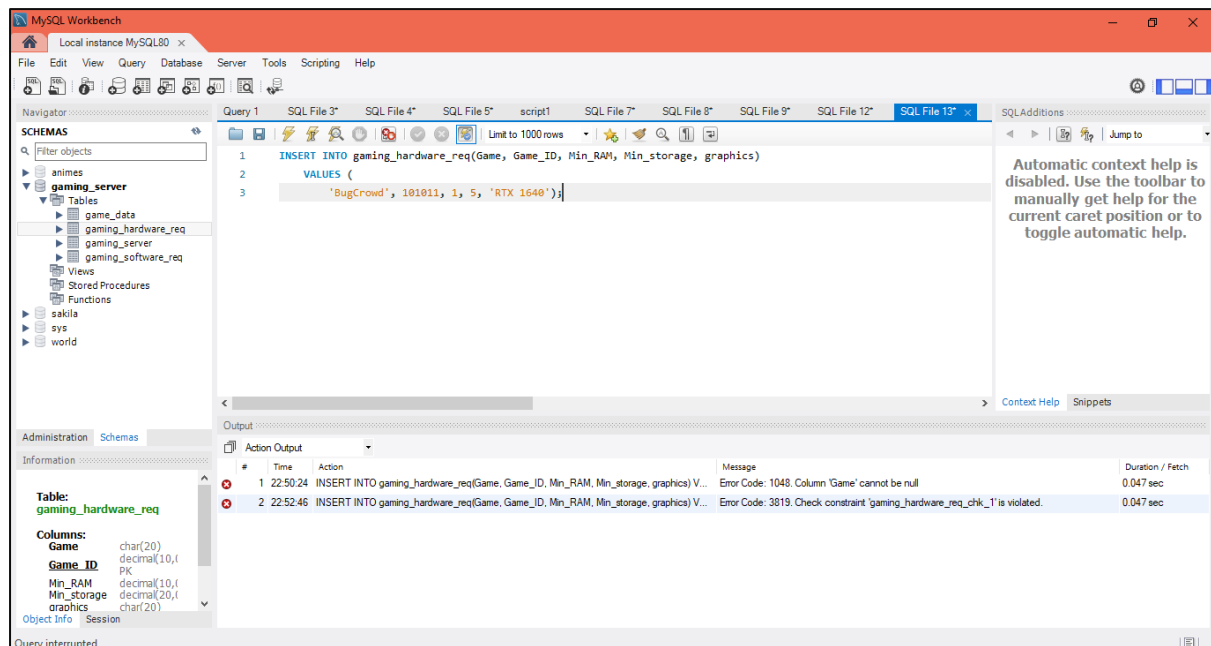
## Output :



## Commands to insert data in table with error constraints:

```
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
'BugCrowd', 101011, 1, 5, 'RTX 1640');
```

## Output :



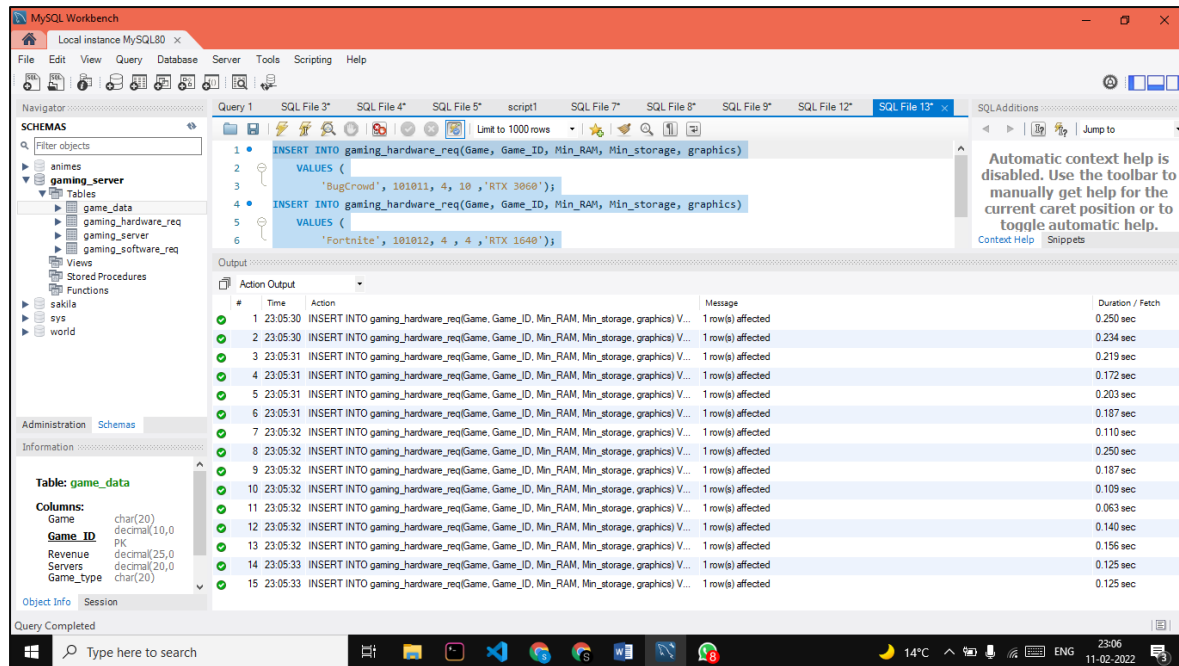
## Commands to insert data in 1<sup>st</sup> table:

```
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'BugCrowd', 101011, 4, 10, 'RTX 3060');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Fortnite', 101012, 4, 4, 'RTX 1640');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Assasins Creed', 101013, 4, 8, 'RTX 1630');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Cyberpunk', 101014, 8, 16, 'GT 1350');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'doombag', 101015, 4, 8, 'GT 1360');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Eternal War', 101016, 6, 16, 'RTX 1360');
```

```
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'PUBG', 101017, 8 , 64 , 'GT 1370');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Footgoals', 101018, 6 , 128 , 'RTX 1640');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Genshin', 101019, 8 , 128 , 'GT 1350');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'teenpatti', 101020, 4 , 512 , 'RTX 3060');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'tekken', 101021, 8 , 128 , 'GTX 3010');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Shoot Duck', 101022, 4 , 64 , 'RTX 1390');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Super Mario', 101023, 8 , 128 , 'GT 3060');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Diablo', 101024, 4 , 512 , 'RTX 3060');
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'Resident Evil', 101025, 12 , 128 , 'GT 3080');
```

**Output :**

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## Commands to insert data in 2<sup>nd</sup> table:

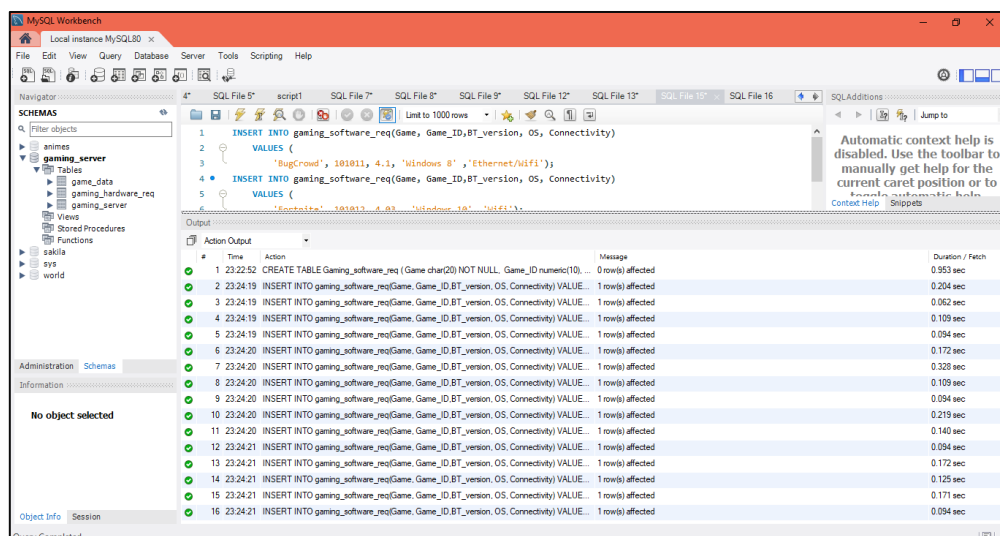
```
INSERT INTO gaming_software_req(Game, Game_ID, BT_version, OS,
Connectivity)
VALUES (
    'BugCrowd', 101011, 4.01, 'Windows 8', 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID, BT_version, OS,
Connectivity)
VALUES (
    'Fortnite', 101012, 4.03, 'Windows 10', 'Wifi');
INSERT INTO gaming_software_req(Game, Game_ID, BT_version, OS,
Connectivity)
VALUES (
    'Assasins Creed', 101013, 5.1, 'Windows 10', 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID, BT_version, OS,
Connectivity)
VALUES (
    'Cyberpunk', 101014, 4.2, 'Windows 10', 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID, BT_version, OS,
Connectivity)
VALUES (
    'doombag', 101015, 4.3, 'Windows 10', 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID, BT_version, OS,
Connectivity)
VALUES (
    'Eternal War', 101016, 4.5, 'Windows 8', 'Wifi');
INSERT INTO gaming_software_req(Game, Game_ID, BT_version, OS,
Connectivity)
VALUES (
    'PUBG', 101017, 5.1, 'Windows 8', 'Ethernet/Wifi');
```

```

INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS,
Connectivity)
VALUES (
'Footgoals', 101018, 5.2 , 'Windows 10' , 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS,
Connectivity)
VALUES (
'Genshin', 101019, 4.8 , 'Windows 10' , 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS,
Connectivity)
VALUES (
'teenpatti', 101020, 4.9 , 'Windows 10' , 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS,
Connectivity)
VALUES (
'tekken', 101021, 5.0 , 'Windows 7' , 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS,
Connectivity)
VALUES (
'Shoot Duck', 101022, 4.3 , 'Windows 10' , 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS,
Connectivity)
VALUES (
'Super Mario', 101023, 4.2 , 'Windows 10' , 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS,
Connectivity)
VALUES (
'Diablo', 101024, 4.9 , 'Windows 8', 'Ethernet/Wifi');
INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS,
Connectivity)
VALUES (
'Resident Evil', 101025, 5.1 , 'Windows 10', 'Wifi');

```

**Output :**



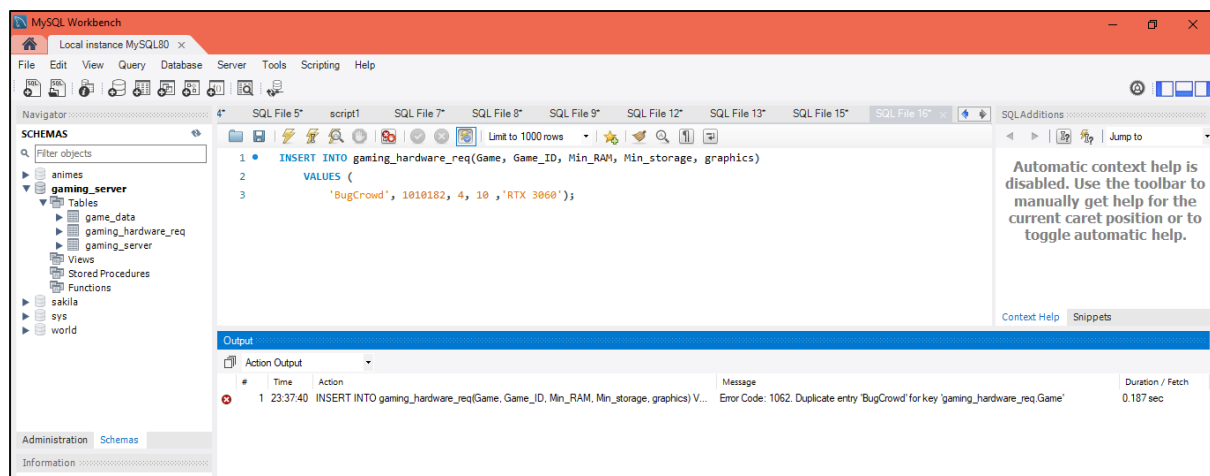
The screenshot shows the MySQL Workbench interface. The SQL editor contains the same INSERT statements as shown in the previous block. The 'Output' tab is active, displaying a table with the execution results. The table has columns for line number, time, action, message, and duration/fetch. All 16 INSERT statements were executed successfully, each affecting 1 row.

#	Time	Action	Message	Duration / Fetch
1	23:22:52	CREATE TABLE Gaming_software_req (Game char(20) NOT NULL, Game_ID numeric(10) ...	0 row(s) affected	0.953 sec
2	23:24:19	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.204 sec
3	23:24:19	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.062 sec
4	23:24:19	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.109 sec
5	23:24:19	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.094 sec
6	23:24:20	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.172 sec
7	23:24:20	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.328 sec
8	23:24:20	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.109 sec
9	23:24:20	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.094 sec
10	23:24:20	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.219 sec
11	23:24:20	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.140 sec
12	23:24:21	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.094 sec
13	23:24:21	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.172 sec
14	23:24:21	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.125 sec
15	23:24:21	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.171 sec
16	23:24:21	INSERT INTO gaming_software_req(Game, Game_ID,BT_version, OS, Connectivity) VALUE...	1 row(s) affected	0.094 sec

## Commands to insert data in table with error constraints:

```
INSERT INTO gaming_hardware_req(Game, Game_ID, Min_RAM, Min_storage,
graphics)
VALUES (
    'BugCrowd', 1010182, 4, 10 , 'RTX 3060');
```

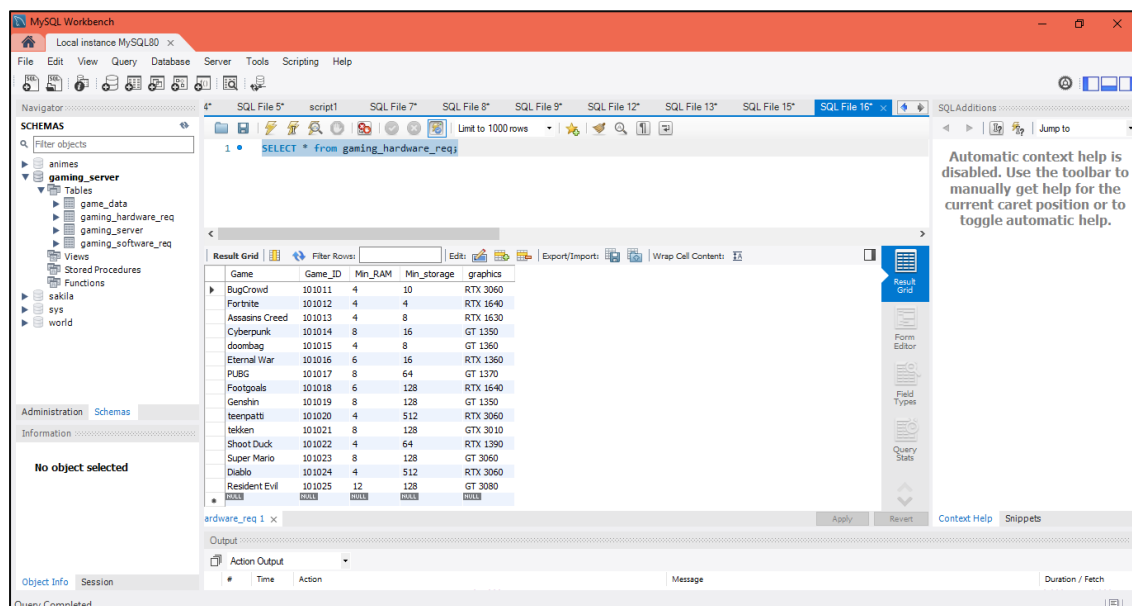
## Output :



## Command to view data:

```
SELECT * from gaming hardware req;
```

## Output :





## Command to view data:

```
SELECT * from gaming_software_req;
```

## Output :

The screenshot shows the MySQL Workbench interface. The left sidebar displays the 'SCHEMAS' tree with 'gaming\_server' selected. The main window shows the SQL query editor with the command 'SELECT \* from gaming\_software\_req;'. The 'Result Grid' is visible, displaying the following data:

Game	Game_ID	OS	Connectivity	BT_version
BugCrowd	101011	Windows 8	Ethernet/WiFi	4.1
Fortnite	101012	Windows 10	WiFi	4.03
Assasins Creed	101013	Windows 10	Ethernet/WiFi	5.1
Cyberpunk	101014	Windows 10	Ethernet/WiFi	4.2
doombag	101015	Windows 10	Ethernet/WiFi	4.3
Eternal War	101016	Windows 8	WiFi	4.5
PUBG	101017	Windows 8	Ethernet/WiFi	5.1
Football	101018	Windows 10	Ethernet/WiFi	5.2
Genshin	101019	Windows 10	Ethernet/WiFi	4.8
teenpatti	101020	Windows 10	Ethernet/WiFi	4.9
tekken	101021	Windows 7	Ethernet/WiFi	5
Shoot Duck	101022	Windows 10	Ethernet/WiFi	4.3
Super Mario	101023	Windows 10	Ethernet/WiFi	4.2
Diablo	101024	Windows 8	Ethernet/WiFi	4.9
Resident Evil	101025	Windows 10	WiFi	5.1

The bottom of the window shows the 'Output' tab with 'Action Output' selected, indicating the query was completed successfully.