In this lesson we are looking at CREATE TABLE.

Our programs are not going to be running on our computer most of the time. Normally, we would write a program and then we will put it on a server on the internet, if it’s a web application or we will distribute to our users if it’s a desktop application.

We need to start with,

CREATE TABLE

And that tells we want to create a table and not something else like a database or a view, we will look at those later.

Then we are going to declare the table name. Here we are using the table name as *users.*

CREATE TABLE users

Then we need to put the brackets to declare the column names and the datatype for each of those names. We can also declare here our PRIMARY KEY. PRIMARY KEY is an unique value that is used to identify each row in the database.

CREATE TABLE users (

id *integer* PRIMARY KEY,

name *character varying (100)* NOT NULL

)

Our table is defined now we can execute this query to run successfully and that will set up the table.

Now we can run the SELECT command to view our table.

SELECT \* FROM *users;*

|  |  |
| --- | --- |
| id integer | name character varying (100) |

Now we will learn something which is bit more complex and it’s called FOREIGN KEYS.

We can have something like videos that the videos the users have uploaded. We would create another table for videos. Each video is going to have an ID and each video is going to have names.

CREATE TABLE videos (

id integer PRIMARY KEY,

user\_id integer REFERENCES users,

name character varying (255) NOT NULL

)

The REFERENCES users mean the *user\_id* is a valid column in the users’ table and by default the column that it checks is the PRIMARY KEY in the users’ table.

Now when we execute this query, our *videos’* table gets set up.