# Uni DB1 Syntax Cheatsheet

Syntax cheatsheet for the DB1 (databases) course at HdM Stuttgart

Felicitas Pojtinger 2022-02-01 "Come, let us go down and confuse their language so they will not understand each other" - Genesis 11:7, Die Bibel

Mehr Details unter https://github.com/pojntfx/uni-db1-notes. Dieses Dokument ist nur als Schnell-Übersicht gedacht.

\_\_\_\_

Data Definition Language

#### Tabelle erstellen

```
create table persons (
    person_id number primary key not null ,
    first_name varchar2(50),
    last_name varchar2(50) default 'Duck' not null
);
```

## Tabelle löschen

drop table persons;

## Tabelle umbenennen

alter table persons rename to people;

# Spalten hinzufügen

alter table persons add ( phone varchar2(20), email varchar2

# Spalten bearbeiten

alter table persons modify ( birthdate date null, email varc

# Spalten löschen

alter table persons drop column birthdate;

# Constraints hinzufügen

alter table purchase\_orders add constraint purchase\_orders\_o

#### Constraints löschen

alter table purchase\_orders drop constraint purchase\_orders\_

#### Views erstellen

```
create view employees_years_of_service
as select
  employee_id, first_name || 'u' || last_name as full_name
  floor(months_between(current_date, hire_date) / 12) as y
from employees;
```

### Views löschen

drop view employees\_years\_of\_service;

#### Indizes erstellen

create index members\_full\_name on members(first\_name, last\_na

## Indizes löschen

drop index members\_full\_name;

## Trigger erstellen

```
create trigger customers_credit_trigger
    before update of credit_limit
    on customers
declare
    current_day number;
begin
    current_day := extract(day from sysdate);
    if current_day between 28 and 31 then
        raise_application_error(-20100, 'Locked_at_the_end_o
    end if:
end;
```

# Trigger löschen

drop trigger customers\_credit\_trigger;

# **Exceptions handlen**

create trigger users\_ensure\_trigger

before update

```
on users
    for each row
declare
    user_invalid exception;
    pragma exception_init(user_invalid, -20555);
begin
    raise user_invalid;
    exception
        when user_invalid then
            raise_application_error(-20555, 'User_is_invalid
        when others then
            dbms_output.put_line('Unexpected_error:__' || sqle
```

### Function erstellen

### Function callen

```
select get_my_sum(1, 2) from dual;
```

### Function löschen

drop function get\_my\_sum;

#### Procedure erstellen

```
create or replace procedure get_sum ( a integer, b integer )
is
        multiplier number := 2;
        result number := 0;
begin
        result := a + b * multiplier;
        insert into results ( result ) values ( result );
end;
```

### Procedure callen

```
exec get_sum(1, 2);
```

### Procedure löschen

drop procedure get\_sum;

Data Manipulation Language

### Datentypen

- CHAR|CHARACTER (size)
- · VARCHAR2 (size)
- · DATE
- · INTERVAL YEAR TO MONTH
- INTERVAL DAY TO SECOND
- · INTEGER INT
- · NUMBER (precision [, scale ])
- · FLOAT (precision)

```
insert into discounts (
    discount_name,
    amount,
    start_date,
    expired_date
) values (
    'Summer Promotion',
    9.5,
    date '2017-05-01',
    date '2017-08-31'
```

### **Update**

```
update products
set list_price = 420
where list_price < 69;</pre>
```

#### Delete

```
delete from products
where list_price > 69;
```

#### Unions

Gleiche Anzahl von Spalten, mehr Zeilen.

```
select
    first_name,
    last_name,
    email,
    'contact' as role
from contacts
union select
    first_name,
    last_name,
    email.
    'employee' as role
from employees order by role
```

## Joins

Mehr Spalten & mehr Zeilen

```
select
    a.id as id_a,
    a.color as color_a,
    b.id as id_b,
    b.color as color_b
from palette_a a
inner join palette_b b using(color);
```

#### Left Outer Join

```
select
    a.id as id_a,
    a.color as color_a,
    b.id as id_b,
    b.color as color_b
from palette_a a
left outer join palette_b b using(color);
```

### Right Outer Join

```
select
    a.id as id_a,
    a.color as color_a,
    b.id as id_b, b.color as color_b
from palette_a a
right outer join palette_b b using(color);
```

### Full Outer Join

```
select
    a.id as id_a,
    a.color as color_a,
    b.id as id_b,
    b.color as color_b
from palette_a a
full outer join palette_b b using(color);
```

## Insert-Trigger

```
:old ist nicht vorhanden.
create or replace trigger customers_credit_trigger
    before insert of credit limit
    on customers
declare
    current_day number;
begin
    current_day := extract(day from sysdate);
    if current_day between 28 and 31 then
        raise_application_error(-20100, 'Locked_at_the_end_o
    end if:
end:
```

```
create or replace trigger customers_credit_limit_trigger
    before update of credit_limit
    on customers
    for each row
    when (new.credit limit > 0)
begin
    if :new.credit_limit >= 2*:old.credit_limit then
        raise_application_error(-20101, 'The_new_credit_cann
    end if:
end:
```

# Delete-Trigger

```
: new ist nicht vorhanden.
create or replace trigger customers_audit_trigger
    after delete
    on customers
    for each row
declare
    transaction_type varchar2(10);
begin
    transaction_type := case
        when updating then 'update'
        when deleting then 'delete'
    end:
    insert into audits(
```

table\_name,

# Instead-Of-Trigger

```
create or replace trigger create_customer_trigger
    instead of insert on customers_and_contacts
    for each row
declare
    current customer id number:
begin
    insert into customers (
        name,
        address,
        website.
        credit limit
    ) values (
        : new . name,
        :new.address,
        :new.website,
```

#### Ort der Verdammnis

#### menhir

Wenn einem der Syntax schon nicht kompliziert genug ist, dann darf man vor das declare-Statement eines Triggers auch noch folgendes sinnloses Konstrukt packen und statt :new :neu schreiben:

referencing new as neu old as alt

Danach hat man auch fünf Zeilen. Und fünf Hirnzellen weniger.

Wo wir schon dabei sind: Ist der sonst universelle Negations-Operator != zu einfach? Zu simpel und zu verständlich? Wie wäre es mit <>; macht das genau selbe, ist aber komplizierter™!