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

Spalten bearbeiten

alter table persons modify (birthdate date null, e

Spalten löschen

alter table persons drop column birthdate;

Constraints hinzufügen

alter table purchase_orders add constraint purchase

Constraints löschen

alter table purchase_orders drop constraint purchas

Views erstellen

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

Views löschen

drop view employees_years_of_service;

Indizes erstellen

create index members_full_name on members(first_name

Indizes löschen

 ${\color{red} \textbf{drop index}} \ \, \text{members_full_name} \, ;$

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_
    end if:
end:
```

Trigger löschen

 ${\color{red} \textbf{drop}} \ \ {\color{red} \textbf{trigger}} \ \ {\color{red} \textbf{customers_credit_trigger}};$

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<sub>□</sub>i
        when others then
```

dbms_output.put_line('Unexpected derro17:

Function erstellen

Function callen

```
 \begin{tabular}{ll} \textbf{select} & \textbf{get\_my\_sum} (1\,,\ 2) & \textbf{from} & \textbf{dual} ; \\ \end{tabular}
```

Function löschen

```
drop function get_my_sum;
```

Procedure erstellen

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

Inner 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
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_{11}at_{11})
    end if:
end:
```

Update-Trigger

```
create or replace trigger customers_credit_limit_tr
    before update of credit_limit
    on customers
    for each row
    when (new.credit limit > 0)
begin
    if :new.credit_limit >= 2*:old.credit_limit the
        raise_application_error(-20101, 'The⊔new⊔cr
    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,
                                                      37
```

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 TM !