



# MySQL RDBMS

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# MySQL Triggers

- Triggers are supported by all standard RDBMS like Oracle, MySQL, etc.
- Triggers are not supported by WEAK RDBMS like MS-- Access. *SQLite.*
- Triggers are not called by client's directly, so they don't have args & return value.
- Trigger execution is caused by DML operations on database.
  - BEFORE/AFTER INSERT, BEFORE/AFTER UPDATE, BEFORE/AFTER DELETE.
- Like SP/FN, Triggers may contain SQL statements with programming constructs. They may also call other SP or FN.
- However COMMIT/ROLLBACK is not allowed in triggers. They are executed in same transaction in which DML query is executed.

## CREATE TRIGGER

```
CREATE TRIGGER trig_name
AFTER|BEFORE dml_op ON table
FOR EACH ROW
BEGIN
    body;
    -- use OLD & NEW keywords
    -- to access old/new rows.
    -- INSERT triggers - NEW rows.
    -- DELETE triggers - OLD rows.
END;
```

*UPDATE triggers*

## SHOW TRIGGERS

```
SHOW TRIGGERS FROM db_name;
```

## DROP TRIGGER

```
DROP TRIGGER trig_name;
```



# MySQL Triggers

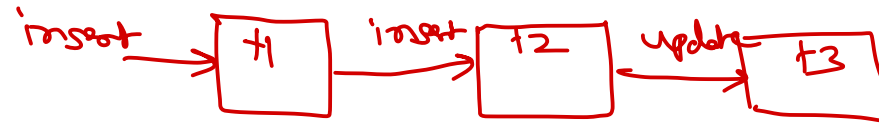
- Applications of triggers:

- Maintain logs of DML operations (Audit Trails).
- Data cleansing before insert or update data into table. (Modify NEW value).
- Copying each record AFTER INSERT into another table to maintain "Shadow table".
- Copying each record AFTER DELETE into another table to maintain "History table".
- Auto operations of related tables using cascading triggers.

CHECK constraint  
for checking values.

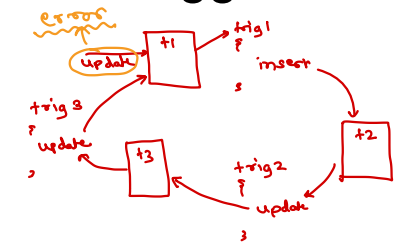
→ SET NEW.ename =  
UPPER(OLD.ename);

→ emp → sal\_history



- Cascading triggers

- One trigger causes execution of 2<sup>nd</sup> trigger, 2<sup>nd</sup> trigger causes execution of 3<sup>rd</sup> trigger and so on.
- In MySQL, there is no upper limit on number of levels of cascading.
- This is helpful in complicated business processes.



- Mutating table error

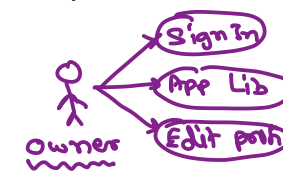
- If cascading trigger causes one of the earlier trigger to re-execute, "mutating table" error is raised.
- This prevents infinite loop and also rollback the current transaction.



# Normalization

- Concept of table design: Table, Structure, Data Types, Width, Constraints, Relations.
- Goals:
  - Efficient table structure.
  - Avoid data redundancy i.e. unnecessary duplication of data (to save disk space).
  - Reduce problems of insert, update & delete.
- Done from input perspective.
- Based on user requirements.
- Part of software design phase.
- View entire appln on per transaction basis & then normalize each transaction separately.
- Transaction Examples:
  - Banking, Rail Reservation, Online Shopping.

→ space  
access / time



Project dev (SE)

① requirement analysis - fn/ops  
- use case diag.

② design  
- user interface (UI)  
- db design (normalization)  
- object oriented design  
- service oriented arch (SOA)

ER diagram

class diagram

③ implementation

④ maintenance



# Normalization

- For given transaction make list of all the fields.
- Strive for atomicity.
- Get general description of all field properties.
- For all practical purposes we can have a single table with all the columns. Give meaningful names to the table.
- Assign datatypes and widths to all columns on the basis of general desc of fields properties.
- Remove computed columns.
- Assign primary key to the table.
- At this stage data is in un-normalized form.
- UNF is starting point of normalization.





Thank you!

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