ASSIGNMENT 01

1]

create table S (`S#` char(5) not null , sName char(20) , status smallint , city char(15));

```
+--------+-----------+------+-----+---------+-------+
| Field  | Type      | Null | Key | Default | Extra |
+--------+-----------+------+-----+---------+-------+
| S#     | char(5)   | NO   |     | NULL    |       |
| sName  | char(20)  | YES  |     | NULL    |       |
| status | smallint  | YES  |     | NULL    |       |
| city   | char(15)  | YES  |     | NULL    |       |
+--------+-----------+------+-----+---------+-------+
```

insert into S values ("S1" , "Smith" , 20 , "London") , ("S2" , "Jones" , 10 , "Paris") , ("S3" , "Blake" , 30 , "Paris") , ("S4" , "Clark" , 20 , "London") , ("S5" , "Adams" , 30 , "Athens");

```
+----+-------+--------+--------+
| S# | sName | status | city   |
+----+-------+--------+--------+
| S1 | Smith |     20 | London |
| S2 | Jones |     10 | Paris  |
| S3 | Blake |     30 | Paris  |
| S4 | Clark |     20 | London |
| S5 | Adams |     30 | Athens |
+----+-------+--------+--------+
5 rows in set (0.01 sec)
```

2]

create table P (`P#` char(6) not null , Pname char(20) , Color char(6) , Weight smallint , city char(15));

```
+--------+-----------+------+-----+---------+-------+
| Field  | Type      | Null | Key | Default | Extra |
+--------+-----------+------+-----+---------+-------+
| P#     | char(6)   | NO   |     | NULL    |       |
| Pname  | char(20)  | YES  |     | NULL    |       |
| Color  | char(6)   | YES  |     | NULL    |       |
| Weight | smallint  | YES  |     | .NULL   |       |
| city   | char(15)  | YES  |     | NULL    |       |
+--------+-----------+------+-----+---------+-------+
```

insert into P values ("P1" , "Nut" , "Red" , 12 , "London") , ("P2" , "Bolt", "Green" , 17 , "Paris") , ("P3" , "Screw" ,"Blue", 17 , "Rome") , ("P4" , "screw" ,"Red", 14 , "London") , ("P5" , "Cam" , "Blue" , 12 , "Paris") , ("P6" , "Cog", "Red" , 19 , "London");

```
+-----+--------+--------+--------+--------+
| P#  | Pname  | Color  | Weight | city   |
+-----+--------+--------+--------+--------+
| P1  | Nut    | Red    |     12 | London |
| P2  | Bolt   | Green  |     17 | Paris  |
| P3  | Screw  | Blue   |     17 | Rome   |
| P4  | screw  | Red    |     14 | London |
| P5  | Cam    | Blue   |     12 | Paris  |
| P6  | Cog    | Red    |     19 | London |
+-----+--------+--------+--------+--------+
```

3]

create table J(`J#` char(4) not null , Jname char(10) , city char(15));

```
+--------+----------+------+-----+---------+-------+
| Field  | Type     | Null | Key | Default | Extra |
+--------+----------+------+-----+---------+-------+
| J#     | char(4)  | NO   |     | NULL    |       |
| Jname  | char(10) | YES  |     | NULL    |       |
| city   | char(15) | YES  |     | NULL    |       |
+--------+----------+------+-----+---------+-------+
```

insert into J values ("J1" , "Sorter" , "Paris") , ("J2" , "Punch" , "Rome") , ("J3" , "Reader" , "Athens") , ("J4" , "Console" , "Athens") , ("J5" , "Collator" , "London") , ("J6" , "Terminal" , "Oslo") , ("J7" , "Tape" , "London");

```
+-----+----------+--------+
| J#  | Jname    | city   |
+-----+----------+--------+
| J1  | Sorter   | Paris  |
| J2  | Punch    | Rome   |
| J3  | Reader   | Athens |
| J4  | Console  | Athens |
| J5  | Collator | London |
| J6  | Terminal | Oslo   |
| J7  | Tape     | London |
+-----+----------+--------+
```

4]

create table SP(`S#` char(4) not null , `P#` char(4) not null , `J#` char(4) not null , Qty int);

```
+--------+----------+------+-----+---------+-------+
| Field  | Type     | Null | Key | Default | Extra |
+--------+----------+------+-----+---------+-------+
| S#     | char(4)  | NO   |     | NULL    |       |
| P#     | char(4)  | NO   |     | NULL    |       |
| J#     | char(4)  | NO   |     | NULL    |       |
| Qty    | int      | YES  |     | NULL    |       |
+--------+----------+------+-----+---------+-------+
```

insert into SP values ('S1' , 'P1' , 'J1' , 200) , ('S1' , 'P1' , 'J4' , 700) , ('S2' , 'P3' , 'J1' , 400) , ('S2' , 'P3' , 'J2' , 200) , ('S2' , 'P3' , 'J3' , 200) , ('S2' , 'P3' , 'J1' , 500) , ('S2' , 'P3' , 'J5' , 600) , ('S2' , 'P3' , 'J6' , 400) , ('S2' , 'P3' , 'J7' , 800) , ('S2' , 'P5' , 'J2' , 100) , ('S3' , 'P3' , 'J1' , 200) , ('S3' , 'P4' , 'J2' , 500) , ('S4' , 'P6' , 'J3' , 300) , ('S4' , 'P6' , 'J7' , 300) , ('S5' , 'P2' , 'J2' , 200) , ('S5' , 'P2' , 'J4' , 100) , ('S5' , 'P5' , 'J5' , 500) , ('S5' , 'P5' , 'J7' , 100) , ('S5' , 'P6' , 'J2' , 200) , ('S5' , 'P1' , 'J4' , 100) , ('S5' , 'P3' , 'J4' , 200) ,('S5' , 'P4' , 'J4' , 800) , ('S5' , 'P5' , 'J4' , 400) , ('S5' , 'P6' , 'J4' , 500) ;

```
+----+----+----+------+
| S# | P# | J# | Qty  |
+----+----+----+------+
| S1 | P1 | J1 |  200 |
| S1 | P1 | J4 |  700 |
| S2 | P3 | J1 |  400 |
| S2 | P3 | J2 |  200 |
| S2 | P3 | J3 |  200 |
| S2 | P3 | J1 |  500 |
| S2 | P3 | J5 |  600 |
| S2 | P3 | J6 |  400 |
| S2 | P3 | J7 |  800 |
| S2 | P5 | J2 |  100 |
| S3 | P3 | J1 |  200 |
| S3 | P4 | J2 |  500 |
| S4 | P6 | J3 |  300 |
| S4 | P6 | J7 |  300 |
| S5 | P2 | J2 |  200 |
| S5 | P2 | J4 |  100 |
| S5 | P5 | J5 |  500 |
| S5 | P5 | J7 |  100 |
| S5 | P6 | J2 |  200 |
| S5 | P1 | J4 |  100 |
| S5 | P3 | J4 |  200 |
| S5 | P4 | J4 |  800 |
| S5 | P5 | J4 |  400 |
| S5 | P6 | J4 |  500 |
+----+----+----+------+
```