**Project 2 Demo Sign-up Instruction**

You can now sign up for your project demo. The earlier you sign up, the more options you would have. I divide available times into 15-minute time slots and **each team should just sign up for one time slot**.

In my Oracle account (userid: meng), I created a table called Proj2\_demo with three attributes (demo#, time\_slot, student\_names). You are allowed to view (select) this table and update the student\_names attribute. Please follow the following steps to sign up your project demo:

**Step 1**: Use a query to see what time slots are still available

SQL> select \* from meng.proj2\_demo;

Tuples with a null value for attribute student\_names are time slots still available. Once you have decided on a time slot for your demo (suppose the demo# of this time slot is xx for the sake of illustration), proceed to Step 2.

**Step 2**: Use another query to confirm the availability of the desired time slot and lock it for update (note that between your query in Step 1 and the query in Step 2, another student might have signed up the time slot you want)

SQL> select \* from meng.proj2\_demo where demo# = xx for update;

This query will lock the row of the proj2\_demo table with demo# = xx and no one else can update this row now except you. If the time slot is still available (i.e., no student name appears in the row), proceed to Step 3. If the time slot has been taken by another team, do the following to release the lock on the row

SQL> rollback;

and then go back to Step 1 to start over, i.e., to select another available time slot.

**Step 3**: Sign up your time slot using the following update statement (use the names of your team members to replace ‘names’, separate student names by comma) and then release the lock:

SQL> update meng.proj2\_demo set student\_names = ‘names’ where demo# = xx;

SQL> commit;

**Step 4**: Double check to find out whether you have signed up successfully:

SQL> select \* from meng.proj2\_demo;

SQL> exit

**It is extremely important that you DO NOT change/overwrite other people's signup. Note that even though this table does not prevent one student from overriding another student’s signup, I have created a log table using a trigger to keep track of the changes to the signup table, so I know exactly who changed other people’s signup. If team A overwrites the signup of team B, all members of team A will lose 5 points and team B will still get its slot back.**

**Each team can only sign up for one time slot (team members need to agree who will do the sign up before proceeding with the actual sign-up). If a team signs up for more than one time slot, each member of the team will lose 2 points for each time slot beyond the first one.**

More information/instruction about the demo will be forthcoming.