**CIS-310 Database Design**

**Small Group Activity #9**

**30 points**

Names of group members: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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1. Get in touch with your group. (See Groups folder on Blackboard.)
2. Discuss and complete the assignment together via E-mail, Discussion Forum, Blackboard Collaborate Ultra, and/or MS Teams.
3. Choose a recorder to prepare the final copy (one per group) and submit it via the Blackboard Assignments/Small Group Activities folder to the instructor.
4. Be sure all group members' names are on final copy. Do not add names of your group classmates who did not participate in the assignment.

Discuss each of the 11 problems with your group, write an SQL code for each problem, and run the code on SQL server. Save the code in a single file in your account on J drive. Every group member should run the code for each problem and save the code in his/her account on J drive. Paste your code after the description of each problem and the output from the SELECT statement to show that the change was made correctly.

After you paste the queries and the output they produced save this document as Word or pdf file named SGA9\_Groupxx, where xx stand for the group number and submit via Blackboard. See the Assignments/Small Group Activities/Small Group Activity 9 folder.

Problem 1.

Use the following information to create a new table named NON\_SP\_GOOD.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Column | Type | Length | Decimal  Places | Nulls Allowed? | Description |
| PART\_NUM | CHAR | 4 |  | No | Part number (PK) |
|  |  |  |  |  |  |
| DESCRIPTION | VARCHAR | 30 |  |  | Part description |
| ON\_HAND | DECIMAL | 4 | 0 |  | Number of units on hand |
| CLASS | CHAR | 2 |  |  | Item class |
| PRICE | Decimal | 6 | 2 |  | Unit price |

Graphical user interface, text, application, email

Description automatically generated

Problem 2. ?

Insert into the NON\_SP\_GOOD table the part number, part description, number of units on hand, item class, and unit price from the PART table for each part that is not in item class SG.

Table

Description automatically generated with low confidence

Problem 3

In the NON\_SP\_GOOD table, change the description of part number AT94 to Deluxe Iron.

Table

Description automatically generated with medium confidence

Problem 4

In the NON\_SP\_GOOD table, increase the price of each item in item class HW by 2%.

Table

Description automatically generated

Problem 5

Add the following part to NON\_SP\_GOOD table: part number: LJ28, description: Electric Razor, number of units on hand: 21, class: AP, and price 39.95.

Table

Description automatically generated with medium confidence

Problem 6

Delete every part in NON\_SP\_GOOD table for which the class is HW.

Table

Description automatically generated

Problem 7

In the NON\_SP\_GOOD table, change the class for part KL62 to null.

Table

Description automatically generated with medium confidence

Problem 8

Add a column named ON\_HAND\_VALUE to the NON\_SP\_GOOD table. The allocation is a

7-digit number with 2 decimal places, representing the product of the number of units on hand and the price. Then set all values on ON\_HAND\_VALUE to ON\_HAND \* PRICE.

Table

Description automatically generated

Problem 9

In the NON\_SP\_GOOD table, increase the length of PART\_DESCRIPTION column to 40 characters.

Graphical user interface, application

Description automatically generated

Text

Description automatically generated

Problem 10

Create index named CLASS\_INDEX on the CLASS column in the NON\_SP\_GOOD table.



Graphical user interface, text, application

Description automatically generated

Problem 11

Delete the CLASS\_INDEX from the NON\_SP\_GOOD table and the NON\_SP\_GOOD table from the Premiere Products database.

Drop the CLASS\_INDEX:

Graphical user interface

Description automatically generated with low confidence

Graphical user interface, text, application, chat or text message

Description automatically generated

Drop the table:

Graphical user interface

Description automatically generated with low confidence

Graphical user interface

Description automatically generated