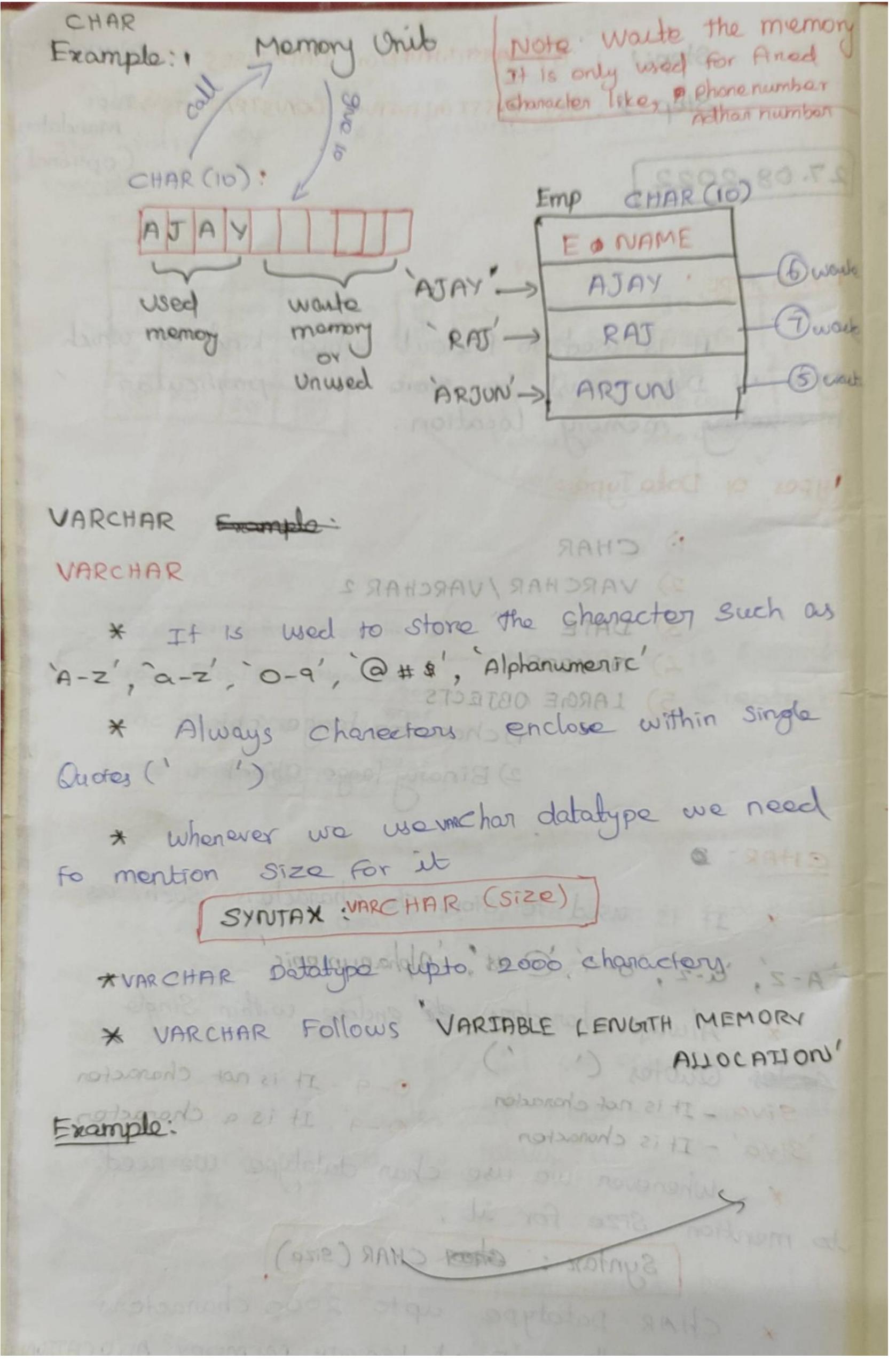
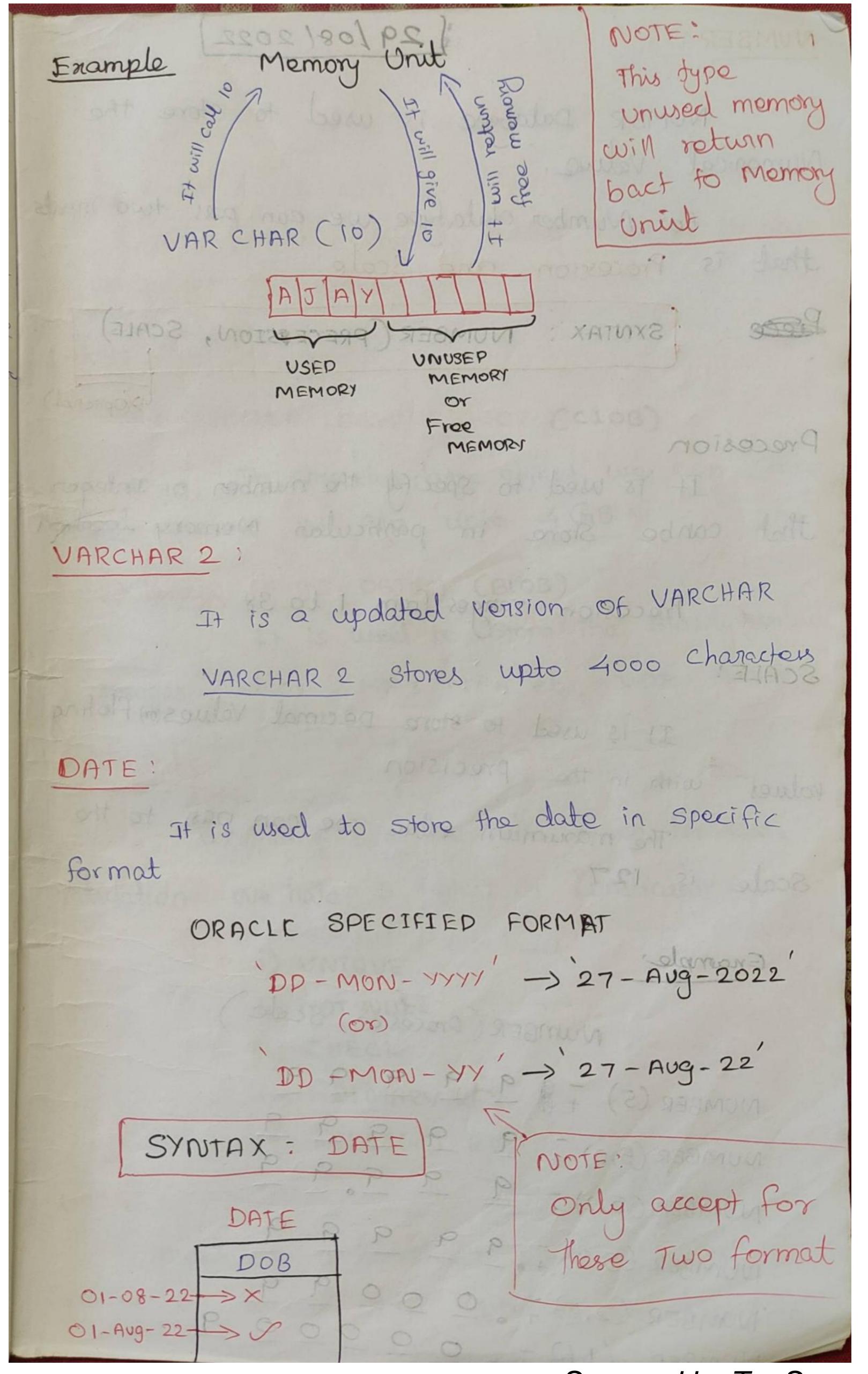
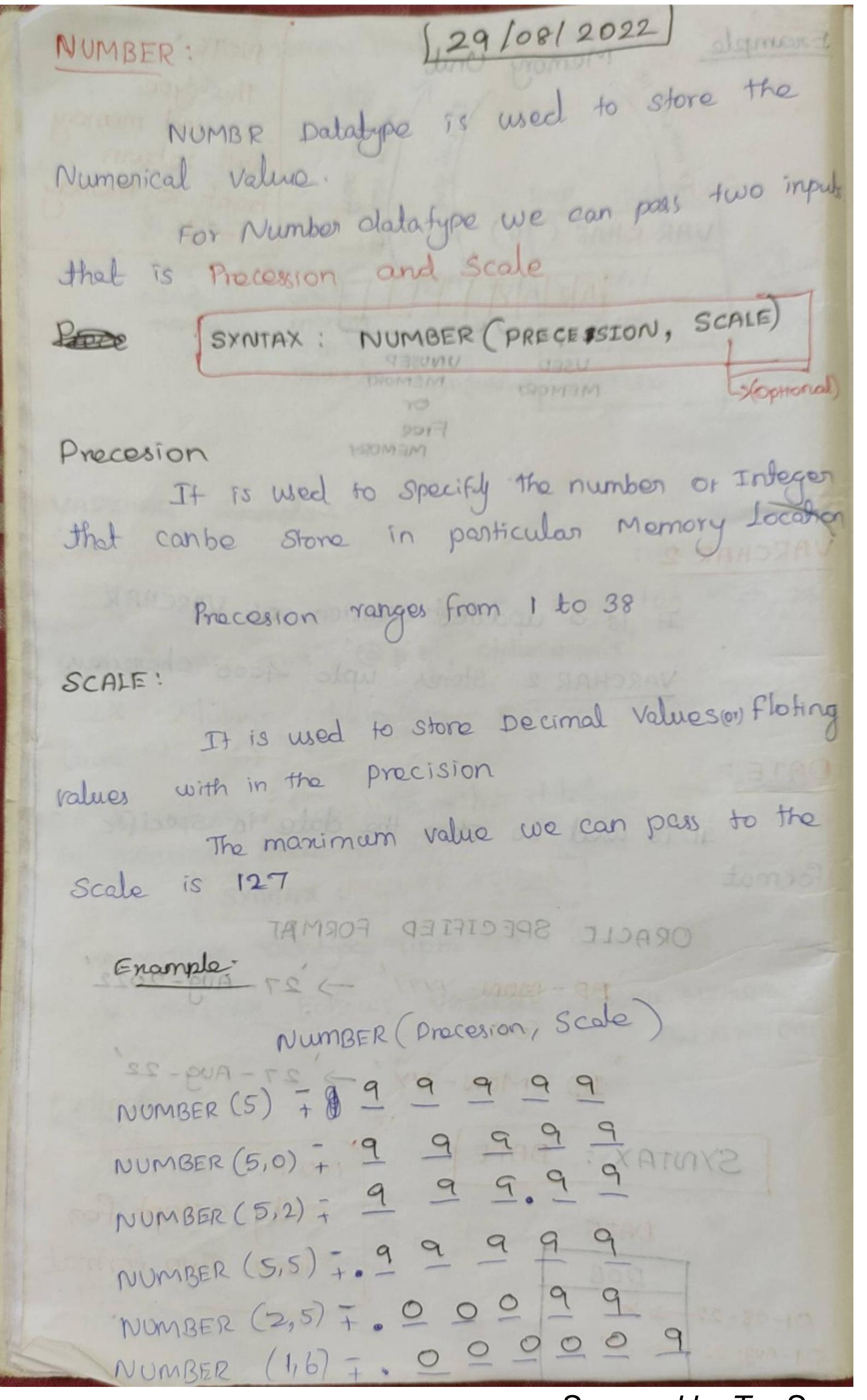
DATA TYPE ! 10 YATA It is used to findout which kind or which type of Data must be store in a particular monny location. Types of Data Type: - SIGHTER SIAHOSIAV 1) CHAR 201039 2) VARCHAR/VARCHAR 2 3) DATE 4) NUMBERIGIA . 2 # 6) P-0 5-5 5-4 5) LARGE OBJECTS 1) character large object 2) Binary large Object CHAR: D \* It is used to store the characters such as A-z', a-z', o-a', @#s', Alphanumenic Always characters and enclose within Single colos Quotes (' 0-9- It is not characton Siva - It is not character 0-9. It is a character Siva' - It is chanacter char datatype we need \* Whenever we use to mention size for it Syntax: CHAR (Size) \* CHAR Datatype up to 2000 Characters \* CHAR Follows "Fixed LENGTH MEMORY ALLOCATION



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NOTE:

NUMBER DATATYPE is halling Inbuild feature to sound off the number

LARGIE OBJECT

i) CHARACTER LARGIE OBJECT (CLOB)

In character large object we can store huge amount of file upto 4 GiB

ii) Binary LARGIE OBJECT (BLOB)

It is used to store the Binary Values
of Images Video's MP3, MP4 etc upto 4 GiB