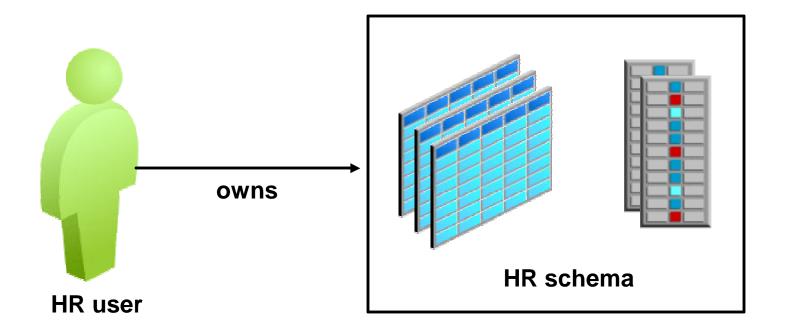
Managing Schema Objects

Objectives

After completing this lesson, you should be able to do the following:

- Create and modify tables
- Define constraints
- View the attributes of a table
- View the contents of a table
- Create indexes and views

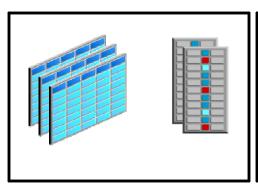
What Is a Schema?

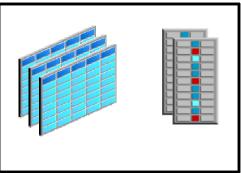


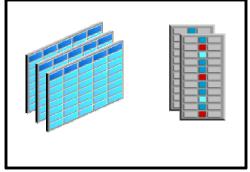
Schemas

Schemas created as part of the database creation process:

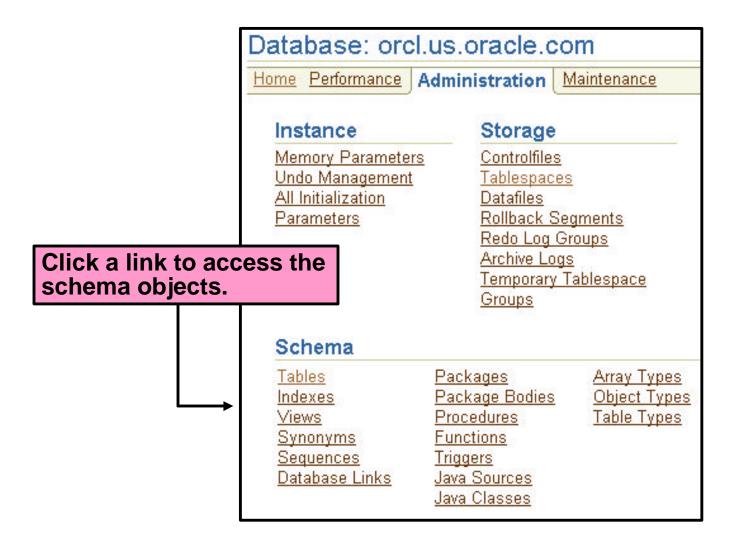
- SYS
- SYSTEM
- Sample schemas





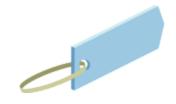


Accessing Schema Objects



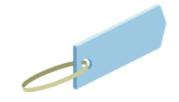
Naming Database Objects

- Names must be from 1 to 30 bytes long with these exceptions:
 - Names of databases are limited to 8 bytes
 - Names of database links can be as long as 128 bytes
- Nonquoted names cannot be Oracle reserved words.
- Nonquoted names must begin with an alphabetic character from your database character set.



Naming Database Objects

- Nonquoted names can contain only
 - Alphanumeric characters from your database character set
 - The underscore (_)
 - Dollar sign (\$)
 - Pound sign (#)
- No two objects can have the same name within the same namespace



Schema Object Namespaces

The following are in the same namespace:

- Tables
- Views
- Sequences
- Private synonyms
- Stand-alone procedures
- Stand-alone stored functions
- Packages
- Materialized views
- User-defined types

The following have their own namespace:

- Indexes
- Constraints
- Clusters
- Database triggers
- Private database links
- Dimensions

Specifying Data Types in Tables

Common data types:

- CHAR(size): Fixed-length character data of length size bytes
- VARCHAR2(size): Variable-length character string having maximum length size bytes
- DATE: Valid date range from January 1, 4712 BC to December 31, 9999 AD
- NUMBER(p,s): Number having precision p and scale s







Other Data Types

- FLOAT
- INTEGER
- NCHAR
- NVARCHAR2
- LONG
- LONG RAW
- RAW



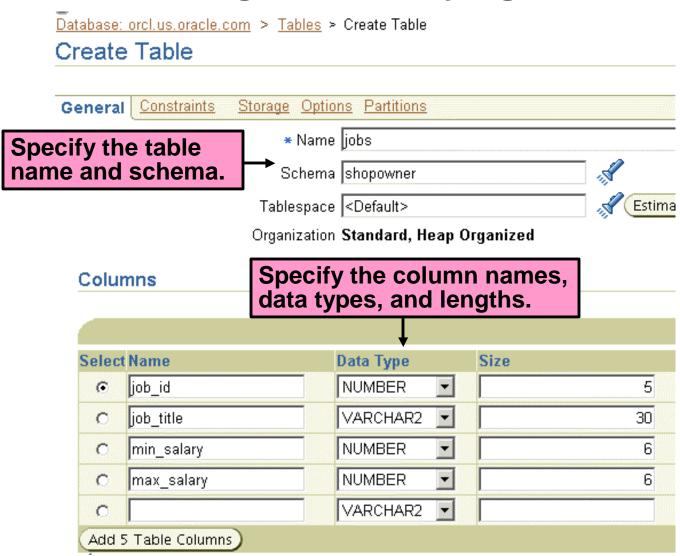


- ROWID
- UROWID
- BLOB
- CLOB
- NCLOB
- BFILE
- TIMESTAMP

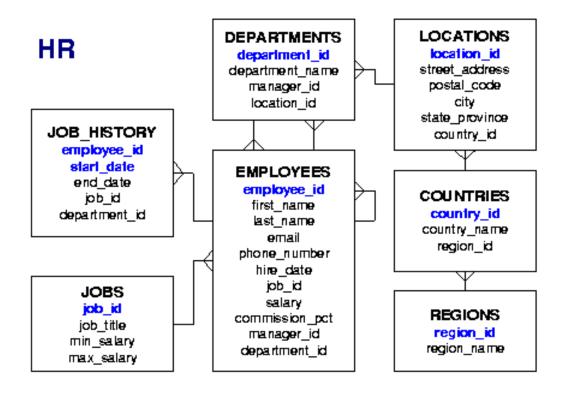




Creating and Modifying Tables



Understanding Data Integrity



Defining Constraints



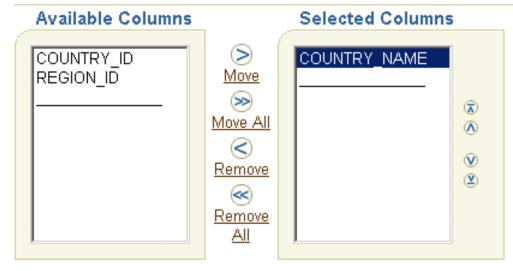
Add UNIQUE Constraint

Up to 32 columns can make up a UNIQUE key constraint. The unique key columns constitute a unic

Definition

Name System Assigned 3>

Table Columns



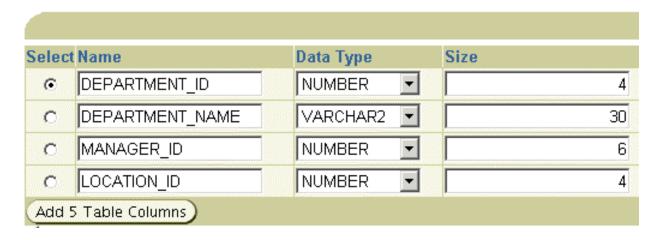
Viewing the Attributes of a Table

<u>Database: orcl.us.oracle.com</u> > <u>Tables</u> > Edit Table: HR.DEPARTMENTS

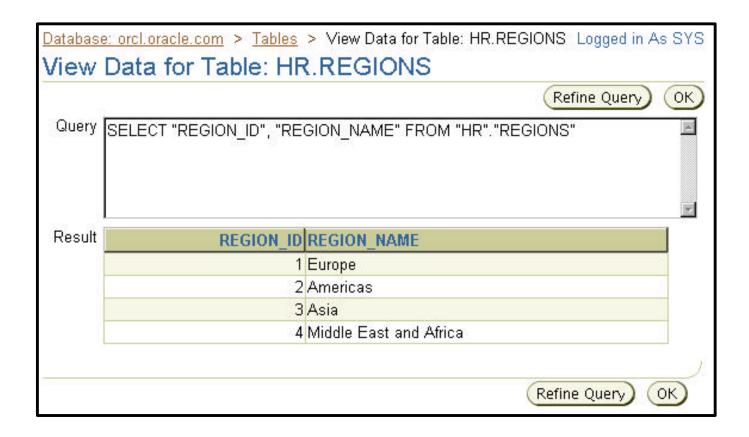
Edit Table: HR.DEPARTMENTS

General Constraints Segments Storage Options	
* Name DEPARTMENTS	
Schema HR	
Tablespace EXAMPLE	
Organization Standard, Heap Organized	

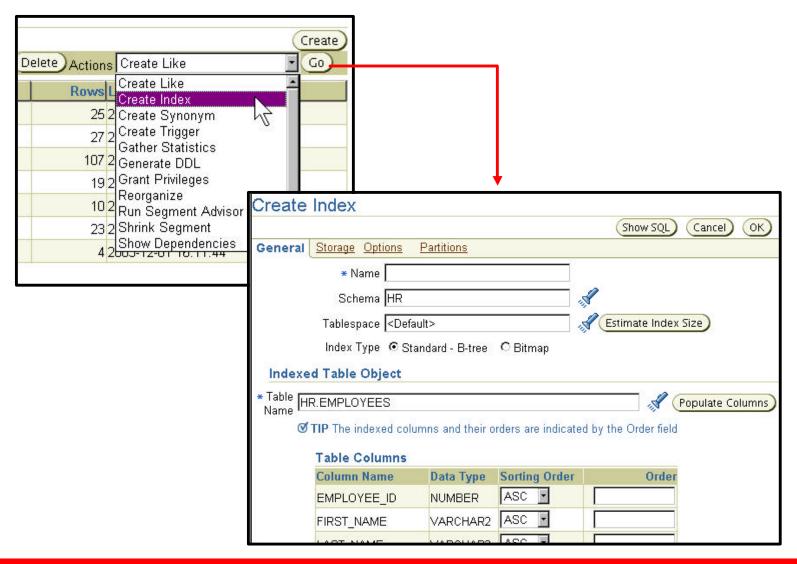
Columns



Viewing the Contents of a Table



Actions with Tables

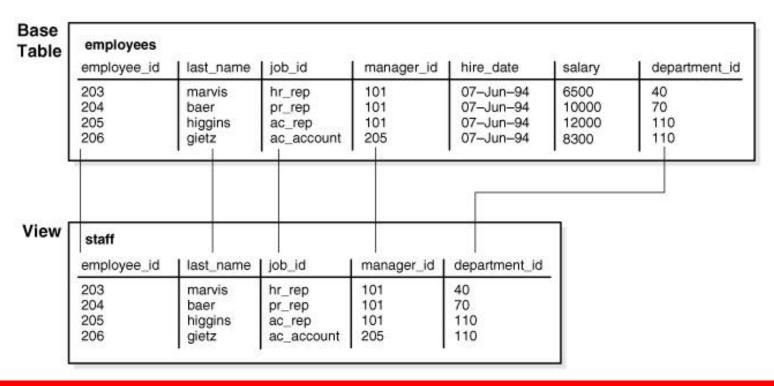


Creating Indexes

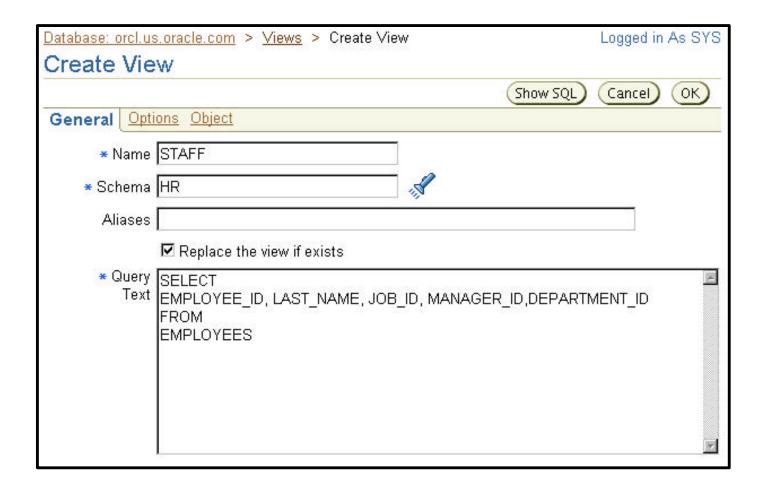
Create	Index				
				Show SQL)	Cancel OK
General	Storage Options	<u>Partitions</u>			
	* Name				
	Schema HR			\$	
	Tablespace < Defa	ault>		Estimate Index S	ize
	Index Type · St	andard - B-tree	C Bitmap	• • • • • • • • • • • • • • • • • • • •	
Indexe	d Table Object				
* Table H	R.EMPLOYEES			₩ Pc	opulate Columns
20.000000000000000000000000000000000000	TIP The indexed colu	umns and their o	rders are indicate	d by the Order field	
	Table Columns			12	
	Column Name	Data Type	Sorting Order	Order	
	EMPLOYEE_ID	NUMBER	ASC 🔽		
	FIRST_NAME	VARCHAR2	ASC 🕝		
	LACT NAME	VAROUADO	ACC V		

What Is a View?

- Tailored representation of data in a table or view
- Views do not contain data



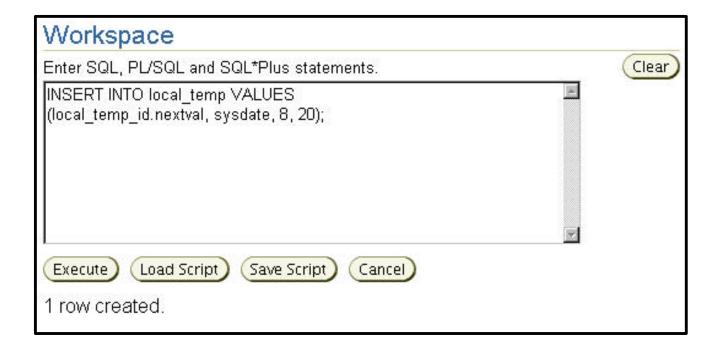
Creating Views



What Is a Sequence?

Comount		Show SQL Can	cel) (0
General			
* Name	local_temp_ID		
* Schema	RIC		
Туре			
Values			
∗ Maximum Value	C Value	Onlimited	Ν
☀ Minimum Value	∀alue	1 C Unlimited	N
* Interval		1	
* Initial		1	
Options			
(Ass	- Sequence will wrap around on	reaching limit	
	· Sequence numbers will be gen	1011111111111 THE STATE OF STA	
Cache Options	S		
✓ Use Cache			

Using a Sequence



Summary

In this lesson, you should have learned how to:

- Create and modify tables
- Define constraints
- View the attributes of a table
- View the contents of a table
- Create indexes and views

Practice 8: Working with Tables

This practice covers the following:

- Creating tables and indexes
- Modifying tables
- Dropping a table
- Creating a view