We know:

- To describe the problem in terms of entities and relationships between them
- To convert this description into a set of empty tables
- To define referential integrity constraints between these tables
- To define value constraints on column values (called the domain of an attribute)

Next we want to

• Populate tables with data

Data Manipulation Language for changing DB content

DML

Database Modifications

- A modification command changes the database in some way.
- There are three kinds of modifications:
 - 1. *Insert* a tuple or tuples.
 - 2. *Delete* a tuple or tuples.
 - *3. Update* the value(s) of an existing tuple or tuples.

Insertion

• To insert a single tuple:

INSERT INTO <relation>
VALUES (<list of values>);

Example

• Consider **MovieExec** (name, address, cert#, netWorth)

INSERT INTO MovieExec VALUES('Melanie Griffith', '34 Boston Blvd', 700, 300000);

Specifying Attributes in INSERT

• We may add to the relation name a list of attributes.

INSERT INTO MovieExec (name, address, cert, netWorth) VALUES('Melanie Griffith', NULL, 700, 3000000);

- There are two reasons to do so:
 - 1. We forget the standard order of attributes for the relation.
 - 2. We don't have values for all attributes.

Deletion

 To delete tuples satisfying a condition from some relation: DELETE FROM <relation> WHERE <condition>;

Example

• Delete from the **Movie** table the Disney's movies:

DELETE FROM Movie WHERE studioName ='Disney';

Example: Delete all Tuples

• Make the relation Movie empty:

DELETE FROM Movie;

• No WHERE clause needed here.

Updates

 To change certain attributes in certain tuples of a relation: UPDATE <relation>
 SET <list of attribute assignments>
 WHERE <condition on tuples>;

Example

• Change the length of 'Godzilla' to 200.

UPDATE Movie SET length = 200 WHERE title = 'Godzilla';

Another example of update

- Suppose that MGM's movies have approximately 20 min of info before starting.
- So, let's take that 20 min off.

UPDATE Movie **SET** length = length - 20 **WHERE** studio = 'MGM'