

COS 316 Precept #5: SQL

Relational Database

- What is a *relational* database?
 - Present data as a collection of tables
 - Use “relation” operators to manipulate data across tables
- A table represents one “entity type” / “class”
- A row represents an instance of that type
 - Rows are called **records**
 - Unique key to identify each row.
- Columns are called **attributes**
- Link to rows in other tables by adding a column for unique keys of the linked row in other tables
 - Foreign keys

Tables, Tuples and Attributes

BOOKS ← tables /
relations

tuples/
records

ID	TITLE	YEAR	AUTHOR
198	Harry Potter and the Philosopher's Stone	1997	ROWLING
090	Game of Thrones	1991	MARTIN
134	A Clash of Kings	1992	MARTIN
<u>INTEGER</u>	TEXT	INTEGER	TEXT

primary key
→ unique!

Each column has an attribute / type

Tables, Tuples and Attributes

BOOKS

<u>KEY</u>	TITLE	YEAR	AUTHOR
198	Lord of the Rings	1954	1712
090	Game of Thrones	1991	2000
134	A Clash of Kings	1992	2000

"Foreign key" relation

AUTHORS

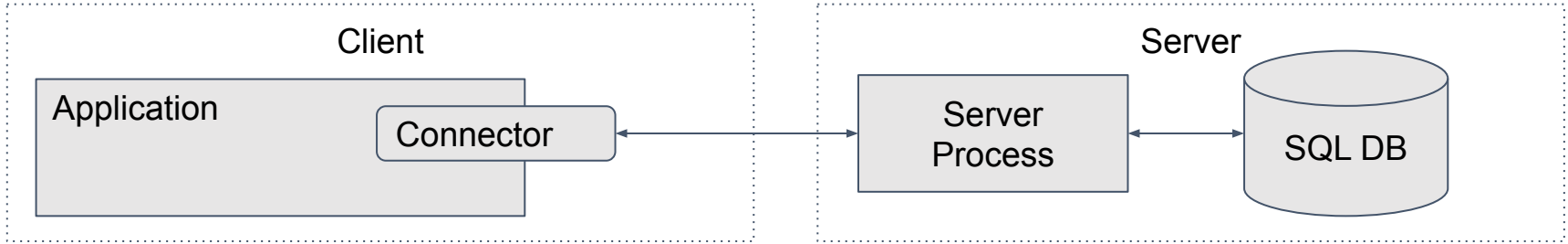
<u>KEY</u>	FIRST	LAST	YEAR
1712	J RR	Tolkien	1892
2000	George RR	Martin	1948
1311	Charles	Dickens	1812

Popular RDBMS

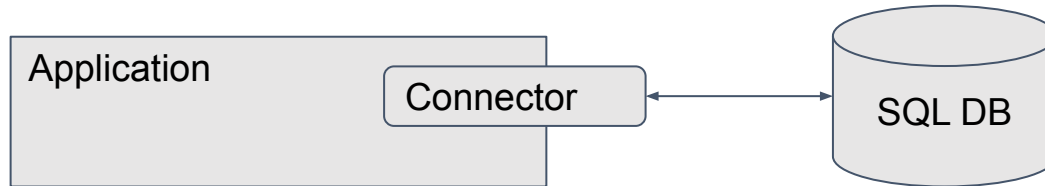
- MySQL – <https://www.mysql.com>
- Postgres – <https://www.postgresql.org>
- SQLite – <https://www.sqlite.org>
 - lightweight setup, database administration, resource overheads
 - features: self-contained, serverless, zero-configuration, transactional

RDBMS Architectures

MySQL, Postres, etc.



SQLite



SQLite Storage Classes*

- NULL
 - Value is a NULL value
 - INTEGER
 - Value is a signed integer, stored in 1, 2, 3, 4, 6, or 8 bytes depending on the magnitude of the value
 - REAL
 - Value is a floating point value, stored as an 8-byte IEEE floating point number
 - TEXT
 - Value is a text string, stored using the database encoding (UTF-8, UTF-16BE or UTF-16LE)
 - BLOB
 - The value is a blob of data, stored exactly as it was input
- SQLite has *flexible* typing:
An INTEGER column can store TEXT, etc.
Advice: don't mix types!

* <https://www.sqlite.org/datatype3.html>

Using SQLite - Setup

```
> cd <Precepts repo>
> git pull # update with precept5
> cd precept5
> go build .
> (go get github.com/mattn/go-sqlite3)
```


Using SQLite - Locally

- SQLite 3 should already be installed on OS X
- SQLite Installation: <https://www.sqlite.org/download.html>
- Optional: download DB Browser for SQLite
<https://sqlitebrowser.org/dl>

Exercise Dataset

MovieLens: <https://grouplens.org/datasets/movielens/>

→ Already in an SQLite database in the Precepts repository!

MovieLens

4 different tables contained in the MovieLens database:

- Movies
 - movieId: represent the movie id
 - title : represent the full movie title
 - year : year of release
 - genre : a pipe-separated list of genres associated with the movie
- Links
 - movieId: represent the movie id
 - imdbId : can be used to generate a link to the IMDb site
 - tmdbId : can be used to generate a link to the The Movie DB site
- Ratings (made by users)
 - userId & movieId: represent the user id and movie id
 - rating : uses a 5-star scale, with 0.5 star increments
 - timestamp : use the epoch format (seconds since midnight of January 1, 1970 on UTC time zone)
- Tags (added by users)
 - userId & movieId: represent the user id and movie id
 - tag : represent user-generated textual metadata
 - timestamp : use the epoch format (seconds since midnight of January 1, 1970 on UTC time zone)

Go and SQL (1) - Import SQLite Database Driver

```
import (  
    "database/sql"  
    _ "github.com/mattn/go-sqlite3"  
)
```

- Load database driver anonymously, aliasing its package qualifier to _
 - none of its exported names are visible
- Driver registers itself as being available to the database/sql package, but in general nothing else happens with the exception that the init function is run.

Go and SQL (2) - Opening a Database

```
db, err := sql.Open("sqlite3",  
                    "file:MovieLens.db")
```

- Create a sql.DB using sql.Open()
- First argument: driver name - driver uses to register itself with database/sql
- Second argument: driver-specific syntax that tells the driver how to access the underlying datastore
 - See <https://github.com/mattn/go-sqlite3>

Go and SQL (3) - Data types

Go	SQLite
<code>nil</code>	<code>null</code>
<code>int</code>	<code>integer</code>
<code>int64</code>	<code>integer</code>
<code>float64</code>	<code>real</code>
<code>bool</code>	<code>integer</code>
<code>[]byte</code>	<code>blob</code>
<code>string</code>	<code>text</code>
<code>time.Time</code>	<code>timestamp/datetime</code>

What is an SQL query?

Queries start with
select keyword

Column
names

Table name

```
select title, genres from Movies
where year = 1933
```

Condition starts
with **where**
(optional)

- **SELECT** columns
- **FROM** a table in a database
- **WHERE** rows meet a condition
- **GROUP BY** values of a column
- **ORDER BY** values of a column when displaying results
- **LIMIT** to only X number of rows in resulting table

Go and SQL (4) - Queries

```
var (
    title string
    genres string
)
rows, err := db.Query("select title, genres from Movies where year = 1933;")
if err != nil {
    log.Fatal(err)
}
defer rows.Close()
for rows.Next() {
    err := rows.Scan(&title, &genres)
    if err != nil {
        log.Fatal(err)
    }
    log.Println(title, genres)
}
err = rows.Err()
if err != nil {
    log.Fatal(err)
}
```


Go and SQL (5) - More Queries

```
err = db.QueryRow("select title from Movies where movieId = ?", 1).Scan(&title)
if err != nil {
    log.Fatal(err)
}
fmt.Println(title)
```

Go and SQL (6) - Preparing Queries

```
stmt, err := db.Prepare("select title from Movies where year = ?")
if err != nil {
    log.Fatal(err)
}
defer stmt.Close()
rows, err = stmt.Query(1995)
if err != nil {
    log.Fatal(err)
}
defer rows.Close()
for rows.Next() {
    err := rows.Scan(&title)
    if err != nil {
        log.Fatal(err)
    }
    log.Println(title)
}
if err = rows.Err(); err != nil {
    log.Fatal(err)
}
```

Go and SQL (7) - Updates

```
stmt, err = db.Prepare("INSERT INTO movies(movieId,title, year, genres) VALUES(?,?,?,?)")
if err != nil {
    log.Fatal(err)
}
res, err := stmt.Exec(193611,"Terminator: Dark Fate", 2019, "Action|Sci-Fi|Thriller")
if err != nil {
    log.Fatal(err)
}
lastId, err := res.LastInsertId()
if err != nil {
    log.Fatal(err)
}
rowCnt, err := res.RowsAffected()
if err != nil {
    log.Fatal(err)
}
log.Printf("ID = %d, affected = %d\n", lastId, rowCnt)
```

Go and SQL Exercise

1. Write a function to find and print the oldest movies in the database
2. Write a function to find and print a movie by name

Go and SQL Exercise - Solutions

1. Write a function to find and print the oldest movies in the database:
 - a. `rows, err := db.Query("select * from Movies order by year asc")`
2. Write a function to find and print a movie by name:
 - a. `rows, err := db.Query("select * from Movies where title = ?", title)`

Go and SQL Exercise - Solutions

1. Write a function to find and print the oldest movies in the database:
 - a. `rows, err := db.Query("select * from Movies order by year asc")`
2. Write a function to find and print a movie by name:
 - a. `rows, err := db.Query("select * from Movies where title = ?", title)`