UNIT-II

RELATIONAL MODEL AND SQL

Joins, Indexes, Sequences, and Triggers – 16 Marks

1. Joins in SQL

A **join** is used to retrieve data from two or more tables based on related columns. Joins combine rows of tables to produce meaningful information.

1.1 Inner Join

- Returns only the **matching rows** from both tables.
- · Non-matching rows are discarded.

Syntax

SELECT columns FROM A INNER JOIN B ON A.key = B.key;

Example

SELECT Student.Name, Dept.DeptName FROM Student INNER JOIN Dept ON Student.DeptID = Dept.DeptID;

Only students with a department assigned will appear.

1.2 Outer Joins

Outer joins include matching rows and also non-matching rows.

A. Left Outer Join

- Returns all rows from **left** table + matching rows from right table.
- Non-matching rows in right table appear as **NULL**.

SELECT Name, DeptName
FROM Student LEFT JOIN Dept
ON Student.DeptID = Dept.DeptID;

B. Right Outer Join

- Returns all rows from **right** table + matching rows from left.
- Non-matching rows from left become NULL.

SELECT Name, DeptName
FROM Student RIGHT JOIN Dept
ON Student.DeptID = Dept.DeptID;

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C. Full Outer Join

- Returns all rows from both tables.
- Non-matching rows are padded with NULLs on corresponding sides.

```
SELECT Name, DeptName
FROM Student FULL OUTER JOIN Dept
ON Student.DeptID = Dept.DeptID;
```

1.3 Self Join

A table is joined with itself.

Used in hierarchical data (e.g., employees and managers).

Example

```
SELECT E. Name AS Employee, M. Name AS Manager
FROM Employee E
JOIN Employee M
ON E.ManagerID = M.EmpID;
```

2. Indexes

An **index** is a database object that improves the **speed of data retrieval**. It works like a book index to locate records quickly.

Characteristics

- Improves **SELECT** query performance.
- Slows down INSERT / UPDATE / DELETE because index must be updated.
- Typically implemented using **B-tree** structures.

```
CREATE INDEX idx_student_name
ON Student(Name);
Unique Index
```

Prevents duplicate values.

```
PTIMIZE OUTSPREAD
CREATE UNIQUE INDEX idx_rollno
ON Student (RollNo);
```

3. Sequences

A sequence is an object that generates automatic numeric values, commonly used for primary keys.

Characteristics

- Auto-incremented numbers.
- Supports NEXTVAL and CURRVAL operations.

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Create Sequence

CREATE SEQUENCE stud_seq START WITH 1 INCREMENT BY 1;

Use in Insert

INSERT INTO Student(RollNo, Name)
VALUES(stud seq.NEXTVAL, 'Arun');

4. Triggers

A **trigger** is a stored program that automatically executes in response to certain events such as **INSERT, UPDATE, or DELETE**.

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Uses of Triggers

- Enforcing business rules
- Auditing changes
- Automatic updates
- Maintaining logs

Types

- BEFORE Trigger
- AFTER Trigger
- ROW-level/STATEMENT-level

Example Trigger

Automatically log deleted rows:

CREATE TRIGGER log_delete

AFTER DELETE ON Student

FOR EACH ROW

BEGIN

INSERT INTO Student_Log(RollNo, Name, DeletedOn)

VALUES(OLD.RollNo, OLD.Name, SYSDATE);

END;

OBSERVE OPTIMIZE OUTSPREAD