

# Python - Work with MySQL database

## Connect to MySQL database

- Level: Basic

In this example, we illustrate how Python can be used within MatDeck to work with MySQL database. First we will use MySQL Connector/Python to establish a connection to database and after that we will use `connection.MySQLConnection()` class to establish the connection.

In order to work with MySQL databases, it is necessary to install `mysql-connector` library. The easiest way to install is to use following command in command prompt: `pip install mysql-connector`

## Connect to Database using MySQL Connector

The task is to establish the connection to MySQL Database with given name, and to print connection object as a proof.

```
UserVal:= "test_user"  
PassVal:= "Test123"  
HostVal:= "localhost"  
DatabaseVal:= "world"
```

Connection Parameters

## Code

```
1 #py  
2 import mysql.connector  
3  
4 # Connecting to the server  
5 conn=mysql.connector.connect(user = UserVal,  
6                               password = PassVal,  
7                               host = HostVal,  
8                               database = DatabaseVal)  
9  
10 print(conn)  
11  
12 # Disconnecting from the server  
13 conn.close()  
14 ###
```

## Output

MatDeck Console

```
<mysql.connector.connection.MySQLConnection object at 0x08D957D0>
```

# Connect to Database using connection.MySQLConnection() Class

The task is to establish the connection to MySQL Database with given name, and to print connection object as a proof.

## Code

```
15 #py
16 from mysql.connector import connection
17
18 # Connecting to the server
19 conn = connection.MySQLConnection(user = UserVal,
20                                   password = PassVal,
21                                   host = HostVal,
22                                   database = DatabaseVal)
23
24 print(conn)
25
26 # Disconnecting from the server
27 conn.close()
28 ###
```

## Output

MatDeck Console

```
<mysql.connector.connection.MySQLConnection object at 0x097857D0>
<mysql.connector.connection.MySQLConnection object at 0x09785730>
```