

BLOC ANÒNIM PER AUGMENTAR LA COMISSIÓ A UN TREBALLADOR

```
declare
v_num employees.employee_id%type;
v_count number:=0;
BEGIN
v_num:=315;
select count(*) into v_count from employees where employee_id=v_num;
if v_count=1 then
    UPDATE employees
    SET commission_pct = commission_pct + 0.1
    WHERE employee_id = v_num and commission_pct is not null;
    if sql%rowcount > 0 then
        DBMS_OUTPUT.PUT_LINE ('treballador modificat:'||v_num);
    else
        DBMS_OUTPUT.PUT_LINE ('treballador NO modificat:'||v_num);
    end if;
else
    DBMS_OUTPUT.PUT_LINE ('treballador inexistent:'||v_num);
end if;
END;
```

CONVERTIR EL BLOC ANÒNIM EN FUNCIO **change_commission**

```
create or replace FUNCTION Change_commission(num employees.employee_id%type)
return number
is
v_num employees.employee_id%type;
v_count number:=0;
BEGIN
v_num:=num;
select count(*) into v_count from employees where employee_id=v_num;
if v_count=1 then
    UPDATE employees
    SET commission_pct = commission_pct + 0.1
    WHERE employee_id = v_num and commission_pct is not null;
    if sql%rowcount > 0 then
        return 2;
    else
        return 1;
    end if;
else
    return 0;
end if;
END Change_commission;
```

BLOC ANÒNIM PER PROVAR LA FUNCIO **change_commission**

```
declare
v_num employees.employee_id%type;
v_return number:=0;
BEGIN
v_num:=315;
v_return:=change_commission(v_num);
if v_return=0 then
    DBMS_OUTPUT.PUT_LINE ('treballador inexistent:'||v_num);
else
    if v_return=1 then
        DBMS_OUTPUT.PUT_LINE ('treballador NO modificat:'||v_num);
    else
        DBMS_OUTPUT.PUT_LINE ('treballador modificat:'||v_num);
    end if;
end if;
END;
```