Drop type tp\_estrela force;

/

Create or Replace type tp\_estrela as object

(

nomeestrela VARCHAR2(20),

temperaturaestrela DECIMAL(8,2),

tamanhoestrela DECIMAL(8,2),

ok number,

constructor function tp\_estrela( temperaturaestrela decimal) RETURN SELF AS RESULT

);

/

CREATE OR REPLACE TYPE BODY tp\_estrela AS

CONSTRUCTOR FUNCTION tp\_estrela( temperaturaestrela decimal) RETURN SELF AS RESULT

AS

BEGIN

self.temperaturaestrela := temperaturaestrela;

RETURN;

END;

END;

/

Declare

star tp\_estrela;

Begin

star := new tp\_estrela(123.12);

end;