createproc[dbo].[loopplayerAlData2]

(@idMatchint

)

as

begin

DECLARE@LoopCounterINT,

@MaxPlayerIdINT,

@PlayerNameNVARCHAR(100)

SELECT@LoopCounter=min(PlayerCategoryMatch.IdPlaCatMat),

@MaxPlayerId=max(PlayerCategoryMatch.IdPlaCatMat)

fromPlayerrightouterjoinPlayerCategory

onPlayer.Idplayer=PlayerCategory.Idplayer

rightouterjoinPlayerCategoryMatch

onPlayerCategoryMatch.IdPlaCat=PlayerCategory.IdPlaCat

wherePlayerCategoryMatch.IdMatch=@idMatch

--------------------------while

while(@LoopCounterisnotnulland@LoopCounter<=@MaxPlayerId)

begin

select@PlayerName=Player.FirstName

fromPlayerleftouterjoinPlayerCategory

onPlayer.Idplayer=PlayerCategory.Idplayer

leftouterjoinPlayerCategoryMatch

onPlayerCategoryMatch.IdPlaCat=PlayerCategory.IdPlaCat

wherePlayerCategoryMatch.IdMatch=1

--------------

------

selectIdPlaCatfrom[dbo].[PlayerCategoryMatch]whereIdMatch=1and[IdPlaCat]=@LoopCounter

declare@sumfloat

Declare@Goalsfloat= (selectGoalfrom[dbo].[PlayerCategoryMatch]

where[IdMatch]=@idMatchand[IdPlaCat]=@LoopCounter)

Declare@Assistfloat= (selectAssistfrom[dbo].[PlayerCategoryMatch]

where[IdMatch]=@idMatchand[IdPlaCat]=@LoopCounter)

Declare@Shootfloat= (selectShootfrom[dbo].[PlayerCategoryMatch]

where[IdMatch]=@idMatchand[IdPlaCat]=@LoopCounter)

Declare@YCardfloat= (selectYCardfrom[dbo].[PlayerCategoryMatch]

where[IdMatch]=@idMatchand[IdPlaCat]=@LoopCounter)

Declare@RCardfloat= (selectRCardfrom[dbo].[PlayerCategoryMatch]

where[IdMatch]=@idMatchand[IdPlaCat]=@LoopCounter)

Declare@NumOfMinutefloat=(select[NumOfMinute]from[dbo].[PlayerCategoryMatch]

where[IdMatch]=@idMatchand[IdPlaCat]=@LoopCounter)

Declare@Vectoryfloat= (select[Vectory]from[dbo].[Match]where[IdMatch]=@idMatch)

set@sum=@Goals\*0.5

set@sum=@sum+@Assist\*0.2

set@sum=@sum+@Shoot\*0.1

set@sum=@sum+@YCard\*(-0.1)

set@sum=@sum+@RCard\*(-0.2)

if (@NumOfMinute=90)

set@sum=@sum+0.5

elseif (@NumOfMinute>=80)

set@sum=@sum+0.4

elseif (@NumOfMinute>=70)

set@sum=@sum+0.3

elseif (@NumOfMinute>=60)

set@sum=@sum+0.2

elseset@sum=@sum+0.1

if (@Vectory=1)

set@sum=@sum+1

elseif (@Vectory=0)

set@sum=@sum+0.5

elseif (@Vectory=-1)

set@sum=@sum+0

set@sum+=5

--------------------

selectplayer.\*,@sumas'Evalution of player',Match.\*,Category.Name,PlayerCategoryMatch.IdPlaCat

from

PlayerleftouterjoinPlayerCategory

onPlayer.Idplayer=PlayerCategory.Idplayer

rightouterjoinCategoryonPlayerCategory.IdCategory=Category.IdCategory

leftouterjoinPlayerCategoryMatchonPlayerCategoryMatch.IdPlaCat=PlayerCategory.IdPlaCat

rightouterjoinMatch

onMatch.IdMatch=PlayerCategoryMatch.IdMatch

wherePlayerCategoryMatch.IdMatch=@IdMatchandPlayerCategoryMatch.[IdPlaCat]=@LoopCounter

--------------------

selectPlayerCategoryMatch.IdPlaCat,@sumas'Evalution of player'

fromPlayerleftouterjoinPlayerCategory

onPlayer.Idplayer=PlayerCategory.Idplayer

leftouterjoinPlayerCategoryMatch

onPlayerCategoryMatch.IdPlaCat=PlayerCategory.IdPlaCat

wherePlayerCategoryMatch.[IdMatch]=@idMatchandPlayerCategoryMatch.[IdPlaCat]=@LoopCounter

set@LoopCounter=@LoopCounter+1

----------To handle gaps in the looping column value

if(@@ROWCOUNT<>0)

begin

set@LoopCounter=@LoopCounter+1

continue

end

if(@@ROWCOUNT=0)

begin

break

end

end

end