## **OBJECTIVES:**

- \* Introduction to PL/SQL
- \* Datatypes and their usage
- \* Control Structures
- \* Concept of Error Handling

A PL/SQL block can contain DML and TCL statements. A PL/SQL block can also contain any number of SQL statements integrated with flow of control statements. Using PL/SQL we can also trap runtime errors.

SQL> start e:\batch\PL/SQL
PL/SQL procedure successfully completed.

A PL/SQL block can be divided into three parts , namely, a declarative part, an executable part and an exception handling part.

Structure of PL/SQL

DECLARE
declarations
BEGIN
executable statements
EXCEPTION
handlers
END;

E:\batch\PL/SOL

Objects can be declared in the declarative part, which can be used in the executable part for further manipulations. All procedural statements are included in between the BEGIN and END statements. Errors that occur during execution are dealt in the exception handling part.

```
PL/SQL:1
        declare
        aaa number(5);
begin
        select qty on hand into aaa from masteritem where itemno=1;
 update masteritem set qty_on_hand = aaa+10 where itemno =1;
Conditional Control In PL/SOL:
        if <condition> then
               <action>
        elsIf <condition> Then
              <action>
        else
              <action>
        end if;
P2.SQL
        Declare
```

```
aaa number(5);
  begin
    select qty_on_hand into aaa from masteritem where itemno =1;
 if aaa>1000 then
    update masteritem set qty on hand = aaa+20 where itemno =1;
else
    update masteritem set qty on hand = aaa+10 where itemno =1;
end if
end;
P3.SQL
        declare
        aaa number(5);
begin
        select qty on hand into aaa from masteritem where itemno=1;
if aaa>1000
update masteritem set qty_on_hand = aaa+20 where itemno=1;
elsif aaa=1000
update masteritem set qty_on_hand = aaa+15 where itemno=1;
update masteritem set qty on hand = aaa+10 where itemno =1;
end if;
end;
P4.SQL:
Intializing Variables
        declare
         aaa number(5);
         bbb number(5):=1;
begin
select qty_on_hand into aaa from masteritem where itemno=bbb;
if aaa>1000 then
 update masteritem set qty_on_hand = aaa+1 where itemno = bbb;
update masteritem set qty on hand = aaa+10 where itemno = bbb;
end if;
end;
/
p5.SQL
        Dynamic Inialization
declare
 aaa number(5);
  bbb number(5);
  t number(5);
begin
 t = \&bbb;
select qty_on_hand into aaa from masteritem where itemno = t;
if aaa>1000 then
```

```
update masteritem set qty_on_hand = aaa+20 where item no = t;
end if;
end;
P6.SQL
        Dynamic Data Types
declare
bbb number(5):=1;
aaa masteritem.itemno%type;
 select qty_on_hand into aaa from master item where itemno=bbb;
if aaa>1000 then
update masteritem set qty on hand = aaa+20 where item no= bbb;
end if;
end;
P7.SQL
declare
aaa masteritem%rowtype;
begin
    select qty_on_hand into aaa from masteritem where itemno=3;
if aaa > 1000
update masteritem set qty_on_hand = aaa +20 where itemno = 3;
update masteritem set qty_on_hand = aaa + 10 where itemno = 3;
end if;
end;
create table tempp(val number, mesg varchar2(20));
P8.SQL
 declare
  str char(20);
begin
str:='&str';
insert into tempp values(10,str);
end;
For Loop:
        Syntax:
       for variable in [REVERSE] start..end
loop
      sequence_of_statements;
end loop;
```

```
P10.SQL
begin
for i in 1..5
loop
insert into tempp values(i, 'infor');
end loop;
end;
P11.SQL
declare
aaa number:=10;
begin
for i in 1..aaa
loop
insert into tempp values(i, 'infor');
end loop;
end;
/
P12.SQL
declare
aaa number:=10;
begin
for i in reverse 1..aaa
dbms_output.put_line(i);
end loop;
end;
/
P13.SQL
 While loop
declare
 i number:=1;
begin
 while i<10
loop
if i=5
then
goto myproc;
end if;
dbms_output.put_line(i);
i:=i+1;
end loop;
<<myproc>>
dbms_output.put_line('myprog');
end;
/
p14:
```

```
begin
insert into tempp values(20, 'before savepoint');
savepoint sp;
insert into tempp values(100, 'after savepoint');
 rollback to savepoint sp;
end;
/
p15
Loop & Lables:
/* set serveroutput on*/
begin
<<mainloop>>
for i in 1..10
loop
<<subloop>>
for j in 1..10
loop
dbms_output.put_line(j);
exit mainloop when j=5;
end loop subloop;
end loop mainloop;
end ;
/
p16
declare
aaa number :=10;
begin
insert into tempp values(aaa, 'rollback');
rollback;
insert into tempp values(aaa+90, 'commit');
commit;
end;
/
```