TASK 7: Triggers, Views and Exceptions

AIM:

To conduct events, views exceptions on CRUD operations for restricting phenomenon.

a) To create a trigger in PL/SQL that automatically inserts a new record in the match-result table when a new record is inserted into match table.

b) To create a view that display the details of players along with their team details.

c) To write a non-recursive PL/SQL procedure to retrieve even-numbered player IDs registered for any tournment.

To create a trigger in PL/SQL that automatically inserts a new record in the match-result table when a new record is inserted into the match table.

```
CREATE OR REPLACE TRIGGER insert_match_result
AFTER INSERT ON match
FOR EACH ROW
BEGIN
    INSERT INTO match_result (matchID, TeamID, Result)
    VALUES (:new. MatchID, :new. TeamID, 'Pending'); - Assuming a default value of 'Pending' for Result
END;
/
```

To create view that displays the details of players along with their team details.

```
SQL> CREATE VIEW Player_Team_Details AS SELECT P.PlayerID, P.fname As
Player_name, P.teamID, P.coach As Player_coach, P.captain As Player_captain,
(SELECT t.name FROM team t WHERE t.teamID = P.teamID) AS Team Name,
(SELECT t.coach FROM team t WHERE t.teamID = P.teamID) AS Team coach,
(SELECT t.captain FROM team t WHERE t.teamID = P.teamID) AS team captain
FROM player P;
```

```
SQL > select * from Player Team Details;
```

To write a non-recursive PL/SQL Procedure to retrieve even-numbered Player IDs registered for any tournment

```
CREATE OR REPLACE PROCEDURE
Get Even PlayerIDs for Tournment (in_tournament_id NUMBER, out_even_player_ids SYS.ODCINUMBERLIST) AS
BEGIN
    out_even_player_ids := SYS.ODCINUMBERLIST(); -- intialize the collection
    -- Populate the collection with even-numbered playerIDs for the specified tournament.
    FOR player_rec IN (SELECT PlayerID FROM Player WHERE TournamentID = in_tournament_id AND MOD(PlayerID, 2) = 0) Loop
        out_even_player_ids. EXTEND;
        out_even_player_ids (out_even_player_ids. COUNT) := player_rec.PlayerID;
    END Loop;
END;
/

DECLARE
    tournament_id NUMBER := 123; -- Replace with desired tournament ID
    even_player_ids SYS.ODCINUMBERLIST;
BEGIN
    Get Even PlayerIDs for Tournament (tournament_id, even_player_ids);

    -- you can now use the even_player_ids collection as needed
    -- for example, to print the even player IDs:
    FOR i IN 1.. even_player_ids. COUNT Loop
        DBMS_OUTPUT.PUT_LINE ('Even Player ID :' || even_player_ids (i));
    END Loop;
END;
/
```

RESULT:- Thus the triggers, views and Exceptions experiment was successfully completed results are verified.