

```
● BEGIN
  IF 10>5 THEN
    DBMS_OUTPUT.PUT_LINE('Cierto');
  ELSE
    DBMS_OUTPUT.PUT_LINE('Falso');
  END IF;
END;/
```

Salida

90  
92  
94  
96  
98  
100  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
Falso  
Falso  
Cierto  
Cierto

```
● BEGIN
  IF 10>5 AND 5>1 THEN
    DBMS_OUTPUT.PUT_LINE('Cierto');
  ELSE
    DBMS_OUTPUT.PUT_LINE('Falso');
  END IF;
END;/
```

Salida

88  
90  
92  
94  
96  
98  
100  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
Falso  
Falso  
Cierto

```
● BEGIN
  IF 10>5 AND 5>50 THEN
    DBMS_OUTPUT.PUT_LINE('Cierto');
  ELSE
    DBMS_OUTPUT.PUT_LINE('Falso');
  END IF;
END;/
```

Salida

86  
88  
90  
92  
94  
96  
98  
100  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
Falso  
Falso

```
● BEGIN
  CASE
    WHEN 10>5 AND 5>50 THEN
      DBMS_OUTPUT.PUT_LINE('Cierto');
    ELSE
      DBMS_OUTPUT.PUT_LINE('Falso');
  END CASE;
END;/
```

Salida

84  
86  
88  
90  
92  
94  
96  
98  
100  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
Falso

```
● BEGIN
  FOR i IN 1..10 LOOP
    DBMS_OUTPUT.PUT_LINE(i);
  END LOOP;
END;/
```

Salida

6  
5  
4  
3  
2  
1  
Falso  
Falso  
Cierto  
Cierto  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10

```
● BEGIN
  FOR i IN REVERSE 1..10 LOOP
    DBMS_OUTPUT.PUT_LINE(i);
  END LOOP;
END;/
```

Salida

82  
84  
86  
88  
90  
92  
94  
96  
98  
100  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1

```
● DECLARE
  num NUMBER(3):=0;
BEGIN
  WHILE num<=100 LOOP
    DBMS_OUTPUT.PUT_LINE(num);
    num:=num+2;
  END LOOP;
END;/
```

Salida

62  
64  
66  
68  
70  
72  
74  
76  
78  
80  
82  
84  
86  
88  
90  
92  
94  
96  
98  
100

The screenshot shows the SQL Developer interface with a script named '<ORCL> Script-2'. The script contains the following code:

```
DECLARE
  num NUMBER(3) := 0;
BEGIN
  LOOP
    DBMS_OUTPUT.PUT_LINE(num);
    EXIT WHEN num > 100;
    num := num + 2;
  END LOOP;
END;
```

The 'Salida' (Output) window on the right displays the results of the script execution, showing even numbers from 64 to 102 in increments of 2.

Output
64
66
68
70
72
74
76
78
80
82
84
86
88
90
92
94
96
98
100
102

The screenshot shows the SQL Developer interface with a script named '<ORCL> Script-2'. The script contains the following code:

```
DECLARE
  num NUMBER(3) := 0;
BEGIN
  LOOP
    DBMS_OUTPUT.PUT_LINE(num);
    IF num > 100 THEN EXIT; END IF;
    num := num + 2;
  END LOOP;
END;
```

The 'Salida' (Output) window on the right displays the results of the script execution, showing even numbers from 64 to 102 in increments of 2.

Output
64
66
68
70
72
74
76
78
80
82
84
86
88
90
92
94
96
98
100
102