

Source Code:

Create procedure proc\_merge()

begin

declare roll int;

declare exit\_loop boolean;

declare c1 cursor for select rolln from oldRollCall;

declare continue handler for not found set exit\_loop = TRUE;

open c1;

loop1: loop

fetch c1 into roll;

if ( not exists (select \* from newRollCall where rolln = roll ) ) then

insert into newRollCall select \* from oldRollCall where rolln = roll;

end if;

if exit\_loop then

close c1;

leave loop1;

end if;

end loop loop1;

end