----------------------------------CURSOR----------------------------------

DECLARE

HAVE\_PAINTING INTEGER;

COUNTER INTEGER;

BEGIN

COUNTER := 0 ;

FOR X IN (SELECT UPLOADS FROM ARTIST )

LOOP

IF HAVE\_PAINTING >9 THEN

COUNTER := COUNTER + 1;

END IF ;

END LOOP ;

DBMS\_OUTPUT.PUT\_LINE (‘CONGRATULATION YOU HAVE UPLOADED ‘ || COUNTER || ‘ PAINTINGS, NOW YOU ARE OUR STAR ARTIST);

----------------------------------PROCEDURE----------------------------------

CREATE OR REPLACE PROCEDURE STAR\_CUSTOMER IS

HAVE\_PAINTING INTEGER;

BEGIN

SELECT PAINTING\_COLLECTION INTO HAVE\_PAINTING

FROM CUSTOMER

IF HAVE\_PAINTING >=10 THEN

DBMS\_OUTPUT.PUT\_LINE (‘CONGRATULATION YOU ARE OUR STAR CUSTOMER’);

ELSE

DBMS\_OUTPUT.PUT\_LINE (‘BUY MORE PAINTINGS TO BECOME OUR STAR CUSTOMER’);

END IF;

END ;

/

---SEE OUTPUT [[[ EXEC STAR\_CUSTOMER ; ]]] ---

----------------------------------FUNCTION----------------------------------

CREATE OR REPLACE FUNCTION POSSIBLE(P\_ID INTEGER)

RETURN VARCHAR(255) IS

COUNT INTEGER;

MSG VARCHAR(255);

BEGIN

SELECT SOLD INTO COUNT

FROM PAINTING

WHERE PAINTING\_ID = P\_ID ;

IF SOLD == 0 THEN

MSG := ‘ITEM NOT AVAILABLE.’;

ELSE

MSG := ‘CONFIRM TO BUY THIS PAINTING’;

END IF ;

RETURN MSG;

EXCEPTION

WHEN NO\_DATA\_FOUND THEN

RETURN 'No employee found.' ;  
WHEN TOO\_MANY\_ROWS THEN

RETURN 'More than one employee found.' ;  
WHEN OTHERS THEN

RETURN 'Some unknown error occurred.' ;

END ;

/

DECLARE

MESSAGE VARCHAR(255) ;

BEGIN

MESSAGE := POSSIBLE(1001) ;

DBMS\_OUTPUT.PUT\_LINE(MESSAGE) ;

MESSAGE := POSSIBLE(1005) ;

DBMS\_OUTPUT.PUT\_LINE(MESSAGE) ;

----------------------------------TRIGGER----------------------------------

CREATE OR REPLACE TRIGGER POPUP  
AFTER INSERT  
ON GALLERY  
DECLARE  
BEGIN

DBMS\_OUTPUT.PUT\_LINE('INSERT');  
END ;  
/

ALTER

DISTINCT

LEFT RIGHT JOIN

FUNCTION

PROCEDURE

TRIGGER

CURSOR

UNION

GROUP BY