Control Structures in PL/SQL

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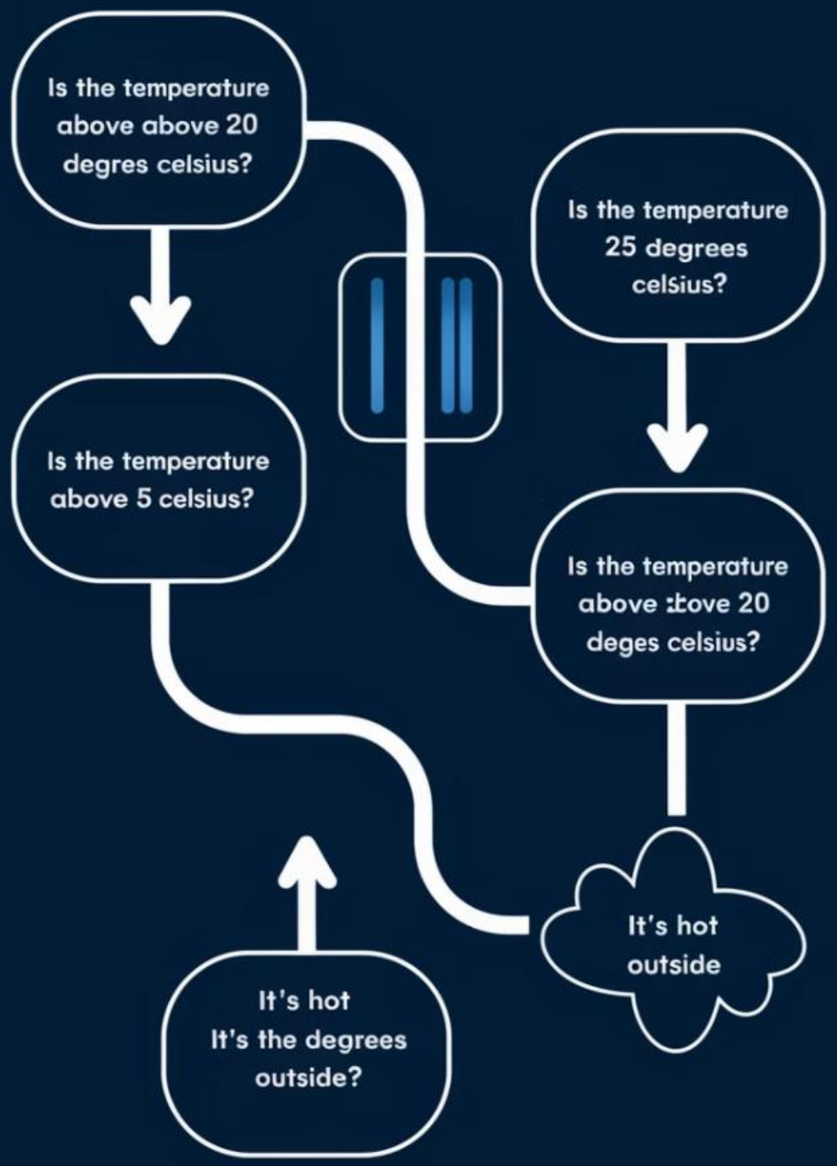

IF-THEN-ELSE Statement

1

Check the number

First up is the IF-THEN-ELSE statement. This is basically how your program makes decisions.

2

Greater than 0

If it's greater than 0, we'll say it's positive

3

Less than 0

If it's less than 0, we'll say it's negative

4

Neither

And if it's neither, well, it must be zero!

CASE Statement

Multiple Options

Next, we've got the CASE statement. This is super handy when you have multiple options to choose from - kind of like a multiple-choice test.

Grade Checking Example

- If it's an A, we say 'excellent'
- B means 'good'
- C means 'fair'
- And if it's none of these, we just say 'no such grade'

Introduction to Loops

Now, let's talk about loops - these are for when you need to do something over and over. We've got three types in PL/SQL:

3

Types of Loops

PL/SQL offers three different types of loops for repetitive tasks.

Basic LOOP

Continuous Execution

The basic LOOP - it's like telling your little brother to keep singing until you say stop! It keeps going until we hit an EXIT command.

Example

It'll print a counter, add 1 to it, and check if it's greater than 5.

WHILE Loop

1

Condition-Based Execution

The WHILE loop - this one keeps going as long as something is true.

2

Example

It'll keep running while our counter is 5 or less, printing the number each time.

FOR Loop

Predetermined Iterations

And finally, the FOR loop - use this when you know exactly how many times you want to do something.

Example

Like, 'do this exactly 5 times.' Super straightforward - it'll count from 1 to 5 automatically.

Conclusion: Control Structures in PL/SQL

Decision-Making

IF-THEN-ELSE for making decisions

Multiple Choices

CASE for handling multiple options

Repetition

Three types of loops for repetitive tasks

And that's your quick tour of control structures! We covered decision-making with IF-THEN-ELSE, multiple choices with CASE, and repetition with our three types of loops. See you next time!