

# Level Up Your PL/SQL Skills: Mastering Functions

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# Your PL/SQL Toolbox

## Procedures

Think of procedures as the versatile screwdrivers in your toolbox. They're great for performing tasks but don't always return a specific value.

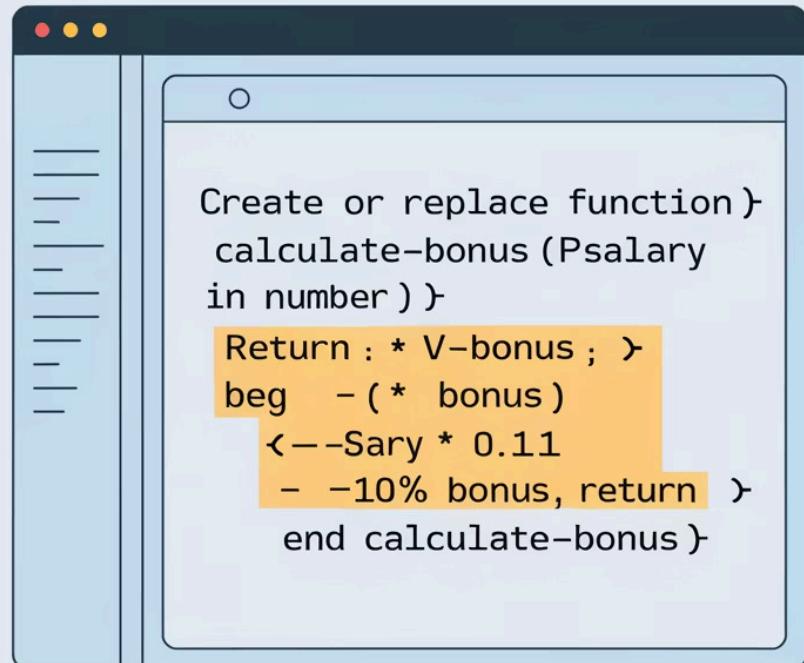
## Functions

Functions are the precision instruments. They're designed to take input, perform calculations, and always return a result.



# Functions: Like a Calculator

If procedures are like following a recipe, functions are like using a calculator. Input values, get a result. Just like asking 'What's 5 plus 3?' and receiving '8'.



Create or replace function  
calculate-bonus (Psalary  
in number )  
Return : \* V-bonus ; >  
beg - (\* bonus)  
  <--Sary \* 0.11  
  - -10% bonus, return >  
end calculate-bonus )

# Function Structure: A Closer Look

```
CREATE OR REPLACE FUNCTION calculate_bonus(p_salary IN NUMBER)
RETURN NUMBER IS v_bonus NUMBER; BEGIN v_bonus := p_salary *
0.1; -- 10% bonus RETURN v_bonus; END calculate_bonus;
```

# Breaking Down the Function Code

## 1 Create or Replace

Tells Oracle to create a new function or update an existing one.

## 2 Function Name & Input

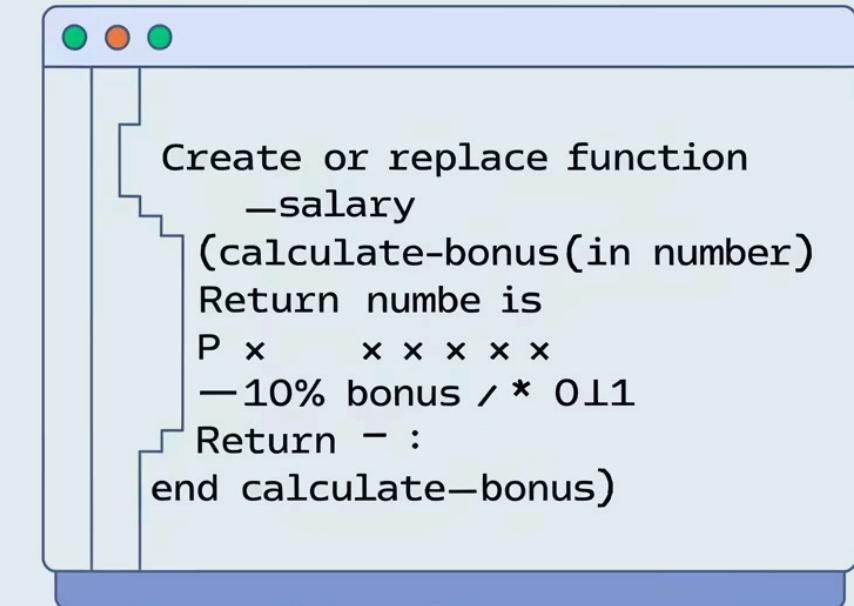
We name our function 'calculate\_bonus' and specify the input ('p\_salary').

## 3 Return Type

Promising that our function will always return a number.

## 4 Calculation & Return

We perform the calculation and use RETURN to send back the result.



The image shows a screenshot of a computer screen with a window titled "Create or replace function". The code inside the window is as follows:

```
Create or replace function
  _salary
  (calculate-bonus(in number)
  Return number
  P x      x x x x x
  -10% bonus / * 0.11
  Return -
  end calculate-bonus)
```

# Why Use Functions?

## Procedures

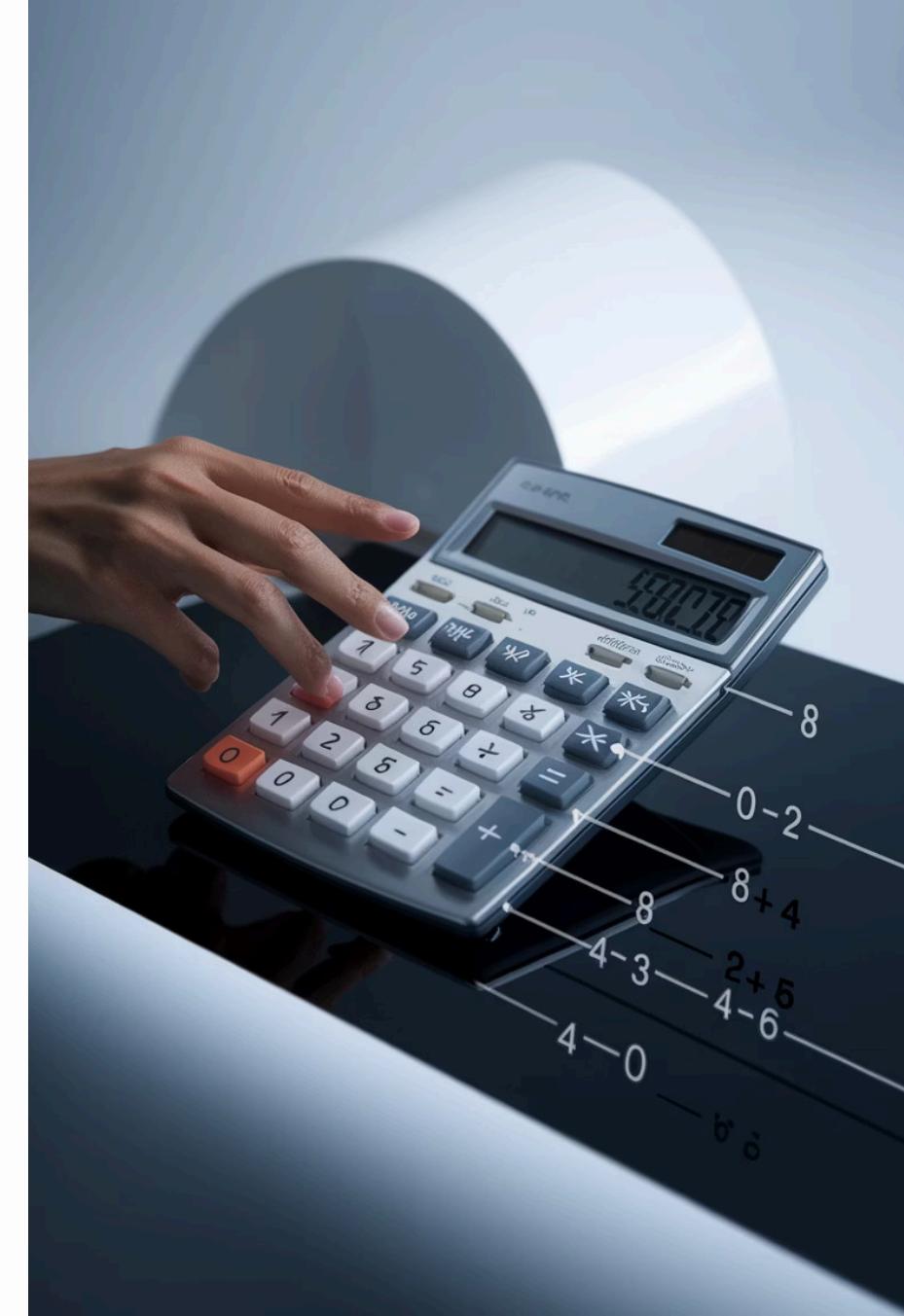
Like tasks, procedures can perform multiple things but don't always return a value. They are like instructions to organize files.

## Functions

Functions are like calculations. They always return a value. It's like asking for the total of a set of numbers.

# The Power of Reusability

Once created, functions can be used over and over again in your code, just like you'd use a calculator for different problems. They make your code cleaner and more efficient.



```
6      s := the police salary; -the, employee, code -both employee ID, car-
7      { bat license serial set, "e6d1ctee", soc, p11]
8      11
9      11
10      g11
11      "s is now based on, then this employee" bon (f, oye^n produce.' {then}
12          butput basen, and, salary, s, --11
13          11
14          11
15      L
```

# Using Our Bonus Function

```
DECLARE v_employee_salary NUMBER := 50000; v_bonus NUMBER; BEGIN v_bonus := calculate_bonus(v_employee_salary);
DBMS_OUTPUT.PUT_LINE('Employee bonus: $' || v_bonus); END;
```



# The Results Are In!

By calling our 'calculate\_bonus' function, we've calculated a bonus without re-writing the calculation code. That's the power of functions – write once, use many times!



## What's Next: Nested Functions

Now that you've mastered the basics, get ready for nested functions – functions within other functions. It's like Russian nesting dolls, but way more powerful in programming! Stay tuned for our next segment.