**PL\_SQL EXERCISES**

**Exercise 1: Control Structures**

**Scenario 1:** The bank wants to apply a discount to loan interest rates for customers above 60 years old.

* + **Question:** Write a PL/SQL block that loops through all customers, checks their age, and if they are above 60, apply a 1% discount to their current loan interest rates.

**Scenario 2:** A customer can be promoted to VIP status based on their balance.

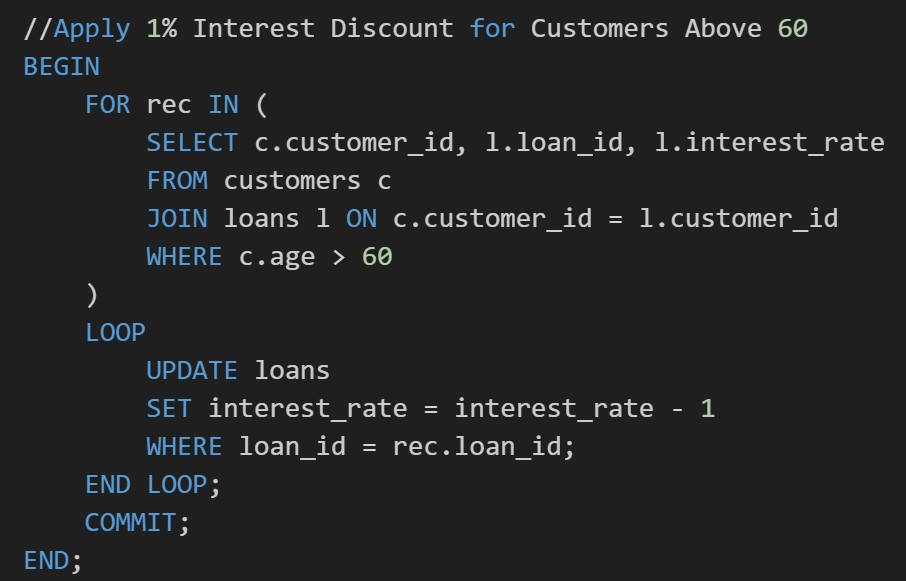
* + **Question:** Write a PL/SQL block that iterates through all customers and sets a flag IsVIP to TRUE for those with a balance over $10,000.

**Scenario 3:** The bank wants to send reminders to customers whose loans are due within the next 30 days.

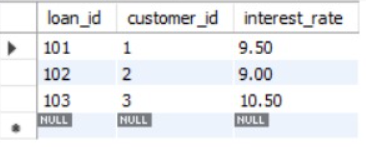
* + **Question:** Write a PL/SQL block that fetches all loans due in the next 30 days and prints a reminder message for each customer.

**SOLUTION:**

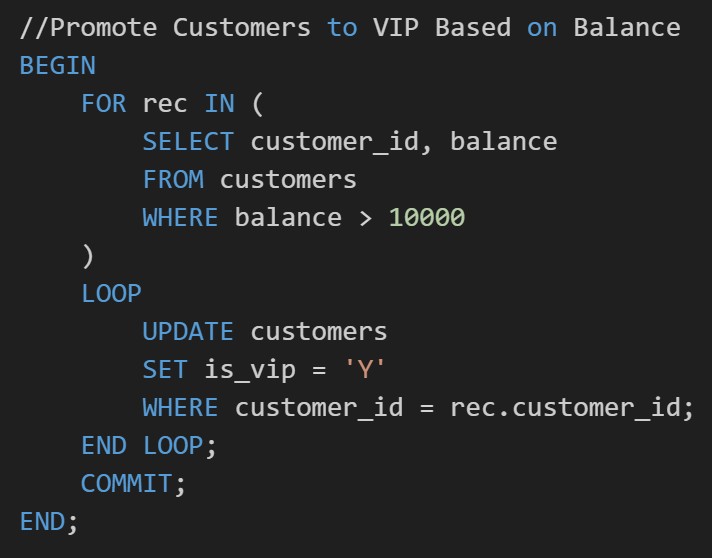
**Scenario 1:**



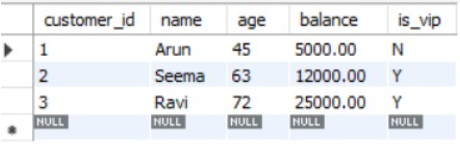
**OUTPUT:**



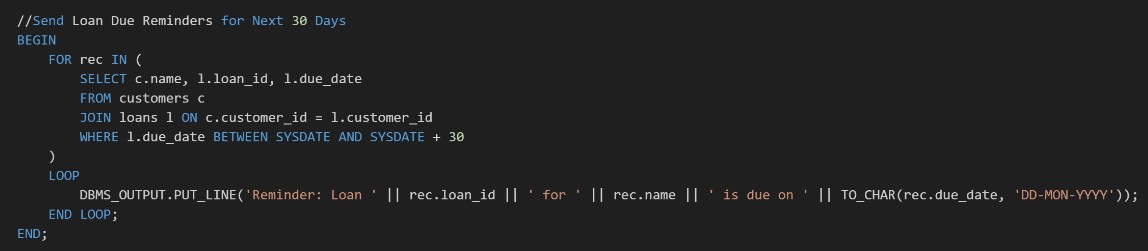
**Scenario 2:**



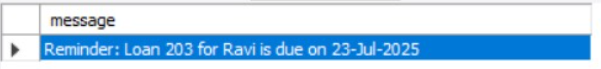
**OUTPUT:**



**Scenario 3:**



**OUTPUT:**



**Exercise 3: Stored Procedures**

**Scenario 1:** The bank needs to process monthly interest for all savings accounts.

* + **Question:** Write a stored procedure **ProcessMonthlyInterest** that calculates and updates the balance of all savings accounts by applying an interest rate of 1% to the current balance.

**Scenario 2:** The bank wants to implement a bonus scheme for employees based on their performance.

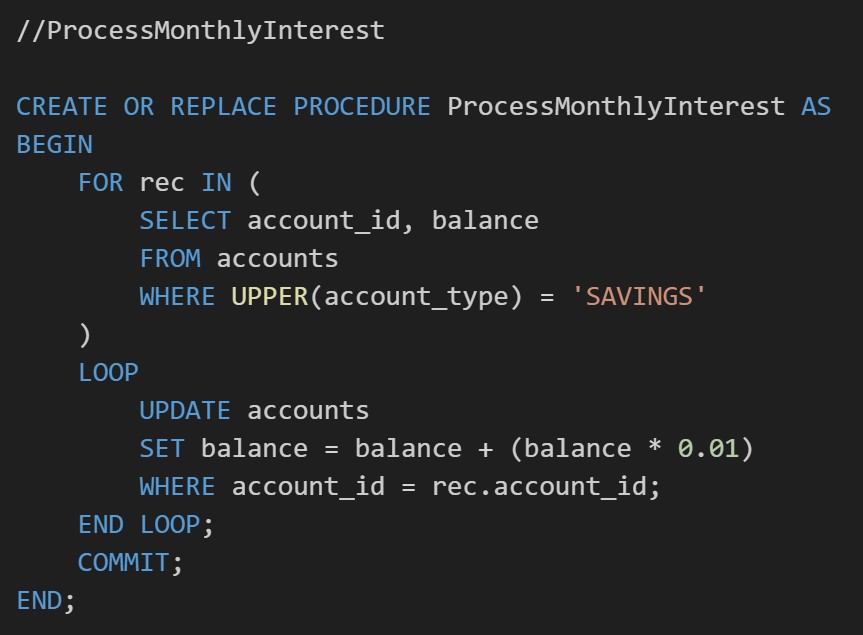
* + **Question:** Write a stored procedure **UpdateEmployeeBonus** that updates the salary of employees in a given department by adding a bonus percentage passed as a parameter.

**Scenario 3:** Customers should be able to transfer funds between their accounts

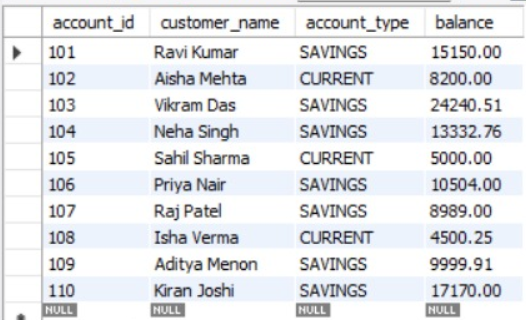
* **Question:** Write a stored procedure **TransferFunds** that transfers a specified amount from one account to another, checking that the source account has sufficient balance before making the transfer.

**SOLUTION:**

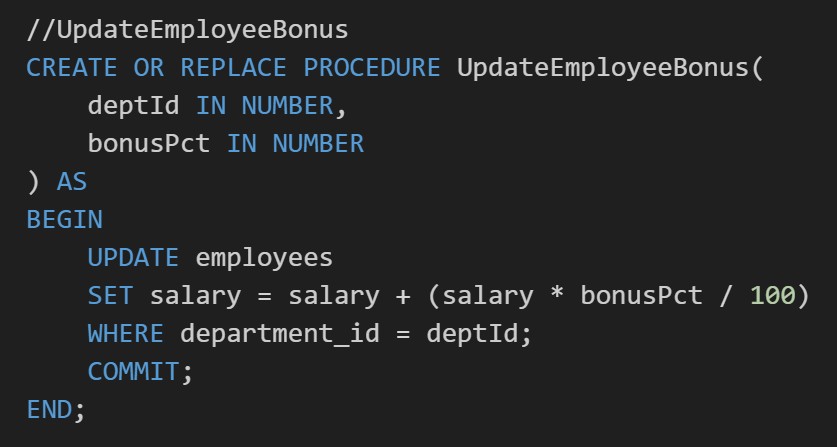
**Scenario 1:**



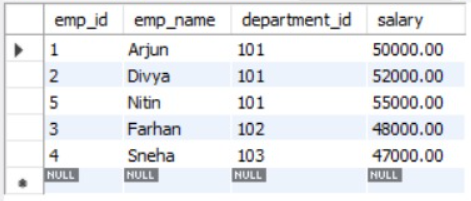
**OUTPUT:**



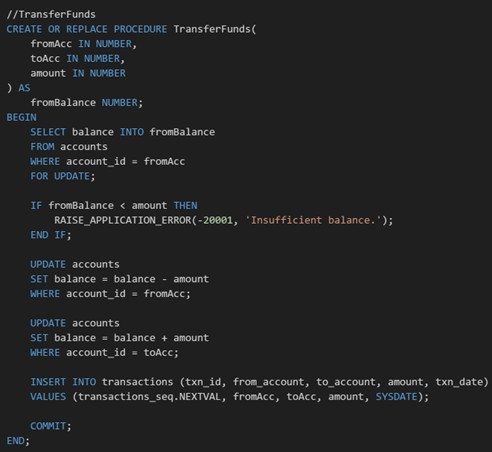
**Scenario 2:**



**OUTPUT:**



**Scenario 3:**



**OUTPUT:**

