

Unit -4

INTRODUCTION : PL / SQL

SQL V/S PL/SQL

- **SQL** is a Structured Query Language used to issue a single query or execute a single insert/update/delete.
- **PL/SQL** is a procedural language used to create applications.
- **SQL** is used to write queries, DDL and DML statements.
- **PL/SQL** is used to write program blocks, functions, procedures triggers, and packages.

SQL V/S PL/SQL

- *SQL may be considered as the source of data for our reports, web pages and screens.*
- *PL/SQL can be considered as the application language similar to Java or PHP.*
- *SQL is a data oriented language used to select and manipulate sets of data.*
- *PL/SQL is a procedural language used to create applications.*

SQL V/S PL/SQL

- ✖ *SQL is executed one statement at a time.*
- ✖ *PL/SQL is executed as a block of code.*
- ✖ *SQL can be embedded within a PL/SQL program.*
- ✖ *But PL/SQL can't be embedded within a SQL statement.*

PL/SQL BLOCK STRUCTURE

- A **PL/SQL block** is defined by the keywords DECLARE, BEGIN, EXCEPTION, and END.
- These keywords divide the **block** into a declarative part, an executable part, and an exception-handling part.
- The declaration section is optional and may be used to define and initialize constants and variables.
- PL/SQL blocks contain three sections
 1. Declare section
 2. Executable section and
 3. Exception-handling section.

DECLARE (Optional)

Declaration of Variable, Constants.

BEGIN

PL/SQL Executable Statements.

EXCEPTION (Optional)

PL/SQL Exception Handler Block.

END;

PL/SQL BLOCK STRUCTURE

- PL/SQL block has the following structure:

DECLARE

Declaration statements

BEGIN

Executable statements

EXCETION

Exception-handling statements

END ;

EXAMPLE

```
set serveroutput on;
```

```
Declare
```

```
begin
```

```
    dbms_output.put_line('kamani college');
```

```
    dbms_output.put_line('BCA Department');
```

```
end;
```


EXAMPLE

```
declare
```

```
    x number(3);
```

```
    y number(3);
```

```
begin
```

```
    x:=10;
```

```
    y:=20;
```

```
    dbms_output.put_line(x+y);
```

```
end;
```

PL/SQL WITH TABLE

- ✗ create table emp(id number (3),name varchar2(10),salary number(10))
- ✗ insert into emp values(4,'dhanak',4000)
- ✗ select *from emp
- ✗ alter table emp ADD (sal_update number(10))

- ✗ declare
- ✗ x number(3);
- ✗ begin
- ✗ x:=10;
- ✗ UPDATE EMP SET SAL_UPDATE=SALARY * X WHERE ID=1;
- ✗ END;

VARIABLE ,
BASIC DATA TYPE,
CONDITIONS LOOP

THE PL/SQL DELIMITERS

Delimiter	Description
<code>+, -, *, /</code>	Addition, subtraction/negation, multiplication, division
<code>%</code>	Attribute indicator
<code>'</code>	Character string delimiter
<code>.</code>	Component selector
<code>(,)</code>	Expression or list delimiter
<code>:</code>	Host variable indicator
<code>,</code>	Item separator
<code>"</code>	Quoted identifier delimiter
<code>=</code>	Relational operator
<code>@</code>	Remote access indicator
<code>;</code>	Statement terminator
<code>:=</code>	Assignment operator
<code>=></code>	Association operator
<code> </code>	Concatenation operator
<code>**</code>	Exponentiation operator

<code>**</code>	Exponentiation operator
<code><<, >></code>	Label delimiter (begin and end)
<code>/*, */</code>	Multi-line comment delimiter (begin and end)
<code>--</code>	Single-line comment indicator
<code>..</code>	Range operator
<code><, >, <=, >=</code>	Relational operators
<code><>, !=, ^=, ^=</code>	Different versions of NOT EQUAL

THE PL/SQL COMMENTS

- ✖ The PL/SQL supports single-line and multi-line comments.
- ✖ All characters available inside any comment are ignored by the PL/SQL compiler.
- ✖ The PL/SQL single-line comments start with the delimiter -- (double hyphen) and multi-line comments are enclosed by /* and */.

```
DECLARE
    -- variable declaration
    message varchar2(20) := 'Hello, World!';
BEGIN
    /*
     * PL/SQL executable statement(s)
     */
    dbms_output.put_line(message);
END;
/
```

PL/SQL BASIC DATA TYPES

S.No	Date Type & Description
1	Numeric Numeric values on which arithmetic operations are performed.
2	Character Alphanumeric values that represent single characters or strings of characters.
3	Boolean Logical values on which logical operations are performed.
4	Datetime Dates and times.

CONTROL STRUCTURE

THREE TYPE OF CONTROL STRUCTURE

× [1] Conditional Control

- + 1) *IF...THEN...ENDIF*
- + 2) *IF...THEN..ELSE...ENDIF*
- + 3) *IF...THEN...ELSIF...ENDIF*
- + 4) *CASE...ENDCASE*

× [2] Iterative Control

- + [1] Basic LOOP
- + [2] While..LOOP
- + [3] FOR...LOOP

× [3] Sequential Control

- + [1] GOTO Statement

CONDITIONAL CONTROL

- ✖ PL/SQL allows the use of an IF statement to control the execution of a block of code.
- ✖ PL/SQL has four conditional or selection statement available for decision making:
 - + 1) *IF...THEN...ENDIF*
 - + 2) *IF...THEN..ELSE...ENDIF*
 - + 3) *IF...THEN...ELSIF...ENDIF*
 - + 4) *CASE...ENDCASE*

1) ***IF...THEN...ENDIF***

- ✗ A simple IF statement performs action statement if the result of the condition is TRUE.
- ✗ If the condition is FALSE no action is performed , and the program continues with the next statement in the block.

- ✗ Syntax:

- + If <condition>THEN

- <action>

- END IF

× EXAMPLE :

× declare

× no number(3);

× begin

× no:=20;

× if (no<50)then

× dbms_output.put_line(' Number is smaller ');

× end if;

× end;

× /

2) *IF...THEN...ELSE...ENDIF*

- ✖ It is an extension of the simple IF statement .
- ✖ It provides action statement for the TRUE outcome as well as for the FALSE outcome.

- ✖ Syntax:

- + If <condition>THEN
 <action>
ELSE
 <some other action>;
END IF;

× EXAMPLE:

```
× declare
×     no number(3);
× begin
×     no:=20;
×     if (no < 70)then
×         dbms_output.put_line('smaller');
×     else
×         dbms_output.put_line('biggest');
×     end if;
× End;
× /
```

3) ***IF...THEN...ELSIF...ENDIF***

- ✗ It is an extension to the previous statement .
- ✗ When you have many alternatives/option, you can use previously explained statement but the ELSIF alternative is more efficient than the other two.
- ✗ Syntax:
 - + If <condition>THEN
 <action>
ELSIF<condition Action>THEN
 <some other action>
ELSE
 <some other action>;
END IF;

EXAMPLE

```
× declare
×     x number(3);
×     y number(3);
× begin
×     x:=200;
×     y:=100;
×     if (x=y) then
×         dbms_output.put_line('equal');
×     elsif (x > y)then
×         dbms_output.put_line('biggest');
×     else
×         dbms_output.put_line('smaller');
×     end if;
× end;
× /
```

[4] **CASE...ENDCASE**

- ✖ Like the **IF** statement, the **CASE** statement selects one sequence of statements to execute.
- ✖ However, to select the sequence, the **CASE** statement uses a selector rather than multiple Boolean expressions
- ✖ **Syntax**
- ✖ CASE selector
 - + WHEN 'value1' THEN S1;
 - + WHEN 'value2' THEN S2;
 - + WHEN 'value3' THEN S3;
 - + ...
 - + ELSE Sn; -- default caseEND CASE;

EX.

```
× DECLARE
×   grade char(1) := 'B';
× BEGIN
×   CASE grade
×     when 'A' then dbms_output.put_line('Excellent');
×     when 'B' then dbms_output.put_line('Very good');
×     when 'C' then dbms_output.put_line('Well done');
×     when 'D' then dbms_output.put_line('You passed');
×     when 'F' then dbms_output.put_line('Better try again');
×     else
×       dbms_output.put_line('No such grade');
×   END CASE;
× END;
× /
```

ITERATIVE CONTROL &

LOOPING STRUCRURE

ITERATIVE CONTROL

- ✖ Iterative control statement perform one or more statements repeatedly , either a certain number of times or until a condition is meet. There three forms of iterative structures:
 - + 1)Basic Loop.
 - + 2)While...Loop.
 - + 3)For...Loop.

1)Basic Loop.

- ✖ A basic loop is a loop that is performed repeatedly. once a loop is entered all statement in the loop are performed.
- ✖ Syntax:
 - + Loop
 - ✖ <statement>
 - ✖ Exit [when <condition>];
 - ✖ Increment statement;
 - ✖ END LOOP

EX.

```
× declare
×     i number(3):=1;
× begin
×     loop
×         exit when(i>=10);
×         dbms_output.put_line(i);
×         i:=i+1;
×     end loop;
× end;
× /
```

2)While...Loop.

- ✖ While loop has a condition associated with the loop.
- ✖ The condition is evaluated and if the condition is true the statement inside the loop are executed.
- ✖ Ex.
- ✖ While<condition>
 - + Loop
 - ✖ <loop body statement>
 - ✖ Increment statement;
 - + End loop

EX.

```
× declare
×     i number(3):=1;
× begin
×     while(i<51)
×         loop
×             dbms_output.put_line(i);
×             i:=i+1;
×         end loop;
× end;
× /
```

3) For...Loop.

- ✖ We use FOR...LOOP if we want the iterations to occur a fixed number of times. The FOR...LOOP is executed for a range values.
- ✖ Syntax:
 - + For<variable>IN <start range>....<end range>
 - + Loop
 - ✖ <loop body statement>
 - + End loop;

EX...(1)

```
× DECLARE
×   i number(1);
× BEGIN
×   -- outer_loop
×   FOR i IN 1..3 LOOP
×       dbms_output.put_line('i is: ' || i );
×   END loop ;
× END;
× /
```

EX...(2)

```
× DECLARE
×   i number(1);
×   j number(1);
× BEGIN
×   -- outer_loop
×   FOR i IN 1..3 LOOP
×       -- inner_loop
×       FOR j IN 1..3 LOOP
×           dbms_output.put_line('i is: ' || i || ' and j is: ' || j);
×       END loop ;
×   END loop ;
× END;
× /
```

EX. (3)

```
× declare
×     i number(3):=1;
× begin
×     i:=100;
×     for i in reverse 5..10
×     loop
×         dbms_output.put_line(i);
×     end loop;
× end;
× /
```

SEQUENTIAL CONTROL

GOTO STATEMENT

- ✖ A GOTO statement with a label may be used to pass control to another part of the program.
- ✖ GOTO statement in the program are not very widely used and are not recommended.
- ✖ Syntax.
 - + GOTO <label>

EX.

```
× declare
×     x number(3):=10;
× begin
×     loop
×         x:=x+3;
×         if x > 20 then
×             goto stop;
×         end if;
×     end loop;
×     <<stop>>
×     dbms_output.put_line('OUTSIDE LOOP...');
× end;
× /
```

PROGRAM IN PL/SQL

PRO-1 NEXT VALUES GENERETE

```
× DECLARE
×   x number := 10;
× BEGIN
×   LOOP
×       dbms_output.put_line(x);
×       x := x + 10;
×       IF x > 50 THEN
×           exit;
×       END IF;
×   END LOOP;
×   -- after exit, control resumes here
×   dbms_output.put_line('After Exit x is: ' || x);
× END;
× /
```

× 0 / p :

× 10

× 20

× 30

× 40

× 50

× After Exit x is: 60 Statement processed.

PRO-2 FACTORIAL PROGRAM

```
× declare
×     i number(4):=1;
×     n number(4):=5;
×     f number(4):=1;
× begin
×     for i in 1..n
×     loop
×         f:=f*i;
×         Dbms_output.put_line('the factorial of '||i||' is:'||f);
×     end loop;
× end;
× /
```

× Output :

× the factorial of 5 is:120

× Statement processed.

PRO.-3 ODD EVEN NUMBER

```
× declare
× BEGIN
×   for i in 1..10
×   loop
×     if mod(i,2) = 0 then
×       dbms_output.put_line(i || ' is an even number');
×     else
×       dbms_output.put_line(i || ' is an odd number');
×     end if;
×   end loop;
× END;
× /
```

-
- ✗ 1 is an odd number
 - ✗ 2 is an even number
 - ✗ 3 is an odd number
 - ✗ 4 is an even number
 - ✗ 5 is an odd number
 - ✗ 6 is an even number
 - ✗
 - ✗ Statement processed.

PRO-4 BLOCK TO GENERATE FIBONACCI SERIES.

```
× declare
×     a number:= 0 ;
×     b number:= 1;
×     c number;
× begin
×     dbms_output.put(a || ' ' || b || ' ');
×     for i in 3..10
×     loop
×         c := a + b;
×         dbms_output.put(c || ' ');
×         a := b;
×         b := c;
×     end loop;
×     dbms_output.put_line(' ');
× end;
× /
```

✖ Output:

✖ 0 1 1 2 3 5 8 13 21 34

✖ PL/SQL procedure successfully completed

The Fibonacci Sequence

1,1,2,3,5,8,13,21,34,55,89,144,233,377...

$$1+1=2$$

$$1+2=3$$

$$2+3=5$$

$$3+5=8$$

$$5+8=13$$

$$8+13=21$$

$$13+21=34$$

$$21+34=55$$

$$34+55=89$$

$$55+89=144$$

$$89+144=233$$

$$144+233=377$$

PRO-5 FIND SUM AND AVERAGE OF THREE NUMBERS.

```
× declare
×     a number:=1;
×     b number:=2;
×     c number:=3;
×     sm number;
×     av number;
× begin
×     sm:=a+b+c;
×     av:=sm/3;
×     dbms_output.put_line('Sum = ' || sm);
×     dbms_output.put_line('Average = ' || av);
× end;
× /
```

× Output :

× Sum = 6

× Average = 2

× PL/SQL procedure successfully completed.

PRO.6 FIND REVERSE OF A NUMBER

× declare

× N number;

× S NUMBER := 0;

× R NUMBER;

× K number;

× begin

× N := 1234;

× K := N;

× loop

× exit WHEN N = 0;

× S := S * 10;

× R := MOD(N,10);

× S := S + R;

× N := TRUNC(N/10);

× end loop;

× dbms_output.put_line('THE REVERSED DIGITS OF '||K||' = '||S);

× end;

× /

× Output :

× THE REVERSED DIGITS OF 1234 = 4321

× Statement processed.

EX.2 REVERSED NUMBER

```
× declare
×     i number(3):=1;
× begin
×     dbms_output.put_line('THE REVERSED DIGITS OF 5 6 7 8 9 10
× is ');
×
×     i:=100;
×     for i in reverse 5..10
×     loop
×         dbms_output.put_line(i);
×     end loop;
× end;
× /
```

PRIME NUMBER

```
× DECLARE
×   i NUMBER(3);
×   j NUMBER(3);
× BEGIN
×   dbms_output.Put_line('The prime numbers are:');
×       dbms_output.new_line;
×   i := 2;
×   LOOP
×       j := 2;
×       LOOP
×           EXIT WHEN( ( MOD(i, j) = 0 )
×               OR ( j = i ) );
×           j := j + 1;
×       END LOOP;
×       IF( j = i )THEN
×           dbms_output.Put(i || ' ');
×
×       END IF;
×       i := i + 1;
×       exit WHEN i = 50;
×   END LOOP;
×       dbms_output.new_line;
× END;
× /
```

PRIME NUMBER

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

ARMSTRONG NUMBER

```
× declare
×   n number:=407;
×   s number:=0;
×   r number;
×   len number;
×   m number;
×
× begin
×   m:=n;
×
×   len:=length(to_char(n));
×
×   while n>0
×   loop
×       r:=mod(n,10);
×       s:=s+power(r,len);
×       n:=trunc(n/10);
×   end loop;
×
×   if m=s
×   then
×       dbms_output.put_line('armstrong number');
×   else
×       dbms_output.put_line('not armstrong number');
×   end if;
×
× end;
× /
```

ARMSTRONG NUMBER

Armstrong Number :

Number = 153

$$\begin{array}{c} \swarrow \quad \downarrow \quad \searrow \\ 1^3 + 5^3 + 3^3 \\ \swarrow \quad \downarrow \quad \searrow \\ 1 + 125 + 27 = 153 \end{array}$$

Sum = Original Number

153 is Armstrong Number

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Armstrong Numbers between 1 and 1000

1
153
370
371
407



$$1634 = 1^4 + 6^4 + 3^4 + 4^4$$

Armstrong
Number

% TYPE AND % ROWTYPE

% TYPE

- ✗ → %TYPE is used to declare a field with the same type as
- ✗ → that of a specified table's column:

- ✗ *Ex.*
- ✗ declare
- ✗ no emp.id %type;
- ✗ nm emp.name %type;
- ✗ sal emp.salary %type;
- ✗ begin
- ✗ select id,name,salary into no,nm,sal from emp WHERE ROWNUM = 1;
- ✗ dbms_output.put_line(no);
- ✗ dbms_output.put_line(nm);
- ✗ dbms_output.put_line(sal);
- ✗ end;
- ✗ /

%ROWTYPE

- ✖ → %ROWTYPE is used to declare a record with the same types as
- ✖ → found in the specified database table, view or cursor:

✖ Ex.

- ✖ declare
- ✖ myr emp %rowtype;
- ✖ begin
- ✖ select id,name,salary into myr.id,myr.name,myr.salary from
emp WHERE ROWNUM = 1;
- ✖ dbms_output.put_line('id is:' || myr.id);
- ✖ dbms_output.put_line('name is:' || myr.name);
- ✖ dbms_output.put_line('salary is:' || myr.salary);
- ✖ end;
- ✖ /

USING CURSOR (IMPLICIT, EXPLICIT)

WHAT IS CURSOR ?

- ✖ The oracle engine uses a work area for its internal processing in order to execute an SQL statement. This work area is call **CURSOR**.
- ✖ You cannot use a SELECT INTO statement when the query returns/retrieve more than one row.
- ✖ Cursors are pointer to a memory area that maintain information returned from the query.
- ✖ The data stored in the cursor memory is call the 'ACTIVE DATA SET'.

TYPES OF CURSOR

- ✖ **(1)implicit cursor** (SQL cursor :open and managed by oracle)
- ✖ **(2)Explicit cursor** (user defined cursor : open and managed by user)

(1)IMPLICIT CURSOR

- ✖ It is a SQL cursor :open and managed by oracle engine internally.
- ✖ Implicit cursor using SELECT statement returning one row of data.
- ✖ The SQL cursor/implicit cursor four attributes:
 - + SQL%found
 - + SQL%notfound
 - + SQL%rowcount
 - + SQL%ISOPEN

Cursor Attribute	Cursor Variable	Description
%ISOPEN	SQL%ISOPEN	Oracle engine automatically open the cursor If cursor open return TRUE otherwise return FALSE .
%FOUND	SQL%FOUND	If SELECT statement return one or more rows or DML statement (INSERT, UPDATE, DELETE) affect one or more rows If affect return TRUE otherwise return FALSE . If not execute SELECT or DML statement return NULL .
%NOTFOUND	SQL%NOTFOUND	If SELECT INTO statement return no rows and fire no_data_found PL/SQL exception before you can check SQL%NOTFOUND. If not affect the row return TRUE otherwise return FALSE .
%ROWCOUNT	SQL%ROWCOUNT	Return the number of rows affected by a SELECT statement or DML statement (insert, update, delete). If not execute SELECT or DML statement return NULL .

EXAMPLE (IMPLICIT CURSOR)

```
× declare
×     aa emp%rowtype;
×     cursor c1 is select *from emp;
× begin
×     open c1;
×     if c1%found then
×         dbms_output.put_line('cursor is open');
×     else
×         dbms_output.put_line('cursor is close');
×     end if;
× end;
× o/p:
×     cursor is close
×     Statement processed.
```



```
× DECLARE
×   total_rows number(2);
× BEGIN
×   UPDATE emp SET salary = salary + 500;
×   IF sql%notfound THEN
×       dbms_output.put_line('no employee selected');
×   ELSIF sql%found THEN
×       total_rows := sql%rowcount;
×       dbms_output.put_line( total_rows || ' employee selected ');
×   END IF;
× END;
× /
```

(2)EXPLICIT CURSOR

- ✖ Explicit Cursor which are construct/manage by user itself call explicit cursor.
- ✖ For queries that return multiple rows , you have to explicitly create a cursor.
- ✖ Four action can be perform on explicit cursor:
 - + Declare the cursor
 - + Open the cursor
 - + Fetch the data from cursor
 - + Close the cursor

EXAMPLE (EXPLICIT CURSOR)

```
× declare
×     e_nm emp.name%type;
×     e_sl emp.salary%type;
×     cursor c1 is select name,salary from emp;
× begin
×     open c1;
×     fetch c1 into e_nm,e_sl;
×         dbms_output.put_line('salary of ' || e_nm || ' is ' || e_sl);
×     fetch c1 into e_nm,e_sl;
×         dbms_output.put_line('salary of ' || e_nm || ' is ' || e_sl);
×     fetch c1 into e_nm,e_sl;
×         dbms_output.put_line('salary of ' || e_nm || ' is ' || e_sl);
× end;
```

× O/p: salary of aaa is 3000
× salary of bbb is 2000
× salary of bbb is 5000
× is Statement processed.

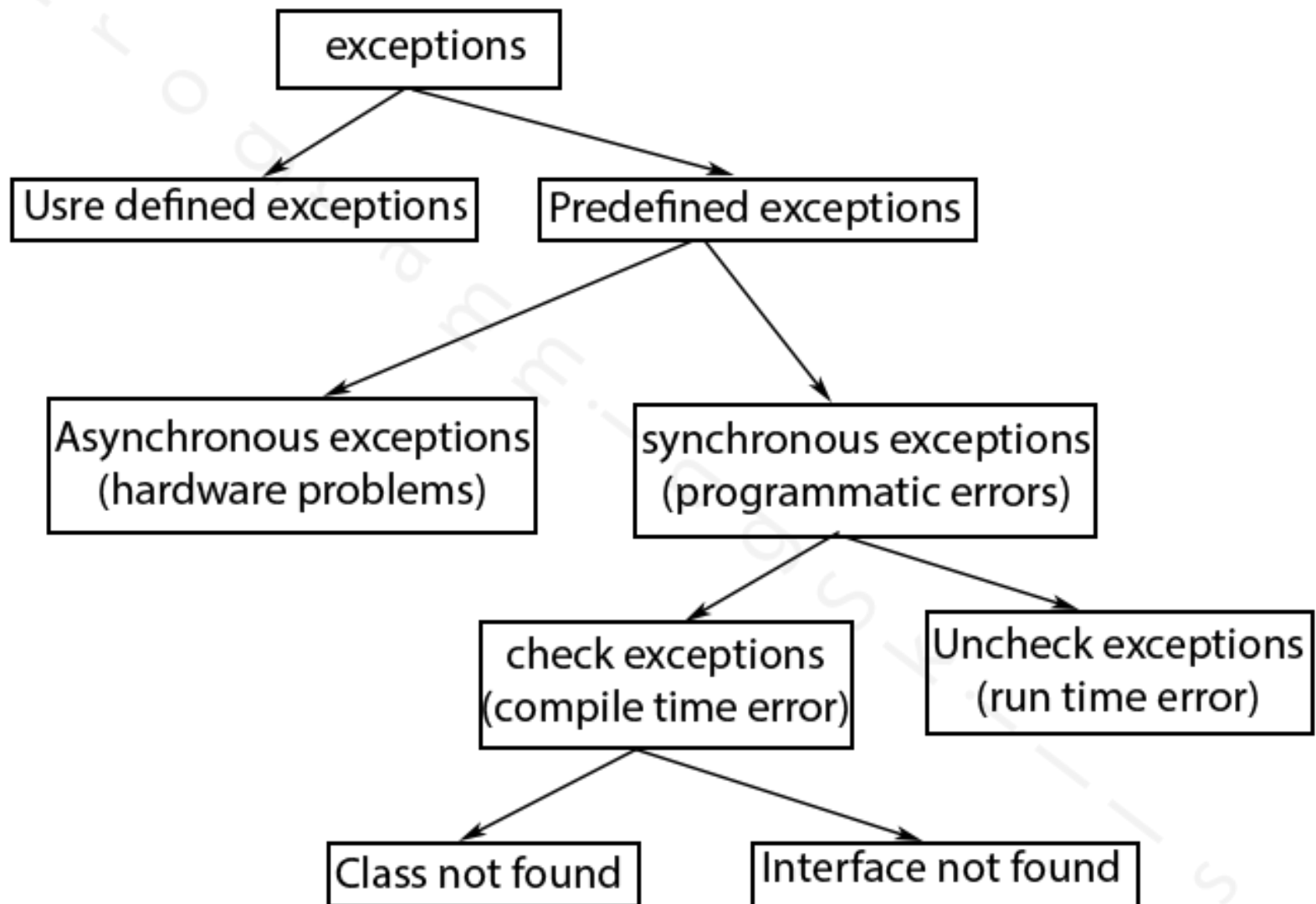
EXCEPTION HANDLING

EXCEPTION HANDLING IN PL/SQL

- ✖ An exception is an error condition during a program execution.
- ✖ PL/SQL supports programmers to catch such conditions using **EXCEPTION** block in the program and an appropriate action is taken against the error condition.
- ✖ There are two types of exceptions
 - ✖ System-defined exceptions
 - ✖ User-defined exceptions

TYPES OF EXCEPTION

- ✗ [1] pre-define exception
- ✗ [2] user-name exception
- ✗ [3] user-define exception
- ✗ [4] customize exception



EXCEPTION HANDLING

syntax

- × DECLARE
- × <declarations section>
- × BEGIN
- × <executable command(s)>
- × EXCEPTION
- × <exception handling goes here >
- × WHEN exception1 THEN
- × exception1-handling-statements
- × WHEN exception2 THEN
- × exception2-handling-statements
- × WHEN exception3 THEN
- × exception3-handling-statements
- ×
- × WHEN others THEN
- × exception3-handling-statements
- × END;

× EX. EXCEPTION HANDLING

```
× declare
×     e_name emp.name%type;
×     e_salary emp.salary%type;
× begin
×     select name into e_name from emp;
× exception
×     when no_data_found then
×         dbms_output.put_line('record does not exists');
×     when too_many_rows then
×         dbms_output.put_line('multiple rows retrieved');
×     when others then
×         dbms_output.put_line('errors in retrieval');
× end;
```