**Executive Summary**

This chapter was focusing on creating programs that you would use many times. It is a more efficient way to get results for everyday repetitive tasks. You can also use these programs to schedule a redundant job that needs to be repeated many times. The basic outline of a trigger or event seems easy to follow, but I was having trouble figuring out the logic in the statements that trigger them.

**Stored Program**

1. The stored program I would use for deleting a customer would be a before deleting stored program. I would create a new table so I would have a place to put the deleted data. I would then create and name a trigger for the before deleted stored program. My program would look like this:

use Roland\_Shorter\_my\_guitar\_shop;

DROP TRIGGER IF EXISTS delete\_customer

DELIMITER //

CREATE TRIGGER delete\_customer

BEFORE DELETE ON customers

FOR EACH ROW

BEGIN

INSERT INTO #Create a new table to store deleted data

VALUES (customer\_id, email\_address, password, first\_name, last\_name, shipping\_address, billing\_address\_id);

END//

DELIMITER;

1. The event scheduler is an excellent way to perform tasks that you run many times instead of writing the same queries. In the example for the Bakery, the Owner may want to reconcile his income with his total cost each month and have that ready, so he will know how much money he has at the beginning of the month to be able to purchase.

DELIMITER //

CREATE EVENT bakery\_schedule

ON SCHEDULE EVERY 1 MONTH

STARTS '2020-12-01'

DO BEGIN

monthly\_income - monthly\_cost = monthly\_budget;

END //

DELIMITER;

**Conclusion**

Triggers and events are time-saving tasks that let you use your time more efficiently and prevent you from writing code for a job that is performed many times repeatedly.