

# Milestone 7 Bewijs in PDF

Sam Rotthier - TIFL

## Overzicht vergelijking:

N/A

## Conclusie:

In M5 had ik de bulk functionaliteit al toegepast.  
Hierdoor is er geen verschil tussen m5 en M7 in mijn opdracht.

Wel kan ik theoretisch concluderen dat een bulke verwerking altijd stukken sneller zal zijn dan

1 voor 1 door de tabel lopen en zo alles stukje per stukje op te halen. In bulk wordt dit allemaal

in 1 keer gedaan waardoor de doorlooptijd eenvoudiger is.

Er is dus minder interactie tussen de database en de PL/sql engine waardoor alles veel sneller loopt.

## Moeilijkheid:

Ik had door het genereren van grote volumes moeilijkheden dat er teams waren die 2 keer konden voorkomen.

Bijvoorbeeld: Player 2 met team 11 heeft als teamnaam team211, player 21 met team1 heeft als teamnaam team211.

Hierdoor krijg je foutmeldingen over dubbele data bij het aanmaken van de monsters per team.

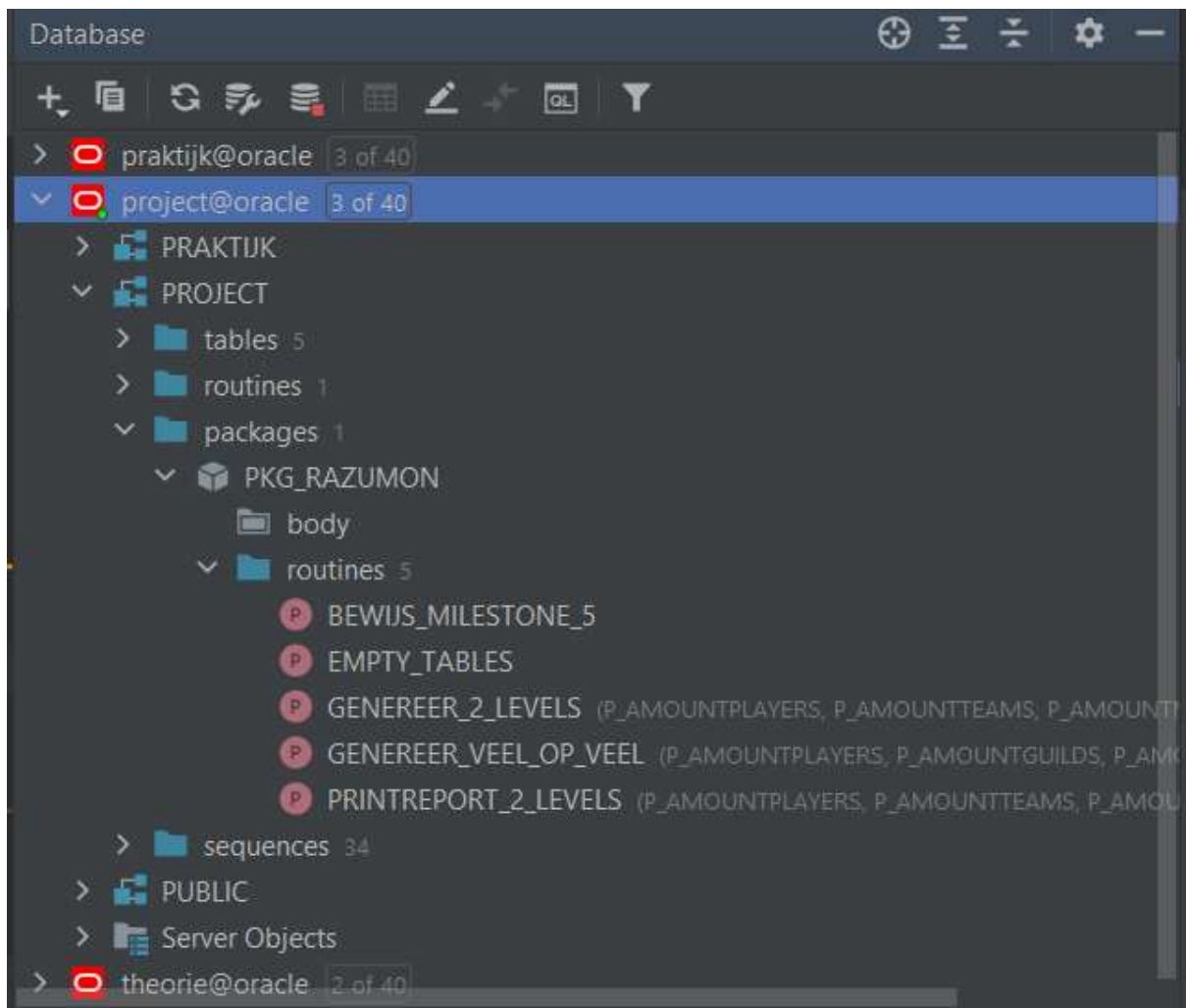
## Hoe opgelost:

Dit heb ik opgelost door een IF functie te gebruiken dat checked of we onder 10 zitten en zo ja een

0 voor de player nummer te plaatsen. Hierdoor krijgen we team0211 en team211.

Alternatief voor dit probleem (later bedacht) was een "-" tussen de naams delen te zetten.

## Overzicht functies:



```

CREATE OR REPLACE PACKAGE PKG_Razumon
AS
    -- Public procedure to Empty the tables
    PROCEDURE empty_tables;
    -- public procedure to generate the many to many relation (guild and player)
    PROCEDURE genereer_Veel_op_Veel(
        p_amountplayers IN NUMBER DEFAULT 1,
        p_amountguilds IN NUMBER DEFAULT 1,
        p_amountrelations IN NUMBER DEFAULT 1
    );
    -- public procedure to generate the 2 levels deep (player => team => monster)
    PROCEDURE genereer_2_levels(
        p_amountplayers IN NUMBER DEFAULT 1,
        p_amountteams IN NUMBER DEFAULT 1,
        p_amountmonsters IN NUMBER DEFAULT 1
    );
    -- public procedure to generate the proof for milestone 5
    PROCEDURE bewijs_milestone_5;
    -- public procedure to generate the raport for 2 levels deep (average levels of monsters for players and teams)
    PROCEDURE printreport_2_levels(
        p_amountplayers IN NUMBER,
        p_amountteams IN NUMBER,
        p_amountmonsters IN NUMBER);
END PKG_Razumon;

```

```
CREATE OR REPLACE PACKAGE BODY PKG_Razumon
AS
    -- Private M4 --
    -- Private lookup functions --

    -- Lookup function for a playerid
    FUNCTION lookup_playerid...;

    -- Lookup function for a guildid
    FUNCTION lookup_guildid...;

    -- Lookup function for a teamid
    FUNCTION lookup_teamid...;

    -- Lookup function for a monsterid
    FUNCTION lookup_monsterid...;

    -- Private M5 --
    -- Private random functions --

    -- This function returns a random number between a min and a max
    FUNCTION random_number...;

    -- This function returns a random date between 2 values
    FUNCTION random_date...;

    -- This function returns a random gender out of the list
    FUNCTION random_gender ...;
```

```
-- This function returns the player count
FUNCTION lookup_playercount ...;

-- This function returns a random player id
FUNCTION random_playerid ...;

-- This function returns a random player name
FUNCTION random_playername ...;

-- This function returns a random guild id
FUNCTION random_guildid ...;

-- This function returns a random guild name
FUNCTION random_guildname ...;

-- This function returns a random guild skill
FUNCTION random_guildskill ...;

-- This function returns a random team name
FUNCTION random_teamname ...;

-- This function returns a random boolean
FUNCTION random_bool ...;
```

```
-- Private M4 --
-- Private empty and addition procedures --

-- Public procedure to Empty the tables
PROCEDURE empty_tables ...;

-- Private procedure to add Players in player table
PROCEDURE add_player...;

-- Private procedure to add guilds in guild table
PROCEDURE add_guild...;

-- Private procedure to add relations in relation table
PROCEDURE add_relation...;

-- Private procedure to add teams in team table
PROCEDURE add_team...;

-- Private procedure to add monsters in monster table
PROCEDURE add_monster...;

-- Private M5 --
-- Private generate functions --

-- private procedure to generate a random player
PROCEDURE generate_random_player...;
```

```

-- private procedure to generate a random guild
PROCEDURE generate_random_guild...;

-- private procedure to generate a random relation
PROCEDURE generate_random_relation...;

-- private procedure to generate a random team
PROCEDURE generate_random_team...;

-- private procedure to generate teams per player
PROCEDURE generate_teams_each_player...;

-- private procedure to generate a random monster
PROCEDURE generate_random_monster...;

-- private procedure to generate monsters per team
PROCEDURE generate_monsters_each_team...;

--Public procedures --

-- public procedure to generate the many to many relation (guild and player)
PROCEDURE genereer_Veel_op_Veel...;

-- public procedure to generate the 2 levels deep (player => team => monster)
PROCEDURE genereer_2_levels...;

```

```

-- public procedure to generate the proof for milestone 5
PROCEDURE bewijs_milestone_5 ...;

-- Public M6 --
-- public procedure to generate the raport for 2 levels deep (average levels of monsters for players and teams)
PROCEDURE printreport_2_levels...;

```

```

END PKG_Razumon;

```