# Database Programming

## 6.Functions

# 6.Functions

A function that is stored in the database is much like a procedure, in that it is a named PL/SQL block that can take parameters and be invoked.

## Creating Functions

Functions are another type of stored code and are very similar to procedures. The significant difference between the two is that a function is a PL/SQL block that returns a single value. Functions can accept one, many, or no parameters, but they must have a return clause in their execution section The data type of the return value must be declared in the header of the function. A function is not a stand-alone executable in the same way that a procedure is; that is, a function must always be used in some context

# 6.Functions

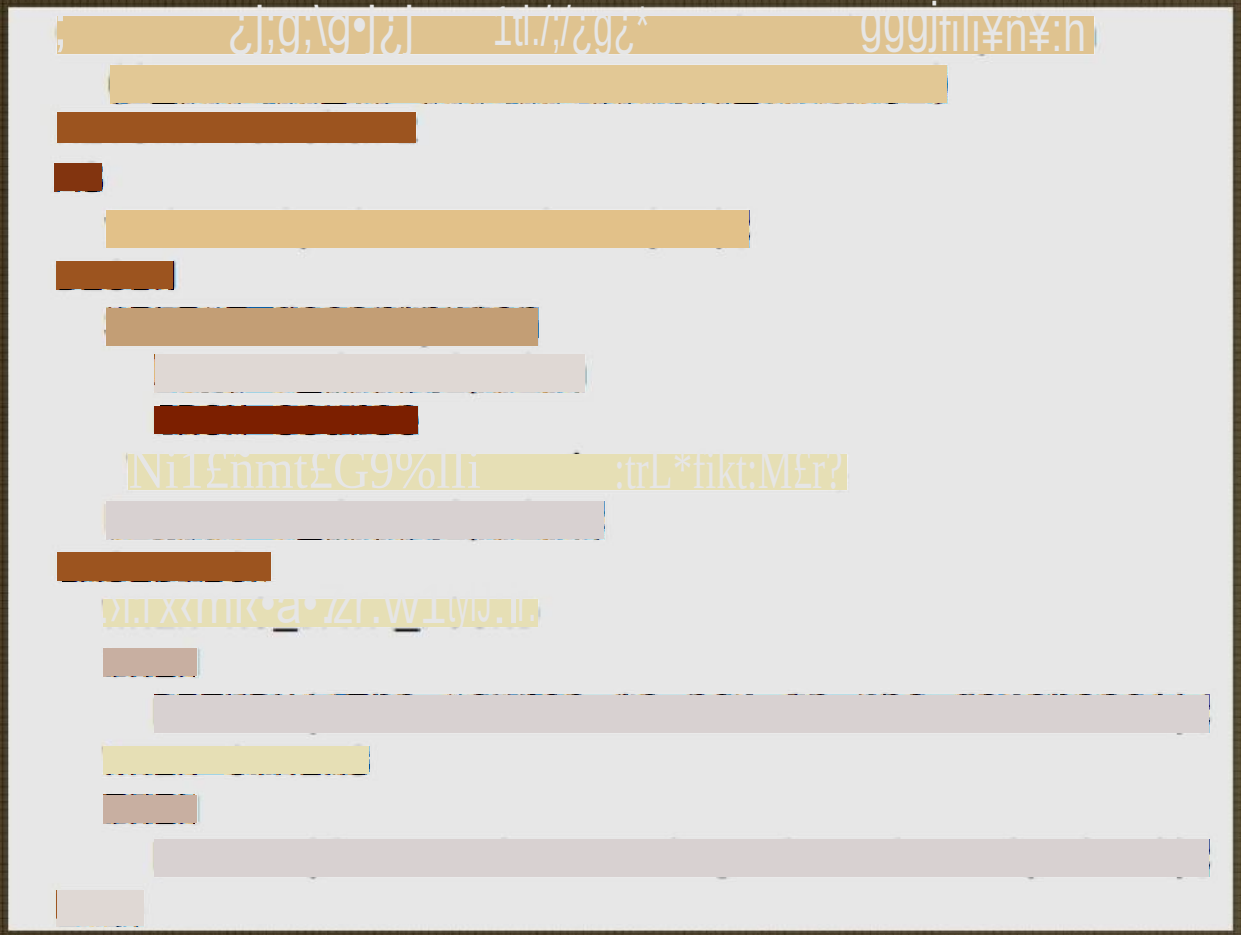
## Creating Stored Functions

The syntax for creating a function is as follows:

```
CREATE [OR REPLACE] FUNCTION function_name
 (parameter list)
  RETURN datatype
IS
BEGIN
  <body>
  RETURN (return_value);
END;
```

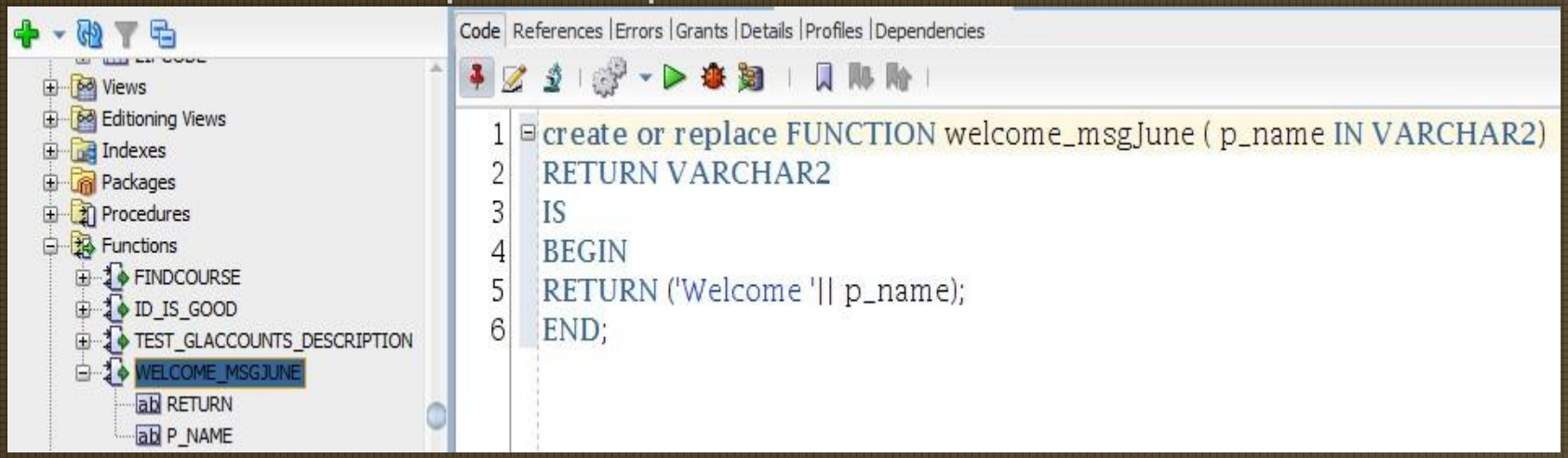
The function does not necessarily have any parameters, but it must have a RETURN value declared in the header, and it must return values for all of the possible execution streams

# 6.Functions

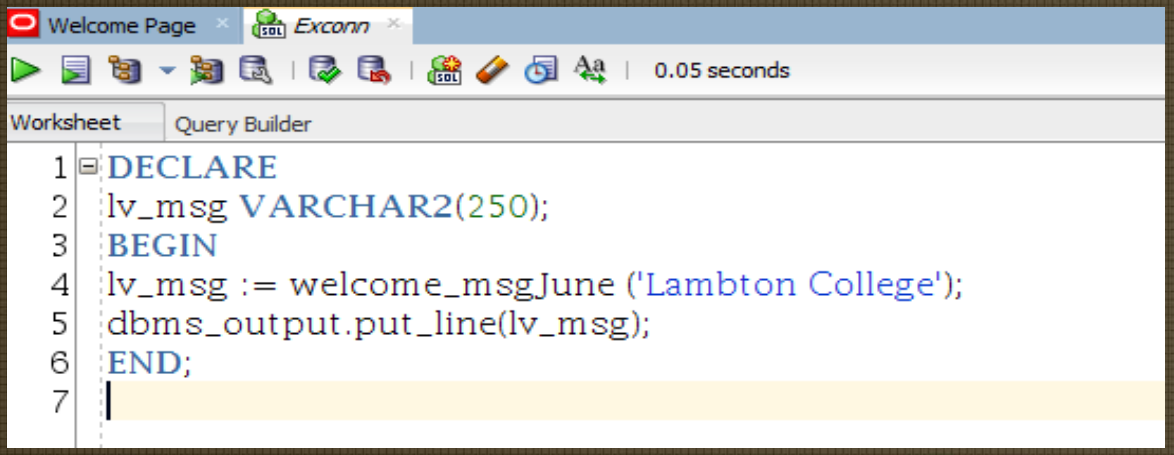


# 6.Functions

Lets consider a simple example

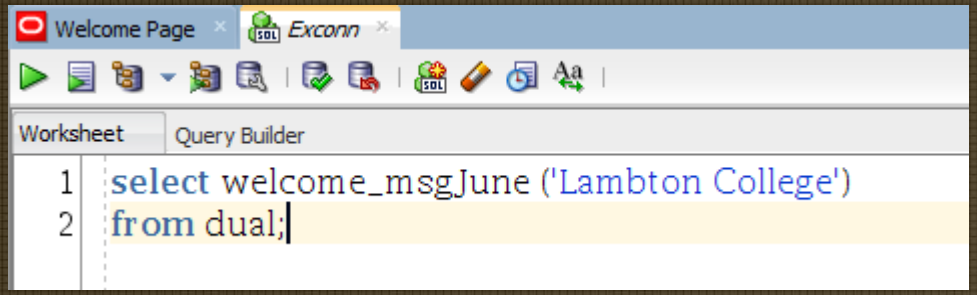



Now execute the code using following method (Method 1)



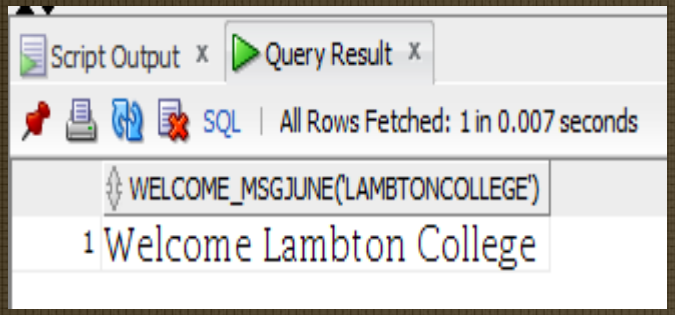
# 6.Functions

Now execute the code using second method (Method 2)

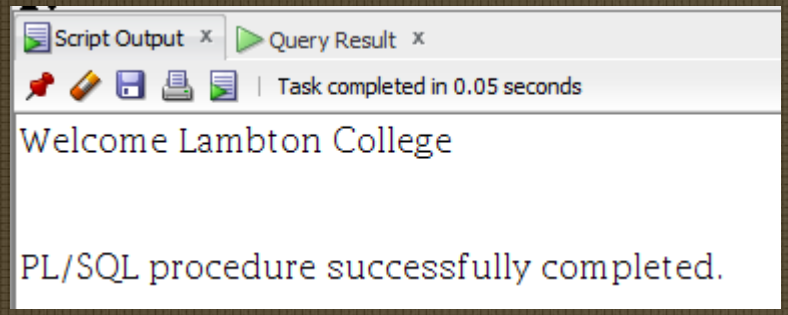



Following is the output :

Second Method :

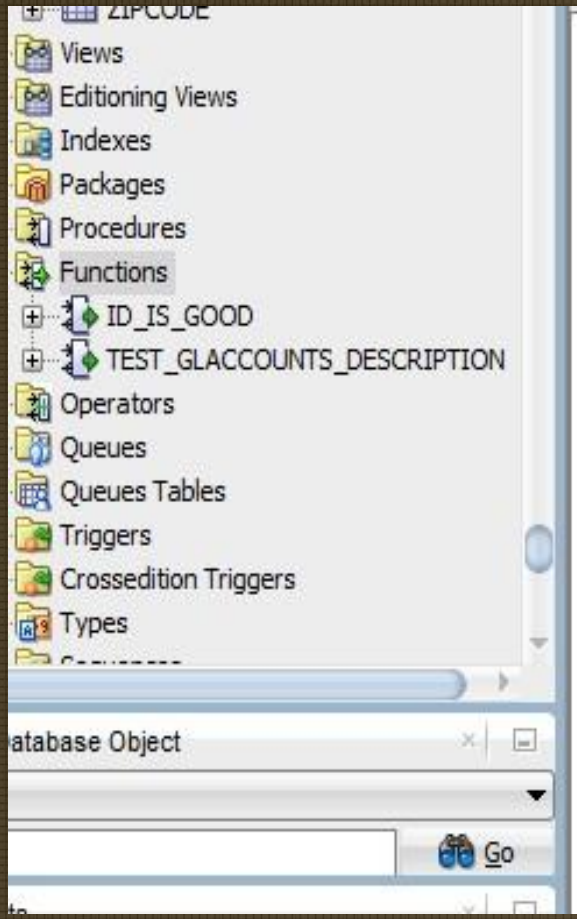



First Method



# 6.Functions

Lets consider another example makes use of the function.




```
1  CREATE OR REPLACE FUNCTION id_is_good
2   (i_student_id IN NUMBER)
3   RETURN BOOLEAN
4  AS
5   v_id_cnt NUMBER;
6  BEGIN
7   SELECT COUNT(*)
8     INTO v_id_cnt
9     FROM student
10    WHERE student_id = i_student_id;
11  RETURN 1 = v_id_cnt;
12 EXCEPTION
13  WHEN OTHERS
14  THEN
15    RETURN FALSE;
16 END id_is_good;
```

Explain line number 11 in class

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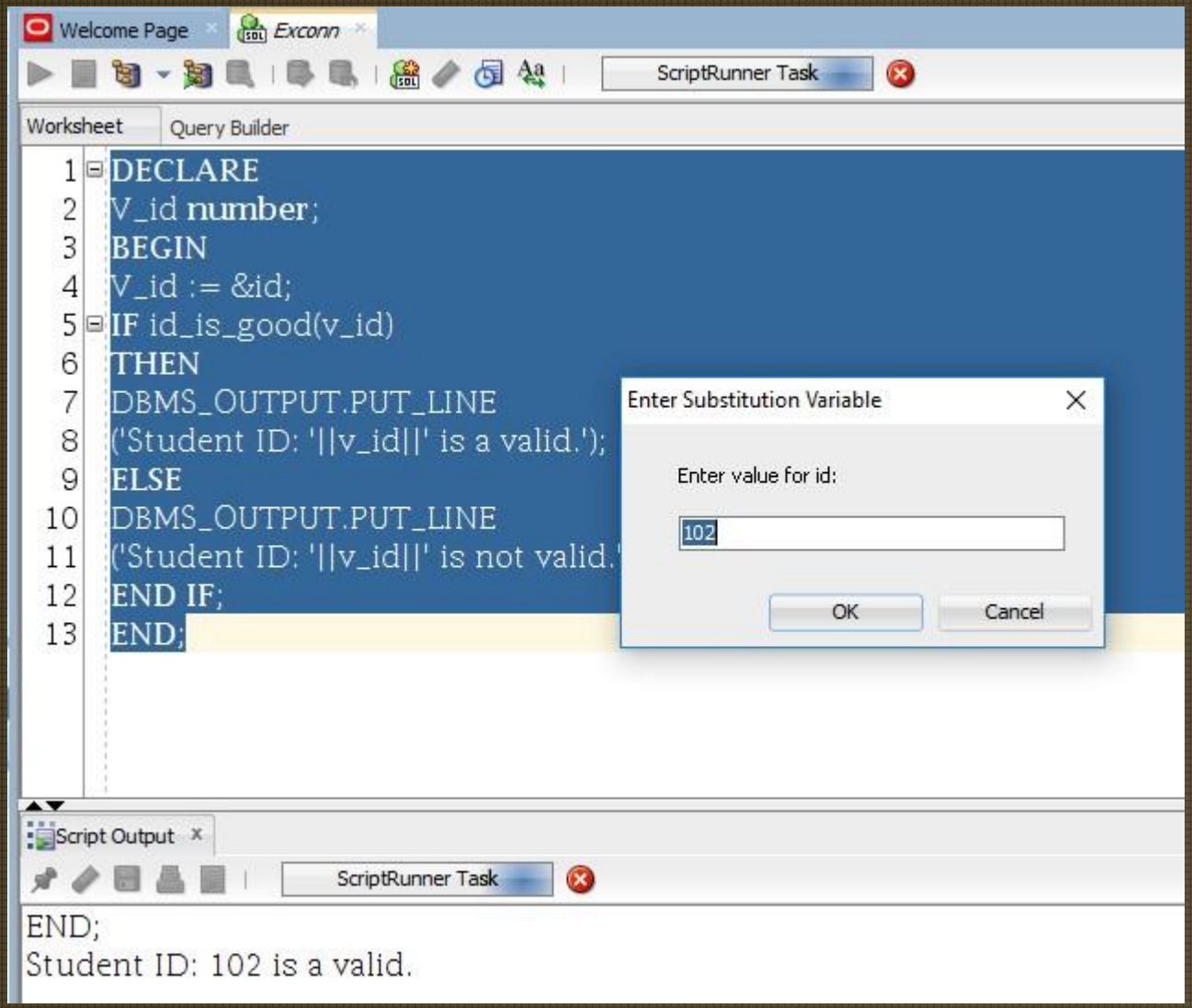
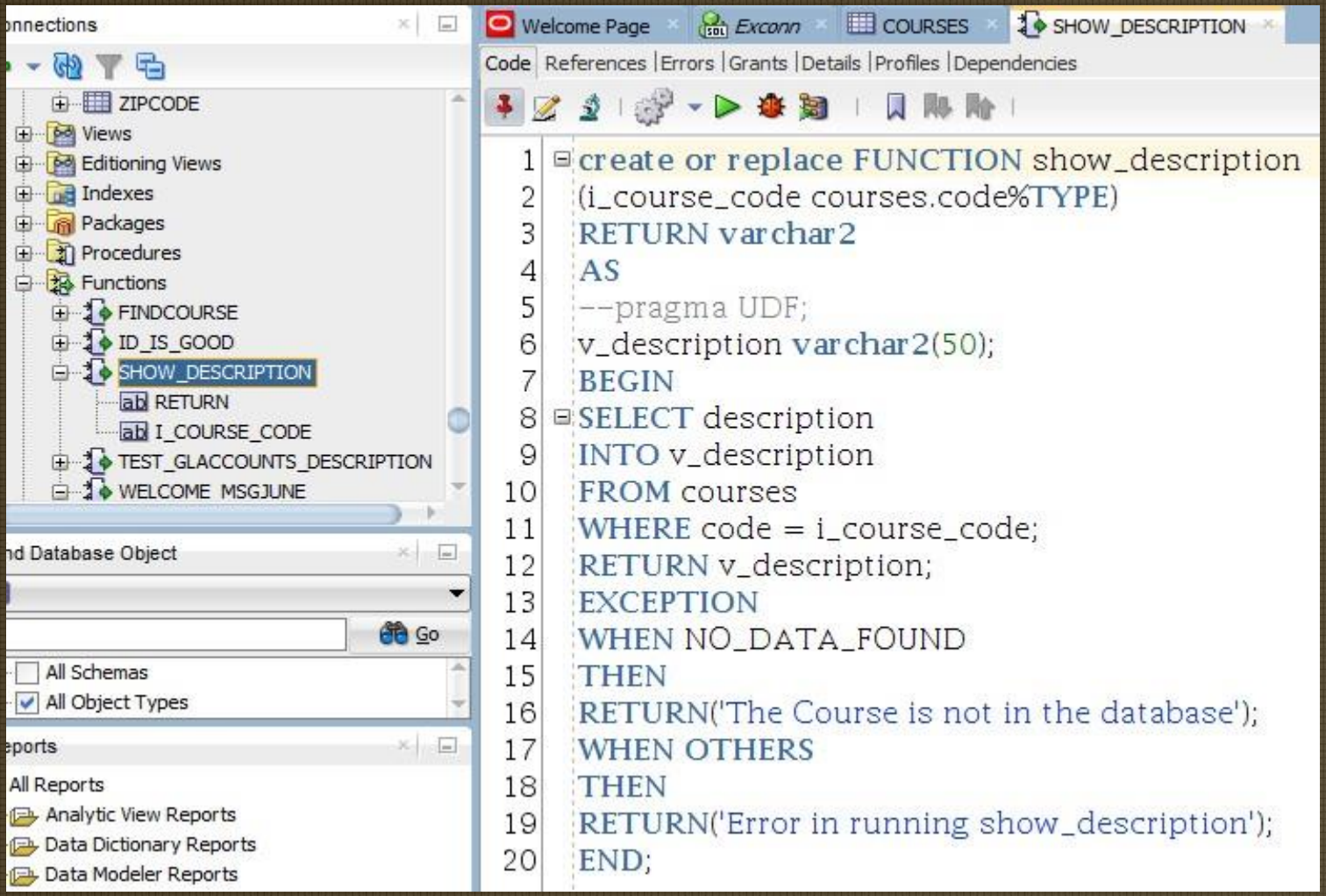


# 6.Functions

Lets consider one more example of functions.



# 6.Functions

Following is the output :