Introduction to PL/SQL

- PL/SQL is procedural language for SQL like C, Java, C#, Python etc.
- In PL/SQL code, we normallly use 2 distinct blocks:
 - Declare: Here we define variables, parameters etc
 - Begin END: In this bblock we write normal procedural code.
- To write PL/SQL code, we have to use any text-editor such as notepad/notepad++.
- The extension for any PL/SQL file must be .sql. e.g., myprog.sql.
- Normally we are supposed to save the files usnder Orcle folder. However, if we can not save it in the oracle folder, then we can save it anywhere, but e have to remember the path where the PL/SQI file has been saved.
- To execute any PL/SQL code, we go this way:

```
# Suppose the file is saved in th plsql folder under the D-drive, and
the file name is myprog.sql.
SQL> d:/plsql_folder/myprog.sql
```

 Before we start to execute PL/SQL code, we have to execute the following lines:

```
set serveroutput on;
set verify off;
set feedback off;
```

• Some arithmatic operations in PL/SQL:

```
    Addition: +,
    Substraction: -,
    Multiply: *,
    Division: / (exact division, i.e., 5/2 = 2.5);
    Exponent: **,
    Mod(x,y): mod , will return x modulo y.
```

- Some comparison operators:
 - 1. Equal: =,
 - 2. Greater than: >,
 - 3. Less than: <,
 - 4. Greater than or equal to: >=,
 - 5. Less than or equal to: <=,
 - 6. Not equal: !=, ~=, <>.
- Logical operators:
 - 1. and,
 - 2. or,
 - 3. not.
 - 4. nor
 - 5. xor.
- To display output on screen:

```
dbms_output.put_line(var1 || var2 || var3)
```

• Every statement must be terminated by semicolon.

Prob1: Write a program in PL/SQL to input 2 numbers a, b. Calculate and print: (i) a + b, (ii) a - b, (iii) a * b, (iv) a/b.

Prob2: Write a program in PL/SQL to input values of c' and then calculate f' from $\frac{c}{5} = \frac{f-32}{9}$. Print c,f.

Prob3. Calculate
$$f$$
 from $\frac{c}{5}=\frac{f-32}{9}$ for $c=10,20,30,40,50,60,70,80,90,100$.

Prob4. Input $n'(1 \sim 10)$. Calculate and print $S = (1) + (1+2+3) + \ldots + (1+2+\ldots + n)$. Use for loop.

Syntax for loop:

```
FOR i in range 1...n
LOOP
END LOOP
```