Aim:- To conduct events, views, exceptions on CRUD operations for restulating phenomenon.

* To create a trigger in PL /SQL the automatically inserts a new record in the match result table when a new record is inserted into the match table.

CREATE OR REPLACE TRIGGER Insert_match_result
After Insert on match
for each Row
Begin
Insert into match_result (matchID_Team ID, Result) values (:new_match ID, :new TeamID, 'Pending'); Assuming a default value of 'pending' for Result; End;

* To create a view that displays the details of players along with their team details; SQL> create view player Team Details As select p. player name, (select coach, p-captain As player, captain, (select . name tome, (select f. coach from ID=P. team ID) As Team name As team coach, (select t captian from team, t where f. team ID= P. team ID/ As team captain from player P;

SQL> select * from player Team Details;

* To write a non- recursive PL /SQL procedure to retriev even- numbered player IDs registered for any tournment-

create or Replace procedure
Get even player IDs for tournment (in_tourment_id number, out_even_player_ID sys_ODc/ NUMBER LIST /As

Begin
out_even_player_ids:== sys. DDc /NUMBER LIST U;

--- Initialize the Collection

--- populate the collection with even numbered player
ID for the specified tournment.

for player ID_f_rec IN (select player ID from player
where Tournment ID = in_tournment_id AND MOD

(player ID, 2)=0) loop

out-even_player= ids (out_even_player_Ids_count()>

player_rec.player ID;

END loop;

END;

```
Even Player ID: 2
Even Player ID: 10
Even Player ID: 44

PL/SQL procedure successfully
completed.
```

```
View created.
```

```
DECLARE
    tournment_id number = 123; ---- Replace with the
    designed tournment ID.

    even_player_ids sys.oDCI Number list;

BEGIN
Get even player IDs for Tournment (tournment_id, even
-player_ids);

--- you can now use the even_player_ids collection is

needed.
--- for example, to print the even player IDS;

for i,N,1,--- even_player_ids.count loop.

DBMS _output PUT line ('Even player zD: "// even-player
    _ids (i));
END LOOP;
END;
```

Result:- thus, the conduct events, views, exceptions an
CRUD operations executed and verify the output
successfully