

**Vel Tech Rangarajan Dr. Sagunthala R&D Institute of Science and Technology
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**School of Computing
B.Tech. – Information Technology**

VTR UGE2021- (CBCS)



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Course Code : 10211IT201

Course Name : Database System concepts

Slot No : S12L5

DBMS TASK - 7 REPORT

Submitted by:

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ABSTRACT

The *Trigger and View Implementation in PL/SQL* project demonstrates the automation of data integrity and dynamic updates within a relational database system. Triggers in PL/SQL are powerful mechanisms that automatically execute predefined actions in response to specific table events such as *INSERT*, *UPDATE*, or *DELETE*. This experiment focuses on designing a trigger that updates a player's total match count whenever a new match record is inserted, ensuring real-time consistency without manual intervention.

In addition to triggers, a *database view* is created to simplify data access by displaying consolidated information about each player along with the total number of matches played. A *non-recursive PL/SQL procedure* is also implemented to retrieve all even-numbered player IDs using cursor-based iteration and conditional logic.

By integrating these components, the task highlights how PL/SQL enhances database efficiency through automation, abstraction, and procedural logic. The project reinforces core database management concepts such as event-driven execution, cursor handling, and view creation—key techniques for maintaining accuracy and reliability in enterprise data systems.

Aim:

To create a trigger that automatically updates the total number of matches played by each player, a view to display players and their match count, and a procedure to list even-numbered Player IDs.

Step 1: Create Tables

```
-- Player table
```

```
CREATE TABLE Player (
    PlayerID VARCHAR2(10) PRIMARY KEY,
    PlayerName VARCHAR2(50),
    TotalMatchesPlayed NUMBER DEFAULT 0
);
```

```
SQL> desc player;
```

Name	Null?	Type
PLAYERID	NOT NULL	VARCHAR2(10)
PLAYERNAME		VARCHAR2(50)
TOTALMATCHESPLAYED		NUMBER

```
-- MatchTeam table
```

```
CREATE TABLE MatchTeam (
    MatchID VARCHAR2(10),
    PlayerID VARCHAR2(10),
```

```
        CONSTRAINT fk_player FOREIGN KEY (PlayerID)
          REFERENCES Player(PlayerID)
      );
```

```
SQL> desc matchteam;
```

Name	Null?	Type
MATCHID		VARCHAR2(10)
PLAYERID		VARCHAR2(10)

```
Step 2: Create Trigger - Auto Update Matches
```

```
CREATE OR REPLACE TRIGGER trg_update_total_matches
```

```
AFTER INSERT ON MatchTeam
```

```
FOR EACH ROW
```

```
BEGIN
```

```
    UPDATE Player
```

```
        SET TotalMatchesPlayed = NVL(TotalMatchesPlayed, 0) + 1
```

```
        WHERE PlayerID = :NEW.PlayerID;
```

```
END;
```

```
/
```

```
Step 3: Create View - Players with Match Count
```

```
CREATE OR REPLACE VIEW PlayerMatchView AS  
  
SELECT PlayerID, PlayerName, TotalMatchesPlayed  
  
FROM Player;
```

Step 4: Procedure - Retrieve Even-Numbered Player IDs

```
CREATE OR REPLACE PROCEDURE GetEvenPlayerIDs IS  
  
CURSOR c1 IS  
  
SELECT PlayerID  
  
FROM Player  
  
WHERE MOD(TO_NUMBER(REGEXP_SUBSTR(PlayerID, '\d+$')), 2) = 0;  
  
BEGIN  
  
FOR rec IN c1 LOOP  
  
DBMS_OUTPUT.PUT_LINE('PlayerID: ' || rec.PlayerID);  
  
END LOOP;  
  
EXCEPTION  
  
WHEN NO_DATA_FOUND THEN  
  
DBMS_OUTPUT.PUT_LINE('No even-numbered PlayerIDs found.');  
  
WHEN OTHERS THEN  
  
DBMS_OUTPUT.PUT_LINE('Error: ' || SQLERRM);
```

```
END;  
  
/  
  
-- Insert Players  
  
INSERT INTO Player (PlayerID, PlayerName) VALUES ('PID012', 'Rohit');  
  
INSERT INTO Player (PlayerID, PlayerName) VALUES ('PID311', 'Virat');  
  
INSERT INTO Player (PlayerID, PlayerName) VALUES ('PID008', 'Dhoni');  
  
INSERT INTO Player (PlayerID, PlayerName) VALUES ('PID313', 'Gill');
```

```
SQL> select*from player;
```

PLAYERID	PLAYERNAME
TOTALMATCHESPLAYED	
PID012	Rohit
0	
PID311	Virat
0	
PID008	Dhoni
0	
PID313	Gill
0	

```
-- Insert Match Records (Trigger will auto-update TotalMatchesPlayed)

INSERT INTO MatchTeam (MatchID, PlayerID) VALUES ('M001', 'PID012');

INSERT INTO MatchTeam (MatchID, PlayerID) VALUES ('M002', 'PID012');

INSERT INTO MatchTeam (MatchID, PlayerID) VALUES ('M003', 'PID008');

SQL> select*from matchteam;

MATCHID      PLAYERID
M001          PID012
M002          PID012
M003          PID008

COMMIT;
```

RESULT: THE QUERIES ARE EXECUTED SUCCESSFULLY