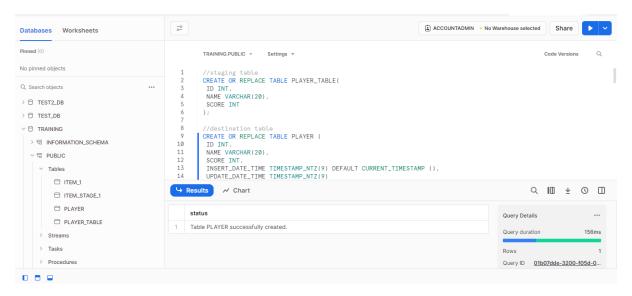
Streams and Tasks In Snowflake

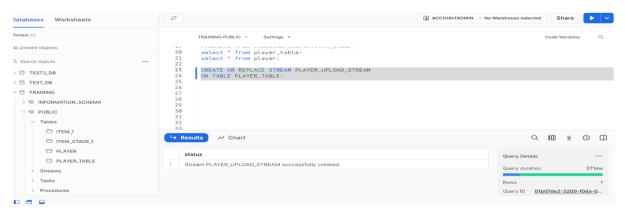
1. Streams:-

- Streams are used to capture the DML operations like insert, update, delete.
- If we define a stream object for a table then it will capture whatever changes happened on that particular table like update, insert and delete.
- Meta data action column in the stream table will store the actions like insert, delete etc.

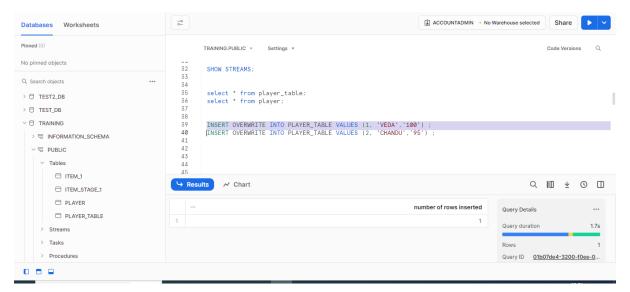
I have created a table called player_table as a stage table and player as a final or destination table



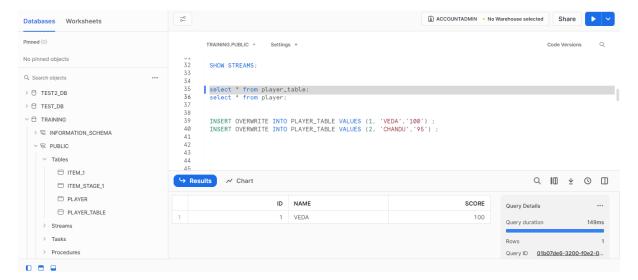
Now I have created a stream on stage table called player_table in order to capture the changes occurred on stage table



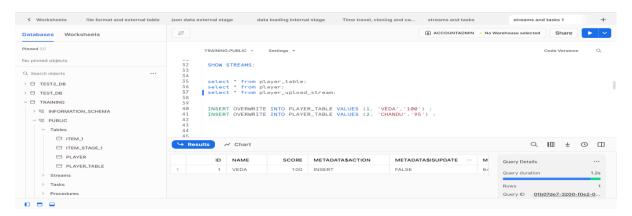
There is no data available in the both tables now I am adding one record in the stage table



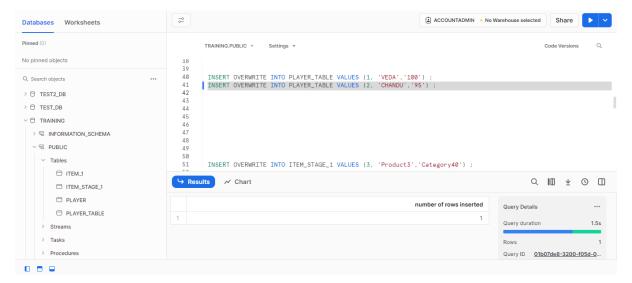
Now there is one record in player_table



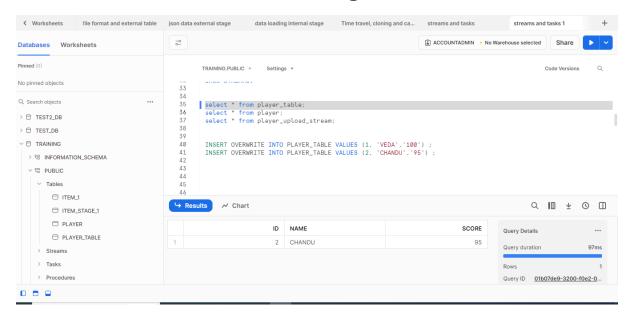
Now this action needs to be captured in stream table, so insert operation has been recorded.



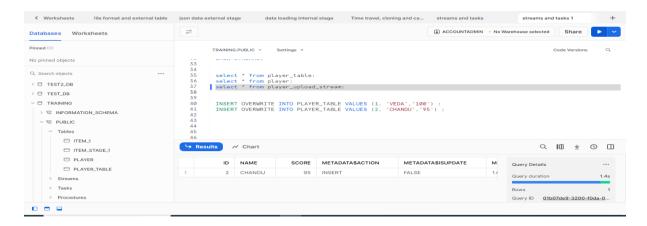
Now I am overwriting this one record with another record



So, the values in a record will be changed now

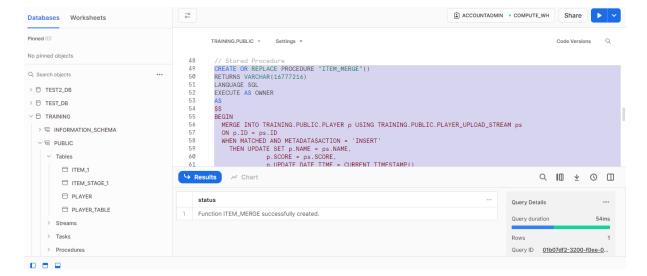


If we overwrite the data in stage table then the record in the stream table also overwrites.

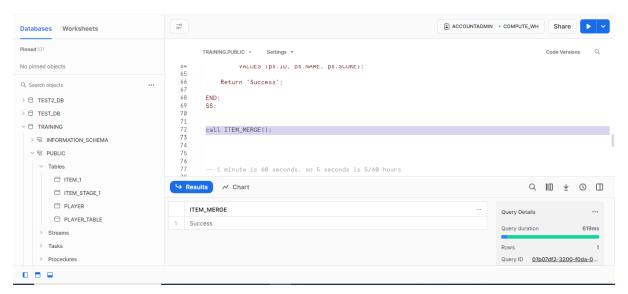


I have created a stored procedure like a function in order to merge the captured data into the final table using stream and have written conditional statements.

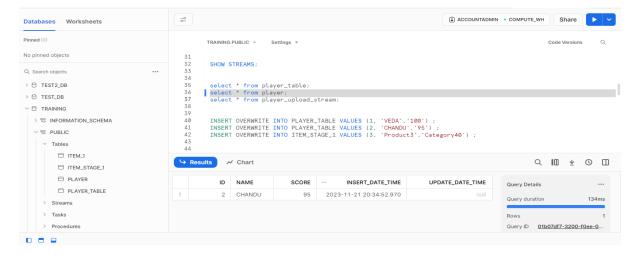
```
OUERY:-
CREATE OR REPLACE PROCEDURE "ITEM MERGE"()
RETURNS VARCHAR (16777216)
LANGUAGE SOL
EXECUTE AS OWNER
AS
$$
BEGIN
MERGE INTO TRAINING.PUBLIC. PLAYER p USING TRAINING.PUBLIC.
PLAYER UPLOAD STREAM ps
ON p.ID = ps.ID
WHEN MATCHED AND METADATASACTION = 'INSERT'
 THEN UPDATE SET p.NAME = ps.NAME,
      p.SCORE = ps.SCORE,
      p.UPDATE_DATE_TIME = CURRENT_TIMESTAMP()
WHEN NOT MATCHED AND METADATA$ACTION = 'INSERT'
 THEN INSERT (p.ID, p.NAME, p.SCORE)
    VALUES (ps.ID, ps.NAME, ps.SCORE);
Return 'Success';
END;
$$;
call ITEM MERGE ();
```



Now I am calling a function and now the values in the stream will be merged into destination table.

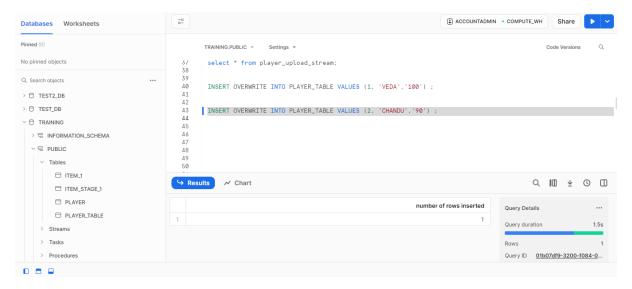


Now the record has been merged into player and insert time stamp will be recorded and update timestamp here will be null.

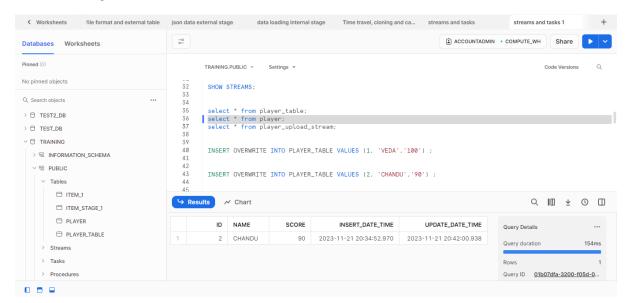


If I update the record then the update time stamp will be recorded too

I am updating the score from 95 to 90



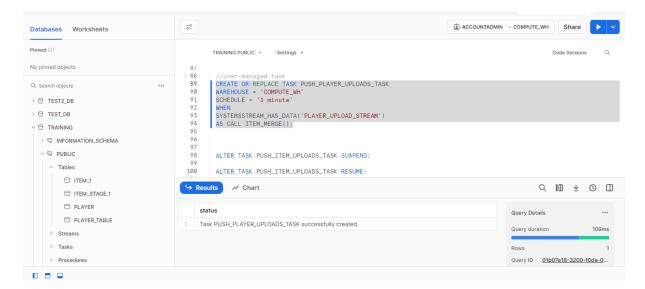
Now I am calling the item_merge function and then we can see the changes occurred in destination table and we can see the update timestamp here



Now I am creating a task to run the particular function at regular intervals

I am creating a task for stream table in order to merge whenever the data is present in stage table it needs to move or merge that record information to the final table

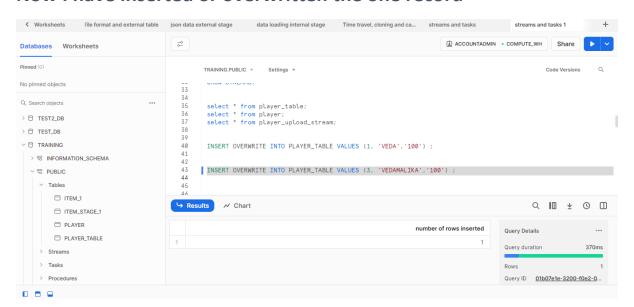
I have scheduled the interval for 1 minute



Now for every minute the task runs and it shows the status as scheduled.

And if the data is present in stage table and moved to final table then it will show the status or task history as succeeded after 1 minute if not it will show as skipped.

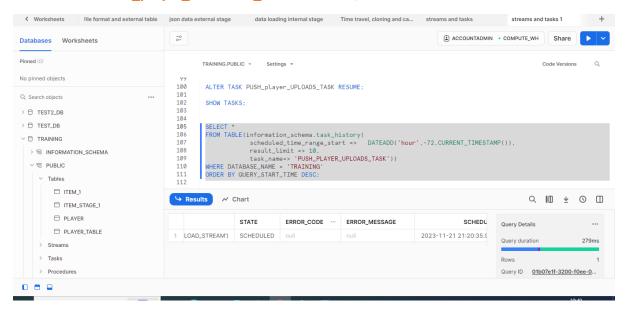
Now I have inserted or overwritten the one record



Now I have resumed the task and then the task is scheduled

Query:-

ALTER TASK PUSH_player_UPLOADS_TASK RESUME;



Now the schedule has been succeeded whenever I have added the data and skipped when there is no data

