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- Stored Procedure 1
DELIMITER $$
CREATE PROCEDURE ChooseWinner(
    IN team1_id INT,
    IN team2_id INT
)
BEGIN
    DECLARE home_team_id INT;
    DECLARE away_team_id INT;
    DECLARE home_score INT;
    DECLARE away_score INT;
    DECLARE team1_win_count FLOAT DEFAULT 0.0;
    DECLARE total_game_count FLOAT DEFAULT 0.0;
    DECLARE team1_average FLOAT DEFAULT 0.0;
    DECLARE team1_wins INT DEFAULT 0;
    DECLARE done BOOLEAN DEFAULT False;
    DECLARE cur CURSOR FOR (
        SELECT games.HomeTeamId, games.AwayTeamId, games.HomeScore,
        games.AwayScore
        FROM (SELECT *
FROM Game g1
WHERE (g1.HomeTeamId = team1_id AND g1.AwayTeamId = team2_id)

UNION

        SELECT *
FROM Game g2
WHERE (g2.AwayTeamId = team1_id AND g2.HomeTeamId = team2_id)
) AS games
    );
    DECLARE CONTINUE HANDLER FOR NOT FOUND SET done = TRUE;

    OPEN cur;
    cloop: LOOP
        FETCH cur INTO home_team_id, away_team_id, home_score,
        away_score;
        IF (done)
            THEN LEAVE cloop;
        END IF;

        SET total_game_count = total_game_count + 1.0;

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                IF ((home_team_id = team1_id AND home_score > away_score)
OR (away_team_id = team1_id AND away_score > home_score))
                    THEN SET team1_win_count = team1_win_count + 1.0;
                END IF;

END LOOP cloop;
CLOSE cur;

SET team1_average = team1_win_count / total_game_count;
IF (team1_average > 0.5)
    THEN SET team1_wins = 1;
ELSE
    SET team1_wins = 0;
END IF;

                SELECT team1_wins;

END $$
DELIMITER ;
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- Stored Procedure 2
DELIMITER $$
CREATE PROCEDURE DoubleDoubleRate(
    IN first_name VARCHAR(255),
    IN last_name VARCHAR(255)
)
)

BEGIN
DECLARE done BOOLEAN DEFAULT False;
DECLARE asts INT;
DECLARE game_count INT DEFAULT 0;
DECLARE double_double_count INT DEFAULT 0;
DECLARE percentage FLOAT;
DECLARE cur CURSOR FOR (
SELECT games.Asts
FROM Player p1 JOIN (
        SELECT b1.PlayerId, b1.Asts
        FROM BoxScore b1 JOIN Game g1 USING(GameId)
        WHERE b1.Pts >= 10
    ) AS games USING(PlayerID)
WHERE p1.FirstName = first_name and p1.LastName = last_name
);
DECLARE CONTINUE HANDLER FOR NOT FOUND SET done = TRUE;

OPEN cur;
cloop: LOOP
    FETCH cur INTO asts;
    IF (done)
        THEN LEAVE cloop;
    END IF;

    SET game_count = game_count + 1;
    IF (asts > 10)
        THEN SET double_double_count = double_double_count
+ 1;

END LOOP cloop;
CLOSE cur;
IF (game_count = 0)
THEN SET percentage = 0;
ELSE
SET percentage = double_double_count / game_count;
END IF;

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                SELECT percentage;
END$$
DELIMITER ;
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- Trigger
DELIMITER $$
CREATE TRIGGER ValidGameTrig
BEFORE INSERT ON Game
FOR EACH ROW

BEGIN

IF (new.Date > CURRENT_DATE()) THEN
    SET New.GameId = NULL;
END IF;

END $$
DELIMITER ;
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