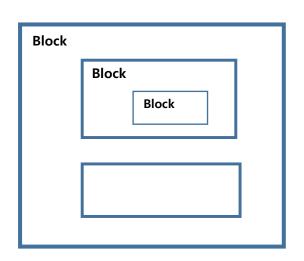
#Section1 기본문법

(기본구조, 제어문, 반복문 , Collections and Records)

PL/SQL 기본구조

PL/SQL block [익명 블록]

```
DECLARE
-- 변수선언 , 서브 프로그램
BEGIN
-- 실행구문
dbms_output.put_line('Hello PL/SQL');
EXCEPTION when others then
-- 예외처리
null;
END;
```



익명 블록에 이름을 붙여서 사용

FUNCTION

stored

- PROCEDURE
- PACKAGE
- TRIGGER

변수선언

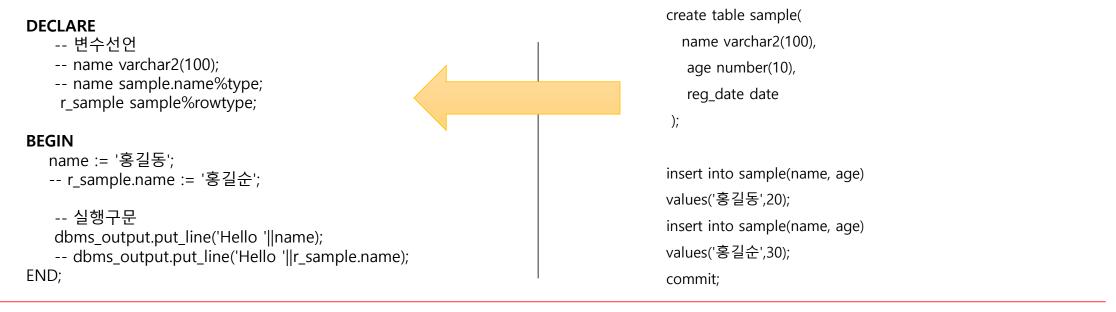


Table 3-1 Data Types with Different Maximum Sizes in PL/SQL and SQL

Data Type	Maximum Size in PL/SQL	Maximum Size in SQL
CHARFoot 1	32,767 bytes	2,000 bytes
NCHAR Foot 1	32,767 bytes	2,000 bytes
RAW ^{Foot 1}	32,767 bytes	2,000 bytes ^{Foot 2}
VARCHAR2Foot 1	32,767 bytes	4,000 bytes ^{Foot 2}

https://docs.oracle.com/en/database/oracle/oracle-database/19/lnpls/plsql-data-types.html#GUID-C3B938C9-7B0B-4AAC-8323-FEB2ED0225D0

제어문 IF

```
IF 조건 Then
dbms_output.put_line();

ELSIF 조건 Then
dbms_output.put_line();

ELSE
dbms_output.put_line();

END IF;
```

```
DECLARE
  --변수선언, 서브프로그램
  name varchar2(100):='홍길동';
  age number(10):=20;
BEGIN
  --실행구문
  name := '홍길동';
  age := 20;
  dbms_output.put_line('Hello '|| name|| to_char(age));
  IF age <13 Then
     dbms_output.put_line('초등학생');
  ELSIF age <16 Then
     dbms_output.put_line('중학생');
  ELSE
   dbms_output.put_line('고등학생이상');
  END IF;
END;
```

제어문 Case

```
CASE selector(변수)
WHEN selector_value_1 THEN
        statements_1
WHEN selector_value_2 THEN
        statements_2
WHEN selector_value_n THEN
        statements_n
ELSE
        else_statements
END CASE;
```

```
DECLARE
  --변수선언, 서브프로그램
  name varchar2(100):='홍길동';
  age number(10):=20;
BEGIN
  --실행구문
  name := '홍길동';
  age :=20;
  dbms_output.put_line('Hello '|| name|| to_char(age));
  Case age
  When 13 Then
     dbms_output.put_line('초등학생');
  When 16 Then
     dbms_output.put_line('중학생');
  When 20 Then
     dbms_output.put_line('대학생');
  ELSE
   dbms_output.put_line('고등학생이상');
  END Case:
END;
```

반복문 Loop

```
LOOP
 statements
 IF 조건 Then
   statements
   -- continue
 Else
  statements
   exit
 End IF;
```

END LOOP

```
DECLARE
  --변수선언, 서브프로그램
  name varchar2(100):='홍길동';
  age number(10):=20;
  x number := 0;
BEGIN
  --실행구문
  name := '홍길동';
  age :=20;
  dbms_output.put_line('Hello '|| name|| to_char(age));
  Loop
  x := x+1;
  IF x < age Then
     dbms_output.put_line('x 카운트 '||x);
     --continue;
  Else
     dbms_output.put_line('x 카운트 '||x);
     --Exit;
  End If:
     dbms_output.put_line('마지막 Loop Line');
     --Exit;
  End Loop;
END;
```

반복문 For Loop

```
FOR i IN 1..3

LOOP

DBMS_OUTPUT.PUT_LINE (i);

END LOOP;
```

```
DECLARE
  --변수선언, 서브프로그램
  name varchar2(100):='홍길동';
  age number(10):=20;
  x number := 0;
BEGIN
  --실행구문
  name := '홍길동';
  age :=20;
  dbms_output.put_line('Hello '|| name|| to_char(age));
  For x in 1..100
  Loop
    IF x < age Then
     dbms_output.put_line('x 카운트 '||x);
     continue;
    Else
     dbms_output.put_line('x 카운트 '||x);
     Exit;
    End If:
     dbms_output.put_line('마지막 Loop Line');
  End Loop;
END;
```

반복문 While Loop

WHILE condition

LOOP *statements*

END LOOP

EXIT WHEN condition; **END LOOP**;

```
DECLARE
  --변수선언, 서브프로그램
  name varchar2(100):='홍길동';
  age number(10):=20;
  x number := 0;
BEGIN
  --실행구문
  name := '홍길동';
  age :=20;
  dbms_output.put_line('Hello '|| name|| to_char(age));
  While x<age
  Loop
     x := x+1;
     dbms_output.put_line('x Count'||x);
  End Loop;
  x := 0;
  Loop
     x := x+1;
     dbms_output.put_line('x Count'||x);
  Exit When x=age;
  End Loop;
END;
```

반복문 커서 FOR 루프

```
FOR 커서명 IN (DB Table Select)
LOOP
statements;
END LOOP;
```

```
FOR fc IN (SELECT * FROM TAB)

LOOP

DBMS_OUTPUT.PUT_LINE(fc.tname);

END LOOP;

END;
```

GOTO label

<<label>>

```
BEGIN
 FOR fc IN (SELECT * FROM TAB)
  LOOP
     DBMS_OUTPUT.PUT_LINE(fc.tname);
     IF fc.tname='COFFEE_MENU' Then
        goto last_mission;
     End If;
  END LOOP;
   <<last_mission>>
    DBMS_OUTPUT.PUT_LINE('Goto move');
END;
```

NULL Statement

The NULL statement only passes control to the next statement. Some languages refer to such an instruction as a no-op (no operation).

NULL

```
BEGIN
 FOR fc IN (SELECT * FROM TAB)
  LOOP
     DBMS_OUTPUT.PUT_LINE(fc.tname);
     IF fc.tname='COFFEE_MENU' Then
        goto last_mission;
     Else
        null;
     End If;
  END LOOP;
   <<last_mission>>
    DBMS_OUTPUT.PUT_LINE('Goto move');
END;
```