



1. Métodos
Constructores
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Métodos Constructores y Básicos

Métodos Constructores

Object Type <i>person_typ</i>	
Attributes	Methods
idno first_name last_name email phone	get_idno display_details

```
CREATE TYPE person_typ AS OBJECT (  
    idno          NUMBER,  
    first_name    VARCHAR2(20),  
    last_name     VARCHAR2(25),  
    email         VARCHAR2(25),  
    phone         VARCHAR2(20),  
    MEMBER FUNCTION get_idno RETURN NUMBER,  
    MEMBER PROCEDURE display_details )
```

```
CREATE TYPE BODY person_typ AS  
    MEMBER FUNCTION get_idno RETURN NUMBER IS  
    BEGIN  
        RETURN idno;  
    END;  
    MEMBER PROCEDURE display_details IS  
    BEGIN  
        -- use the PUT_LINE procedure of the DBMS_OUTPUT package to display details  
        DBMS_OUTPUT.PUT_LINE(TO_CHAR(idno) || ' ' || first_name || ' ' || last_name);  
        DBMS_OUTPUT.PUT_LINE(email || ' ' || phone);  
    END;  
END;
```

```
CREATE OR REPLACE TYPE solid_typ AS OBJECT
(
  -- The type has 2 attributes.
  nombre VARCHAR2(20),
  area NUMBER,
  -- Define a constructor that has only 2 parameters.
  CONSTRUCTOR FUNCTION solid_typ(nombre VARCHAR2)
    RETURN SELF AS RESULT
);

CREATE OR REPLACE TYPE BODY solid_typ AS
  CONSTRUCTOR FUNCTION solid_typ(nombre VARCHAR2) RETURN SELF AS RESULT IS
  BEGIN
    SELF.nombre := nombre;
    -- We compute the area rather than accepting it as a parameter.
    SELF.area := -1;
    RETURN;
  END;
END;
```

```
DECLARE
  s1 solid_typ;
  s2 solid_typ;
BEGIN
  s1 := NEW solid_typ('CUBO',20);
  s2 := NEW solid_typ('RECTANGLE');
END;
```

BLOQUE PL/SQL

Métodos Básicos

```
CREATE or replace TYPE figura_t AS OBJECT(  
    coordenadaX NUMBER,  
    coordenadaY NUMBER,  
    altura NUMBER,  
    anchura NUMBER,  
    MEMBER FUNCTION calculaArea RETURN NUMBER,  
    MEMBER PROCEDURE mueveFigura(x1 NUMBER, y1 NUMBER));
```

```
CREATE OR REPLACE TYPE BODY figura_t AS  
    MEMBER FUNCTION calculaArea RETURN NUMBER IS  
        BEGIN  
            return altura*anchura;  
        END;  
    MEMBER PROCEDURE mueveFigura(x1 NUMBER, y1 NUMBER) IS  
        BEGIN  
            coordenadaX:=x1;  
            coordenadaY:=y1;  
        END;  
END;
```

“Cada "tic-tac" es un segundo de la vida que pasa, huye, y no se repite. Y hay en ella tanta intensidad, tanto interés, que el problema es solo saberla vivir”

FRIDA KAHLO

