

**Aim:**

To write a PL/SQL block to create a trigger for a table while inserting record to a table.

**PROCEDURE:**

STEP1: Start

STEP2: Initialize the required variables

STEP3: Create a cursor to retrieve data from table

STEP4: select the required data into the cursor

STEP5: display the data fetched from the cursor.

STEP6: .

**CODING:****CREATION OF TABLES**

```
create table stats21cse110(  
    p_id number,  
  
    runs number,  
  
    str_rate decimal,  
  
    wickets number,  
  
    economy decimal,  
  
    stumpings number,  
  
    catches number);
```

**INSERTION OF DATA**

```
insert into stats21cse110 values(001,183,123.27,0,0,4,3);  
  
insert into stats21cse110 values(002,456,143.56,23,7,0,10);  
  
insert into stats21cse110 values(003,0,0.0,0,0.0,0,0);  
  
insert into stats21cse110 values(004,0,0.0,0,0.0,0,0);
```

```
SET SERVEROUTPUT ON;
```

```
CREATE OR REPLACE TRIGGER stats_trigger  
BEFORE INSERT ON stats21cse110  
FOR EACH ROW  
DECLARE  
    wickets STATS21CSE110.WICKETS%type := :NEW.wickets;  
BEGIN  
    IF :NEW.economy >= 10 THEN  
        wickets := wickets - 1;  
    END IF;  
    :NEW.wickets := wickets;  
END;  
/
```

```
INSERT INTO stats21cse110  
VALUES (5, 45, 133, 45, 11, 4, 2);
```

```
SELECT * FROM stats21cse110;
```

### **OUTPUT:**

	P_ID	RUNS	STR_RATE	WICKETS	ECONOMY	STUMPINGS	CATCHES
1	5	45	133	44	11	4	2
2	5	45	133	44	11	4	2
3	1	183	123	96	6	4	3
4	2	456	144	81	6	0	10

```

TRIGGER STATS_TRIGGER compiled
1 rows inserted.

```

Parameters	Marks
Algorithm(10)	
Code(15)	
Total(25)	

### RESULT:

Thus the PL/SQL block for creating a trigger is verified and executed for the cricket league management system.

