## **Trigger 1**

whenever an opportunity record is created or updated and if amount is great than 10,000 then we need to send an email to the record owner.

```
trigger OpportunityTrigger on Opportunity (After insert,after update) {
OpportunityHandler obj= new OpportunityHandler();
obj.doAction();
}
// Handler:
public class OpportunityHandler {
List<Opportunity> triggerNew;
List<Opportunity> triggerOld;
Map<id,Opportunity>triggerNewMap;
Map<id,Opportunity>triggerOldMap;
```

```
public OpportunityHandler(){
    triggerNew=(List<Opportunity>)trigger.New;
    triggerOld=(List<Opportunity>)trigger.Old;
    triggerNewMap=(map<id,Opportunity>)trigger.NewMap;
    triggerOldMap=(map<id,Opportunity>)trigger.OldMap;
}
public void doAction(){
    Switch on trigger.operationType
    {
    When AFTER INSERT
    {
        OppAmountChange(triggerNew);
    }
    When AFTER UPDATE
    {
        OppAmountChange(triggerNew);
```

Trigger 1

```
}
    }
}
public static void OppAmountChange(List<Opportunity> oppList
){
    Set<id> ownerIds= new Set<Id>();
    //List<User> UserListChk=new List<User>();
    List<Messaging.SingleEmailMessage> emailsToSend = new Lis
t<Messaging.SingleEmailMessage>();
    if(!oppList.isEmpty()){
        for(Opportunity opp:oppList){
            if(opp.Amount!= Null && opp.Amount> 10000){
                // user objUser= new user();
                ownerIds.add(opp.Id);
            }
        }
    }
    if(!ownerIds.isEmpty()){
        Map<id, User> ownerMap = new Map<id, User>([Select Id, Na
me, Email
                                                 FROM User WHE
RE Id IN:ownerIds]);
        for(Opportunity opp: oppList)
        {
            Messaging.SingleEmailMessage email= new Messagin
g.SingleEmailMessage();
            email.setToAddresses(new List<String> {opp.OwnerI
d});
            String ownerName= ownerMap.containsKey(opp.OwnerI
```

Trigger 1 2

Trigger 1 3