

```
mysql> create table o_rollcall
-> (
-> rollno integer,
-> name varchar(20)
-> );
-> $
Query OK, 0 rows affected (0.04 sec)
```

```
mysql> create table n_rollcall
-> (
-> rollno integer,
-> name varchar(20)
-> );$
Query OK, 0 rows affected (0.02 sec)
```

```
mysql> select * from o_rollcall;
-> $
```

rollno	name
1	sahil
2	omkar
3	pratham
4	jay

4 rows in set (0.00 sec)

```
mysql> select * from n_rollcall;
-> $
```

rollno	name
5	jagish
1	sahil
6	sanket
3	pratham

4 rows in set (0.00 sec)

```
create procedure roll_list()
```

```
begin
```

```
declare a integer;
```

```
declare a1 varchar(20);
```

```
declare b integer;
```

```
declare b1 varchar(20);
```

```
declare done boolean default false;

declare c1 cursor for select rollno,name from o_rollcall;

declare c2 cursor for select rollno,name from n_rollcall;

declare continue handler for not found set done = true;

open c1;

open c2;

loop1:loop
    fetch c1 into a,a1;
    if done then
        leave loop1;
    end if;
    loop2:loop
        fetch c2 into b,b1;
        if (a=b) then
            leave loop2;
        end if;
        if done then
            insert into n_rollcall values(a,a1);
            leave loop2;
        end if;
    end loop;
end loop;

close c1;

close c2;

end;
```

```
$
1
2 create procedure roll_list()
3 begin
4 declare a integer;
5 declare a1 varchar(20);
6 declare b integer;
7 declare b1 varchar(20);
8 declare done boolean default false;
9 declare c1 cursor for select rollno,name from o_rollcall;
10 declare c2 cursor for select rollno,name from n_rollcall;
11 declare continue handler for not found set done = true;
12 open c1;
13 open c2;
14 loop1:loop
15     fetch c1 into a,a1;
16     if done then
17         leave loop1;
18     end if;
19     loop2:loop
20         fetch c2 into b,b1;
21         if (a=b) then
22             leave loop2;
23         end if;
24         if done then
25             insert into n_rollcall values(a,a1);
26             leave loop2;
27         end if;
28     end loop;
29 end loop;
30 close c1;
31 close c2;
32 end;
33 $
34
```