27. CREate a procedure to calculate convience allowance column as a 20% of basic salary and that should be added to net salary and use primary key.

Create table:

CREATE TABLE employee (

employee\_id NUMBER GENERATED BY DEFAULT AS IDENTITY,

first\_name VARCHAR2(50) NOT NULL,

last\_name VARCHAR2(50) NOT NULL,

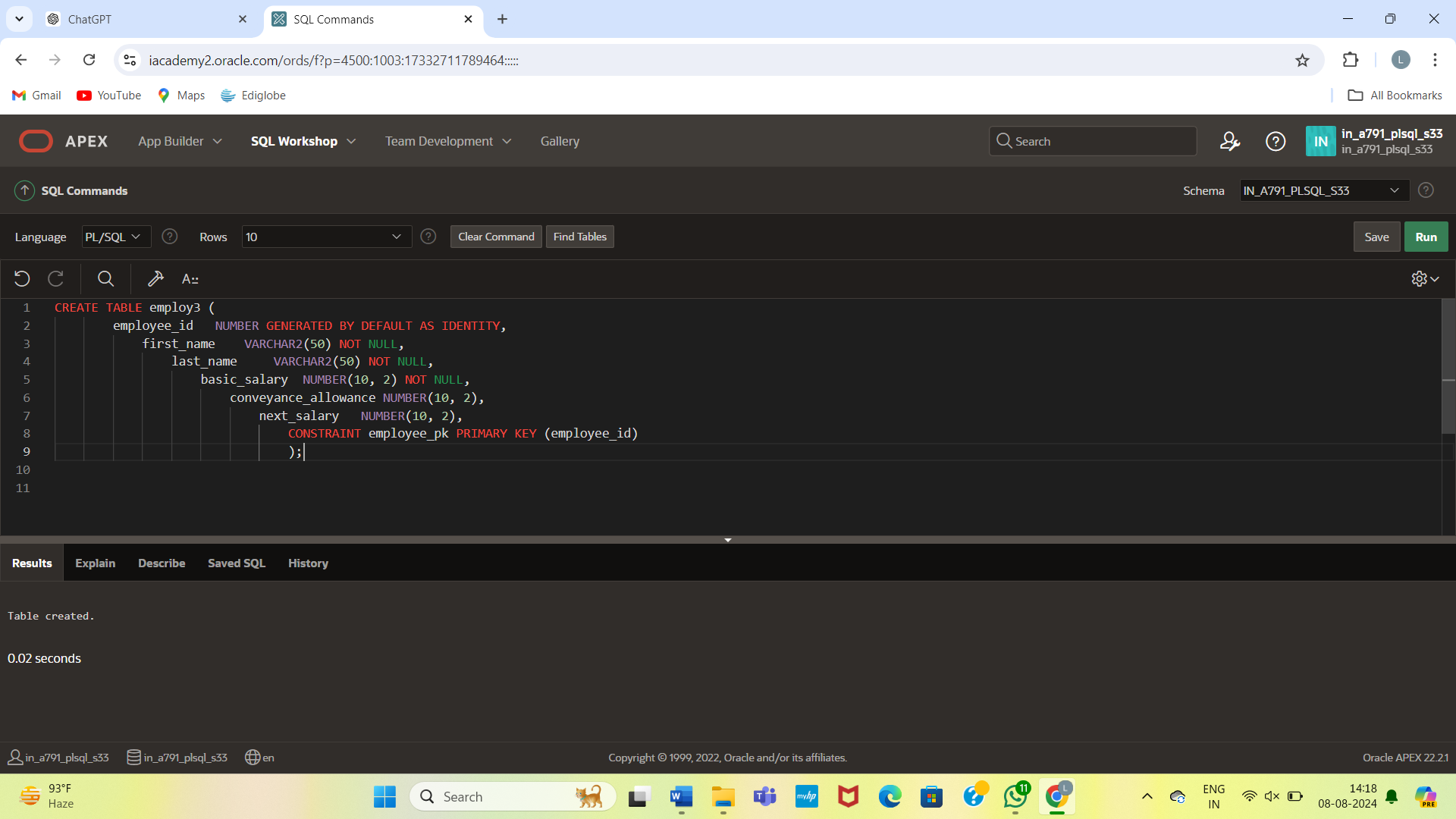
basic\_salary NUMBER(10, 2) NOT NULL,

conveyance\_allowance NUMBER(10, 2),

next\_salary NUMBER(10, 2),

CONSTRAINT employee\_pk PRIMARY KEY (employee\_id)

);



Insert sample data:

INSERT INTO employee (first\_name, last\_name, basic\_salary)

VALUES ('John', 'Doe', 50000);

INSERT INTO employee (first\_name, last\_name, basic\_salary)

VALUES ('Jane', 'Smith', 60000);

INSERT INTO employee (first\_name, last\_name, basic\_salary)

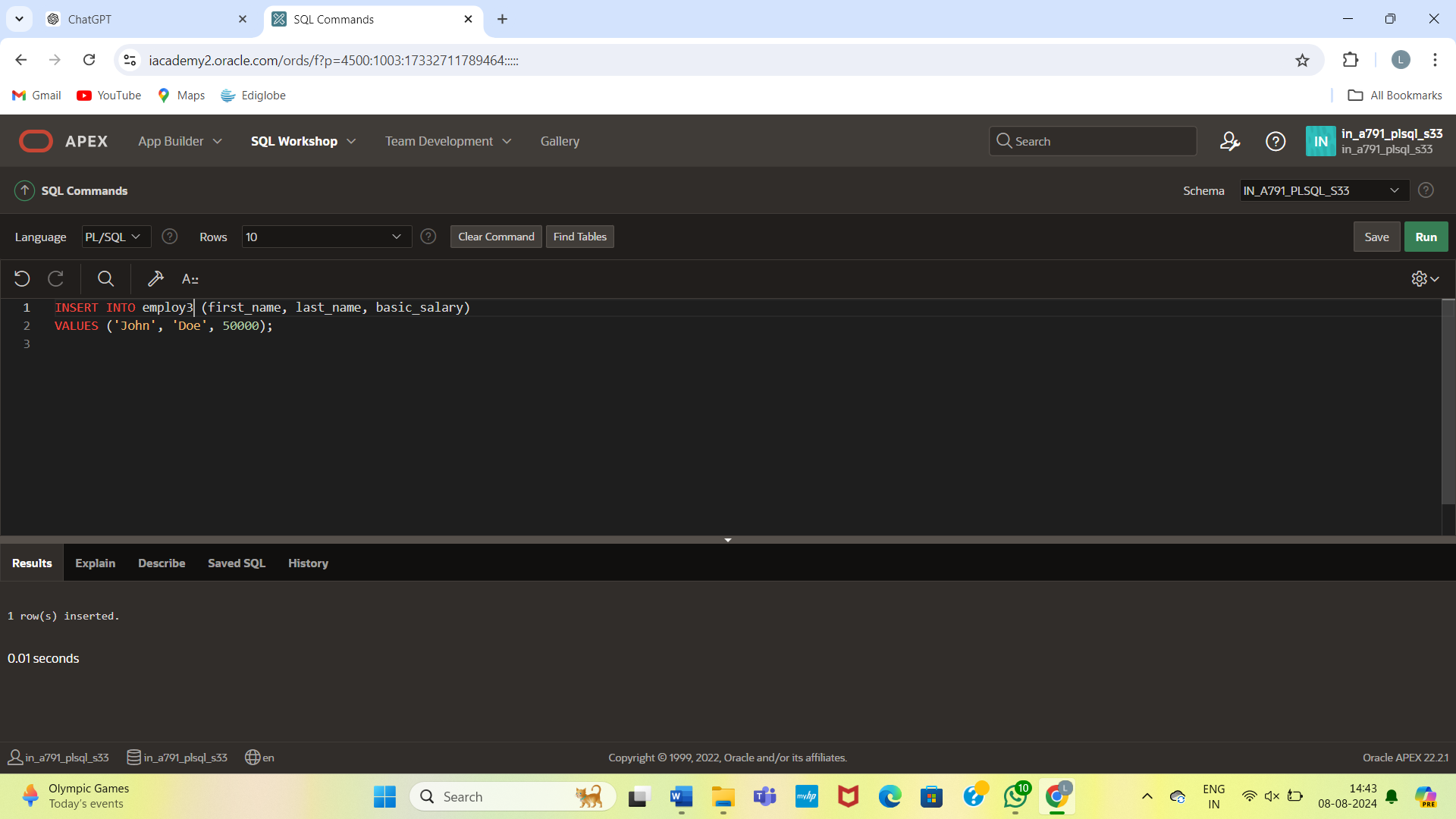
VALUES ('Jim', 'Beam', 55000);

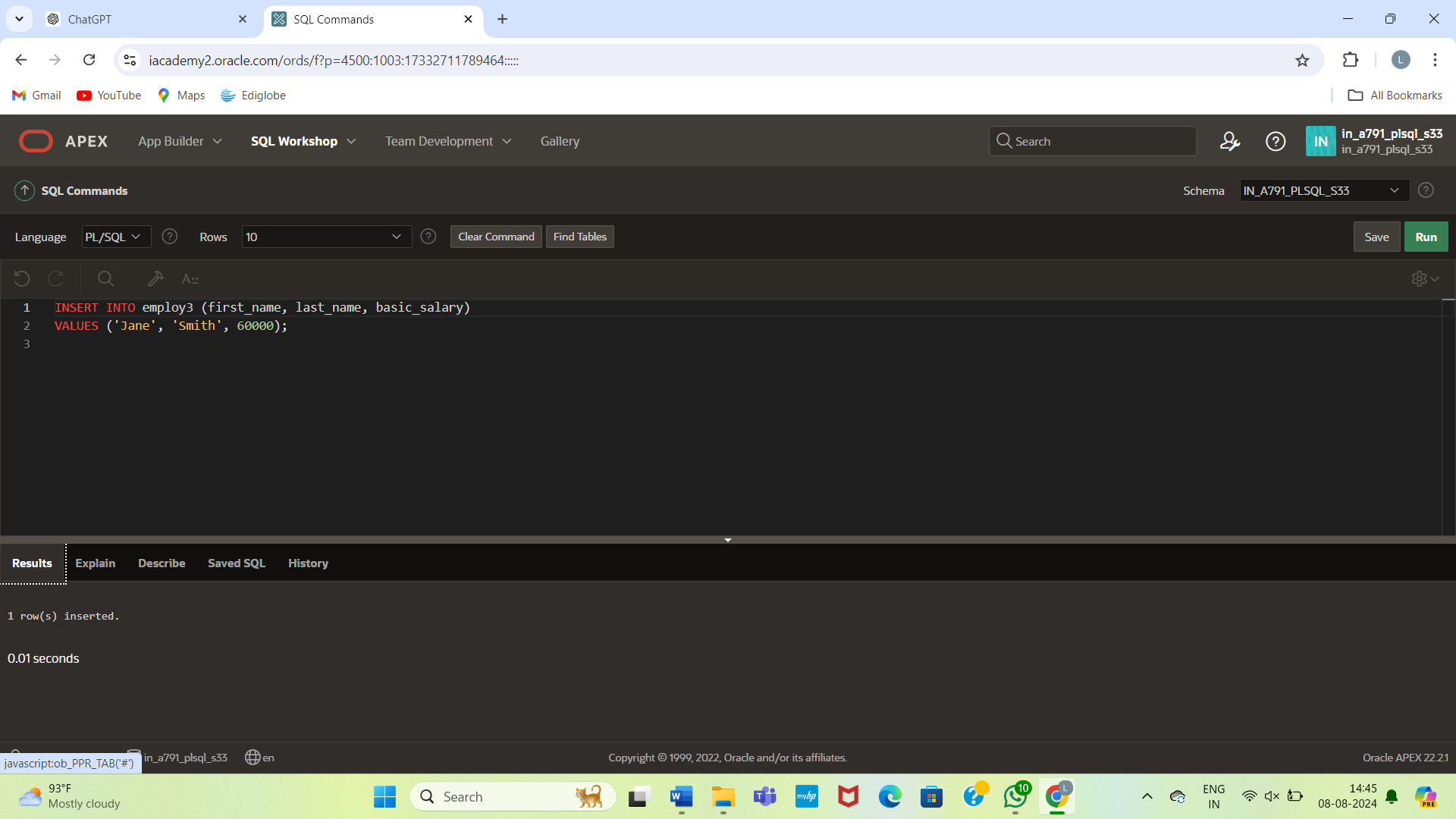
INSERT INTO employee (first\_name, last\_name, basic\_salary)

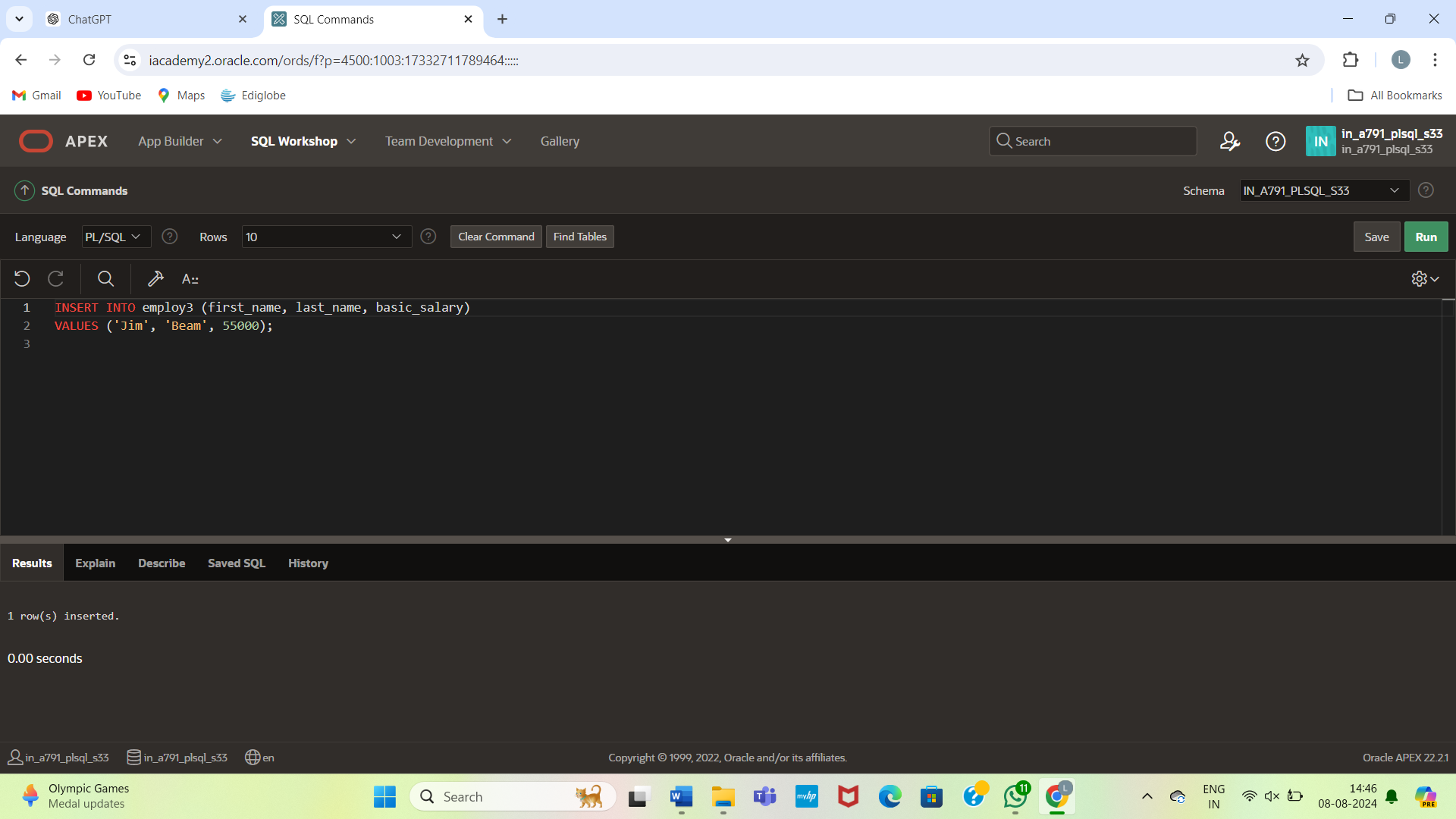
VALUES ('Jack', 'Daniels', 65000);

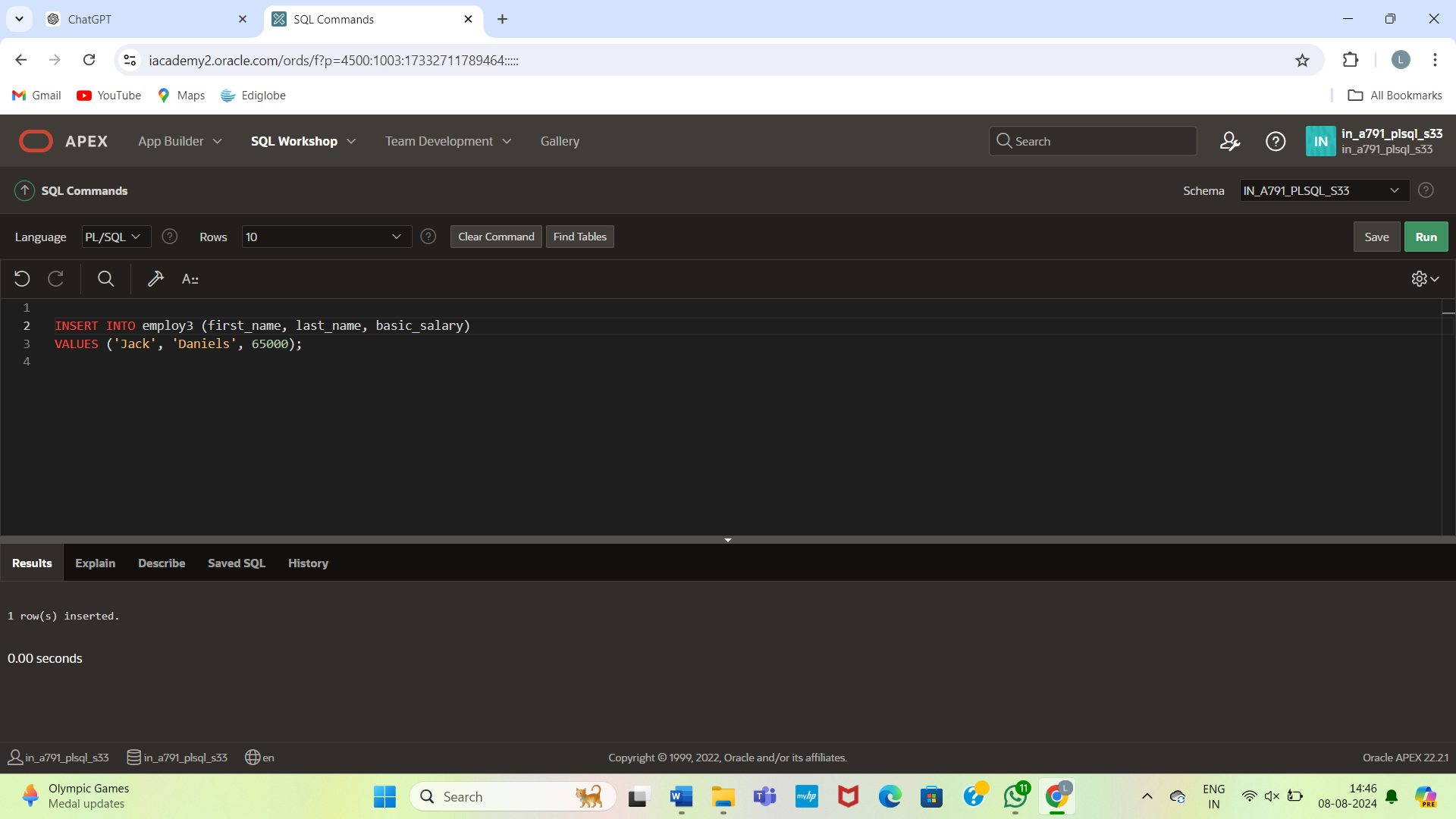
INSERT INTO employee (first\_name, last\_name, basic\_salary)

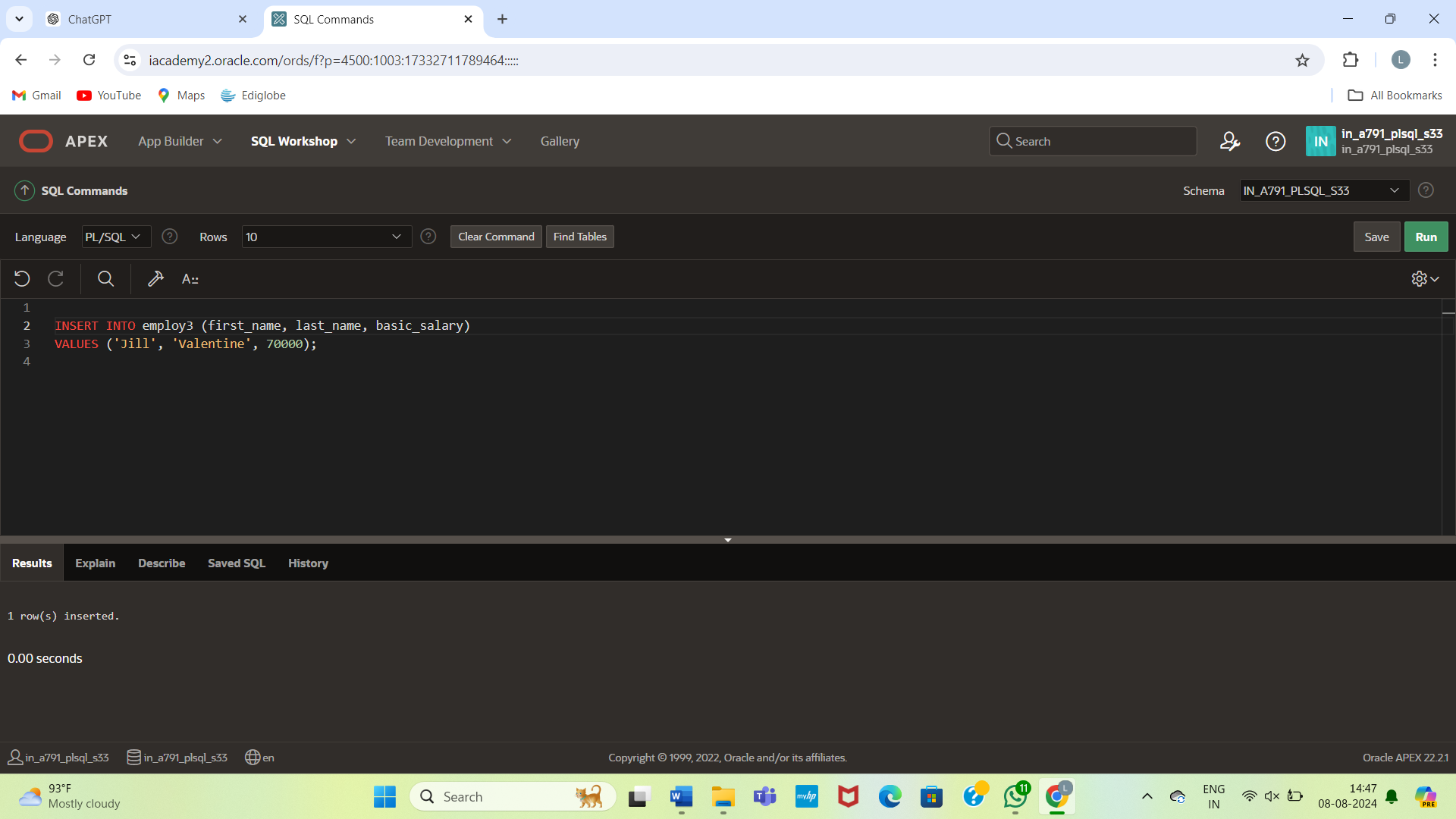
VALUES ('Jill', 'Valentine', 70000);











Create procedure:

CREATE OR REPLACE PROCEDURE calculate\_conveyance\_allowance IS

BEGIN

FOR rec IN (SELECT employee\_id, basic\_salary FROM employee) LOOP

-- Calculate the conveyance allowance as 20% of the basic salary

DECLARE

l\_conveyance\_allowance NUMBER(10, 2);

l\_next\_salary NUMBER(10, 2);

BEGIN

l\_conveyance\_allowance := rec.basic\_salary \* 0.20;

-- Calculate the next salary by adding the conveyance allowance to the basic salary

l\_next\_salary := rec.basic\_salary + l\_conveyance\_allowance;

-- Update the employee record with the conveyance allowance and next salary

UPDATE employee

SET conveyance\_allowance = l\_conveyance\_allowance,

next\_salary = l\_next\_salary

WHERE employee\_id = rec.employee\_id;

END;

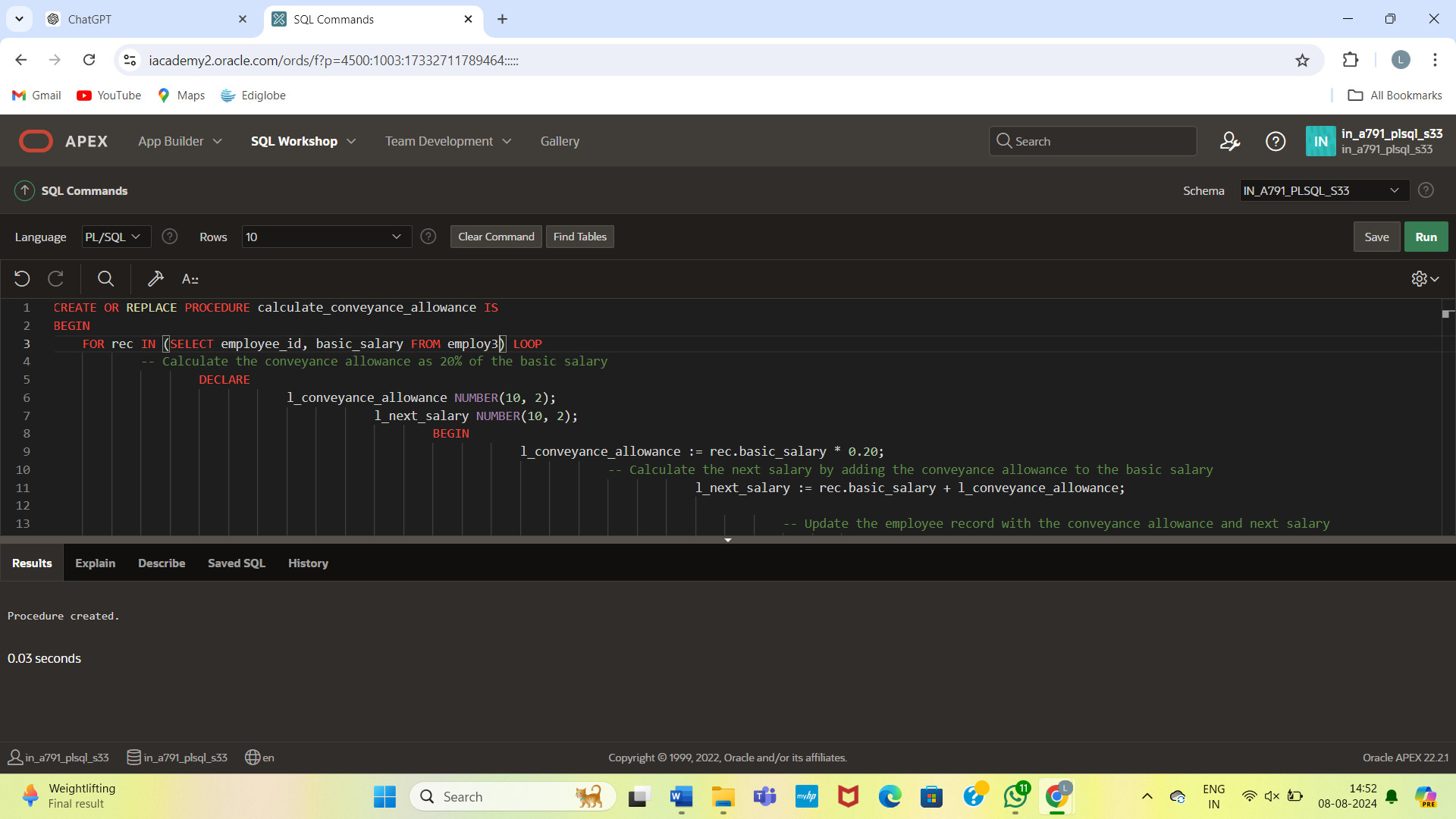
END LOOP;

-- Commit the changes to the database

COMMIT;

END calculate\_conveyance\_allowance;

/

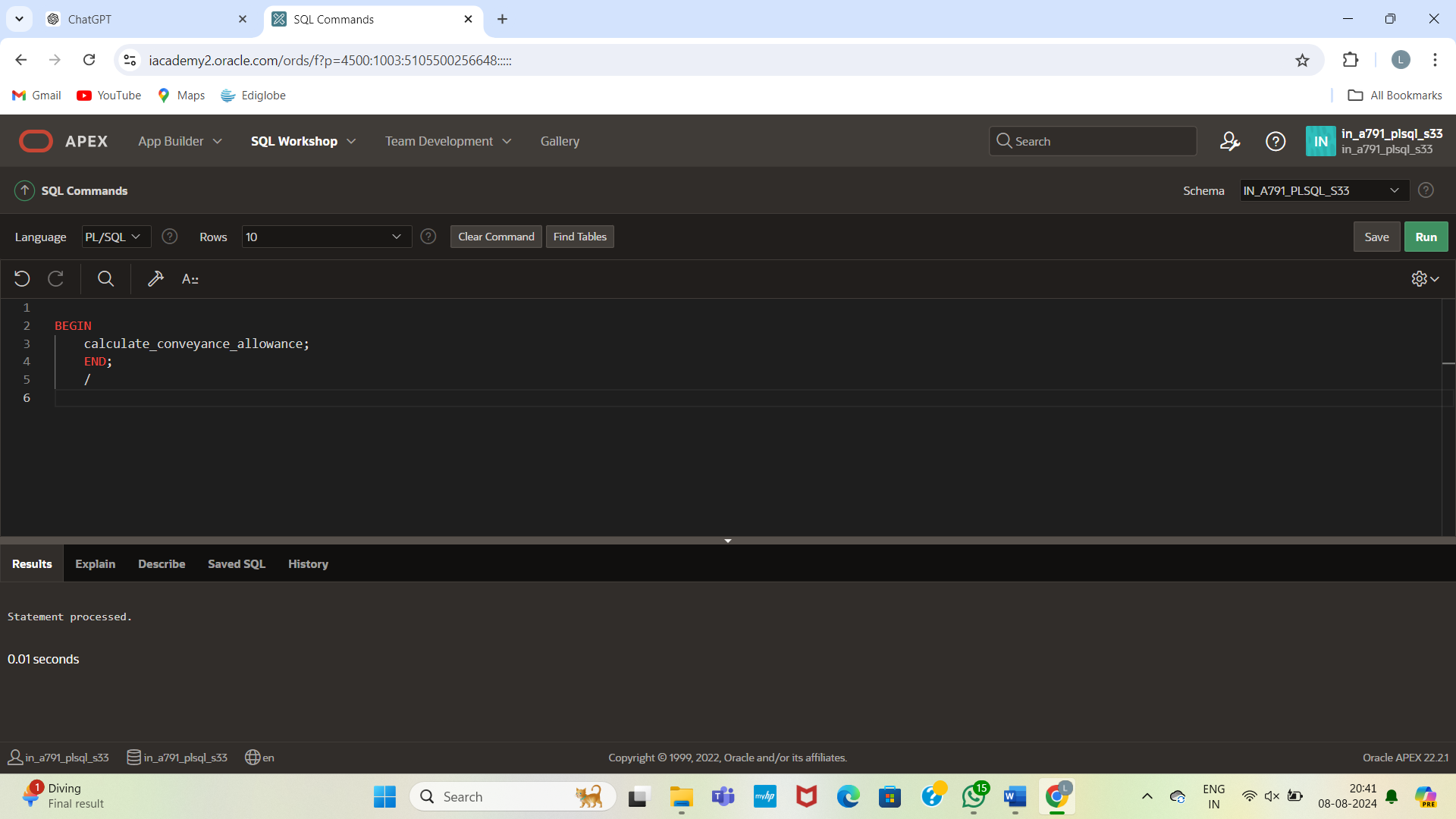


BEGIN

calculate\_conveyance\_allowance;

END;

/



SELECT \* FROM employee;

