

**Trigger:**

```
DELIMITER $$
CREATE TRIGGER SanityAge BEFORE INSERT ON Dog FOR EACH ROW
BEGIN
    IF NEW.BirthYear > YEAR(CURRENT_DATE()) THEN
        SIGNAL SQLSTATE '02000' SET MESSAGE_TEXT = 'Warning: BirthYear can not be greater
than current year!';
    END IF;
    IF NEW.BirthYear < YEAR(CURRENT_DATE()) - 40 THEN
        SIGNAL SQLSTATE '02001' SET MESSAGE_TEXT = 'Warning: BirthYear can not be too long
ago!';
    END IF;
END$$
DELIMITER ;
```

**Stored Procedure:**

```
DELIMITER $$
CREATE PROCEDURE Rankings()
BEGIN
    DECLARE curTown VARCHAR(50);
    DECLARE curParks INT;
    DECLARE curClinics INT;
    DECLARE curStores INT;
    DECLARE curPoints REAL DEFAULT 0.0;
    DECLARE loop_done BOOLEAN DEFAULT FALSE;
    DECLARE TownBuildings CURSOR FOR (SELECT TownName, SUM(IF(Type LIKE
'Park%',1,0)) AS NumParks, SUM(IF(Type LIKE 'Clinic%',1,0)) AS NumClinics,
SUM(IF(Type LIKE '%Store%',1,0)) AS NumStores FROM Town JOIN Building ON
(Town.TownName = Building.Town) GROUP BY TownName);
    DECLARE CONTINUE HANDLER FOR NOT FOUND SET loop_done = TRUE;

    DROP TABLE IF EXISTS NewTable;
    CREATE TABLE NewTable(Town VARCHAR(50), Friendliness_Score REAL);

    OPEN TownBuildings;
    cloop: LOOP
        FETCH TownBuildings INTO curTown, curParks, curClinics, curStores;
        IF loop_done THEN
            LEAVE cloop;
        END IF;

        IF curTown = ANY(SELECT TownName
            FROM Town JOIN Building ON Town.TownName = Building.Town
```

```

        GROUP BY TownName
        HAVING Count(*) > (SELECT AVG(buildingcount) FROM(SELECT
Count(*) AS buildingcount
        FROM Town JOIN Building ON Town.TownName =
Building.Town
        GROUP BY TownName) AS Inter)) THEN
        SET curPoints = curPoints + 25;
    END IF;

    SET curPoints = curPoints + 2.0*curClinics + 1.5*curParks + 1.0*curStores;

    INSERT IGNORE INTO NewTable VALUES (curTown, curPoints);
    SET curPoints = 0;
    END LOOP cloop;
CLOSE TownBuildings;

SELECT *
FROM NewTable
ORDER BY Friendliness_Score DESC;
END$$
DELIMITER ;

```