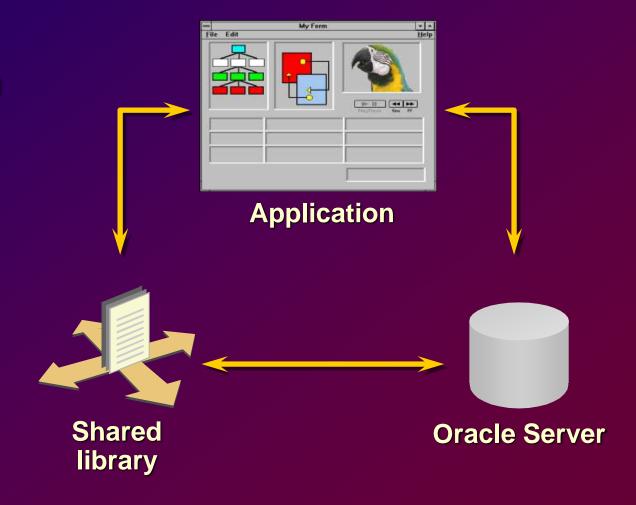
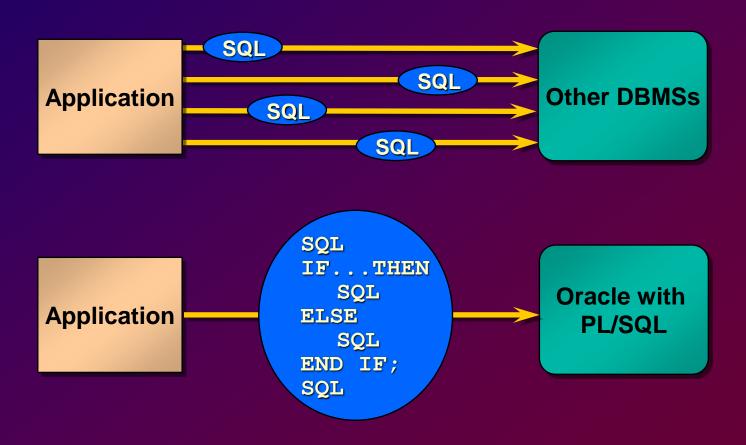
About PL/SQL

- PL/SQL is an extension to SQL with design features of programming languages.
- Data manipulation and query statements of SQL are included within procedural units of code.

Integration



Improved Performance



Modularize program development

DECLARE	
• • •	
BEGIN	
• • •	
EXCEPTION	
• • •	
END;	

- You can program with procedural language control structures.
- It can handle errors.
- It is portable.
- You can declare identifiers.

PL/SQL Block Structure

- DECLARE Optional
 - Variables, cursors, user-defined exceptions
- BEGIN Mandatory
 - SQL statements
 - PL/SQL statements
- EXCEPTION Optional
 - Actions to perform when errors occur
- END; Mandatory



Block Types

Anonymous

[DECLARE]

BEGIN

--statements

[EXCEPTION]

END;

Procedure

PROCEDURE name

IS

BEGIN

--statements

[EXCEPTION]

END;

Function

```
FUNCTION name
```

RETURN datatype

IS

BEGIN

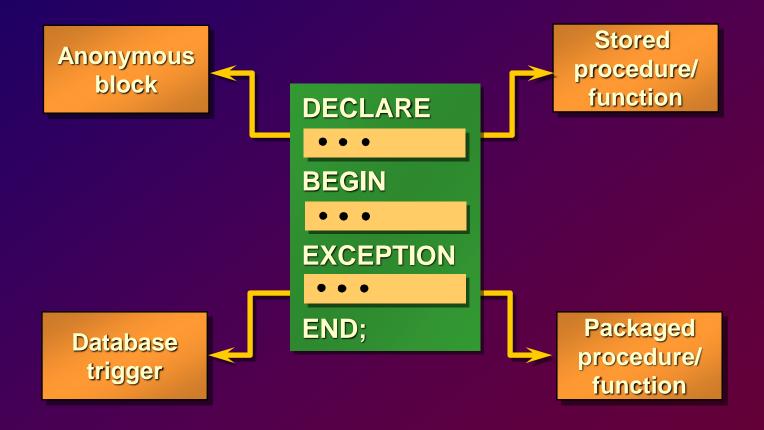
--statements

RETURN value;

[EXCEPTION]

END;

Program Constructs



Use of Variables

Use variables for:

- Temporary storage of data
- Manipulation of stored values
- Reusability
- Ease of maintenance

Handling Variables in PL/SQL

- Declare and initialize variables in the declaration section.
- Assign new values to variables in the executable section.
- Pass values into PL/SQL blocks through parameters.
- View results through output variables.

Types of Variables

- PL/SQL variables:
 - Scalar
 - Composite
 - Reference
 - LOB (large objects)
- Non-PL/SQL variables: Bind and host variables

Declaring PL/SQL Variables

Syntax

```
identifier [CONSTANT] datatype [NOT NULL]
[:= | DEFAULT expr];
```

Examples

Declaring PL/SQL Variables

Guidelines

- Follow naming conventions.
- Initialize variables designated as NOT NULL.
- Initialize identifiers by using the assignment operator (:=) or the DEFAULT reserved word.

Naming Rules

- Two variables can have the same name, provided they are in different blocks.
- The variable name (identifier) should not be the same as the name of table columns used in the block.

```
Adopt a naming convention for example, V empno empno
DECLARE
           NUMBER (4);
  empno
BEGIN
  SELECT
              empno
  INTO
              empno
  FROM
              emp
  WHERE
              ename = 'SMITH';
END;
```

Assigning Values to Variables

Syntax

```
identifier := expr;
```

Examples

Set a predefined hiredate for new employees.

```
v_hiredate := '31-DEC-98';
```

Set the employee name to "Maduro."

```
v_ename := 'Maduro';
```

Variable Initialization and Keywords

Using:

- Assignment operator (:=)
- DEFAULT keyword
- NOT NULL constraint

Base Scalar Datatypes

- VARCHAR2 (maximum_length)
- NUMBER [(precision, scale)]
- DATE
- CHAR [(maximum_length)]
- LONG
- LONG RAW
- BOOLEAN
- BINARY_INTEGER
- PLS_INTEGER

Scalar Variable Declarations

Examples

The %TYPE Attribute

- Declare a variable according to:
 - A database column definition
 - Another previously declared variable
- Prefix %TYPE with:
 - The database table and column
 - The previously declared variable name

Declaring Variables with the %TYPE Attribute

Examples

```
v_ename emp.ename%TYPE;
v_balance NUMBER(7,2);
v_min_balance v_balance%TYPE := 10;
...
```

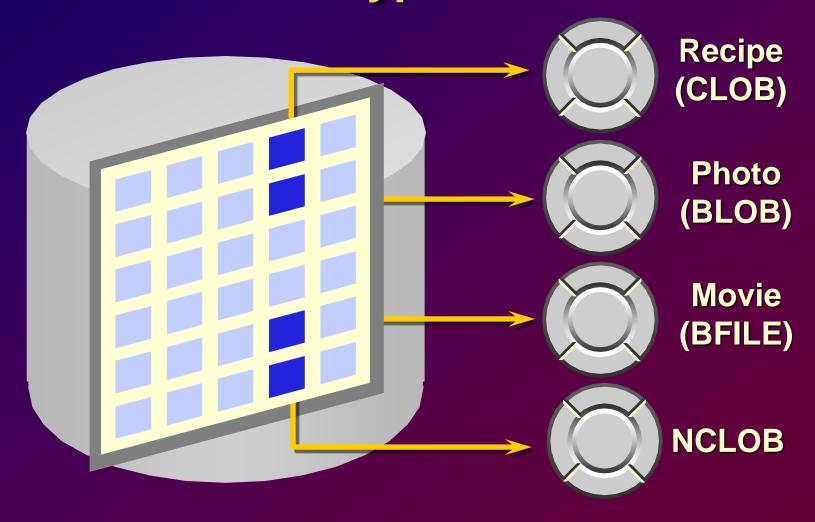
Declaring Boolean Variables

- Only the values TRUE, FALSE, and NULL can be assigned to a Boolean variable.
- The variables are connected by the logical operators AND, OR, and NOT.
- The variables always yield TRUE, FALSE, or NULL.
- Arithmetic, character, and date expressions can be used to return a Boolean value.

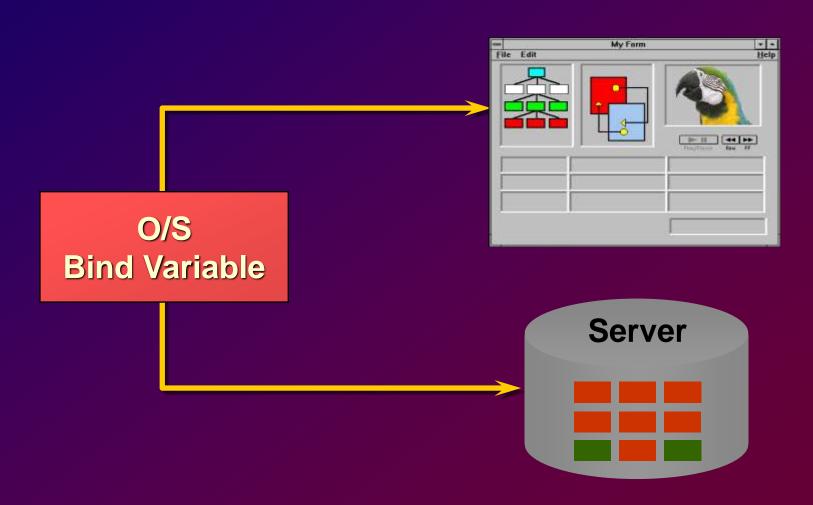
Composite Datatypes

- PL/SQL TABLES
- PL/SQL RECORDS

LOB Datatype Variables



Bind Variables



Referencing Non-PL/SQL Variables

Store the annual salary into a SQL*Plus host variable.

Reference non-PL/SQL variables as host variables.

Prefix the references with a colon (:).

```
Variable v number;
BEGIN
   :v := v_sal / 12;
END;
/
Print v;
```

DBMS_OUTPUT.PUT_LINE

- An Oracle-supplied packaged procedure
- An alternative for displaying data from a PL/SQL block
- Must be enabled in SQL*Plus or SqlDeveloper with

SET SERVEROUTPUT ON