

Chuleta PL/SQL

Mostrar mensaje

```
DBMS_OUTPUT.PUT_LINE('Soy una cadena' || resultado);
```

Sentencias condicionales

```
IF condition_1 THEN
    statements_1
ELSIF condition_2 THEN
    statements_2
[ ELSIF condition_3 THEN
    statements_3
]
...
[ ELSE
    else_statements
]
END IF;
```

```
CASE selector
WHEN selector_value_1 THEN
    statements_1
WHEN selector_value_1 THEN
    statement_2
...
ELSE
    else_statements
END CASE;
```

Bucles

```
LOOP
    EXIT WHEN
condition;
END LOOP;
```

```
FOR var IN
lower_bound ..
upper_bound
LOOP
    statements;
END LOOP;
```

```
WHILE condition
LOOP
    statements;
END LOOP;
```

Excepciones

```
DECLARE
    - - -
BEGIN
    -- executable section
    ...
    -- exception-handling section
    EXCEPTION
        WHEN e1 THEN
            -- exception_handler1
        WHEN NO_DATA_FOUND THEN
            -- exception_handler1
        WHEN TOO_MANY_ROWS THEN
            -- exception_handler1

        WHEN OTHERS THEN
            -- other_exception_handler
END;
```

Cursores

```
DECLARE
    CURSOR c_cursor IS
SELECT;
    VAR
TABLA.COLUMNNA%TYPE;
    BEGIN
    OPEN c_cursor;
    LOOP
        FETCH CUR INTO
        VAR
    EXIT WHEN CUR
%NOTFOUND
    AQUÍ VA LA COSA
    END LOOP;
CLOSE c_cursor;
END;
```

```
FOR record IN cursor_name
LOOP
    process_record_statements;
END LOOP;
```

Procedimiento

```
CREATE [OR REPLACE ] PROCEDURE procedure_name (parameter_list in
tipo) IS
    [declaration variable tipo]
BEGIN
    [execution insert etc];
EXCEPTION
    [exception handler];
END;
```

Función

```
CREATE [OR REPLACE] FUNCTION function_name (parameter_list in
    tipo) RETURN return_type
IS
    [variable tipo]
BEGIN
    [executable section]
    Return variable;
[EXCEPTION]
    [exception-handling section]
END;
```

Trigger

```
CREATE [OR REPLACE] TRIGGER trigger_name
{BEFORE | AFTER } triggering_event ON table_name
[FOR EACH ROW]
DECLARE
    declaration variable tipo
BEGIN
    executable statements
    = :NEW.columna
EXCEPTION
    exception_handling statements
END;
```