LAB8

1. Write a PL/SQL program to find the Factorial of a Number using while Loop

ANSWER:

```
declare
-- it gives the final answer after computation
fac number :=1;
-- given number n
-- taking input from user
n number := &1;
-- start block
begin
-- start while loop
while n > 0 loop
-- multiple with n and decrease n's value
fac:=n*fac;
n:=n-1;
end loop;
-- end loop
-- print result of fac
dbms_output.put_line(fac);
-- end the begin block
end;
```

OUTPUT:

5 120

2. Write a PL/SQL program for grading the students' marks using Switch Case Note: Take the mark of a student from the user and generate a grade. Then based on grade display as follows.

```
marks>=90 then Grade A
marks>=75 and marks<90 then Grade B
marks>=65 and marks<75 then Grade C
marks>=55 and marks<65 then Grade D
```

```
marks>=45 and marks<55 then Grade E
marks <45 then Grade F
```

```
Grade = 'A' then Print Your Grade is: Outstanding
Grade = 'B' then Print Your Grade is: Excellent
Grade = 'C' then Print Your Grade is: Very Good
Grade = 'D' then Print Your Grade is: Good
Grade = 'E' then Print Your Grade is: Average
Grade = 'F' then Print Your Grade is: Poor
```

ANSWER:

```
DECLARE
 mark int :="0";
 grade char(1) := 'J';
 n mark := &1;
BEGIN
IF(n \ge 90) THEN
       grade:='A';
ELSIF(n \ge 75 AND n < 90) THEN
       grade:='B';
ELSIF(n >= 65 AND n < 75) THEN
       grade:='C';
ELSIF(n >= 55 AND n < 65) THEN
       grade:='D';
ELSIF(n \ge 45 AND n < 55) THEN
       grade:='E';
ELSIF(n < 45) THEN
       grade:='F';
END IF;
 CASE grade
       when 'A' then dbms output.put line("Your Grade is: Outstanding");
       when 'B' then dbms_output.put_line("Your Grade is: Excellent");
       when 'C' then dbms_output.put_line("Your Grade is: Very Good");
       when 'D' then dbms output.put line("Your Grade is: Good");
       when 'E' then dbms_output.put_line("Your Grade is: Average");
       when 'F' then dbms_output.put_line("Your Grade is: Poor");
       else dbms_output.put_line('No such grade);
 END CASE;
END;
```

OUTPUT:

92

Your Grade is: Outstanding