

## Assignment

Assign expressions to declared variables with `:=`.

## Branches

```
IF <condition> THEN
    <statement(s)>
ELSE
    <statement(s)>
END IF;
```

- But in nests, use `ELSIF` in place of `ELSE IF`.

## Loops

```
LOOP
    . . .
    EXIT WHEN <condition>
    . . .
END LOOP;
```

## Queries in PL/SQL

1. *Single-row selects* allow retrieval into a variable of the result of a query that is guaranteed to produce one tuple.
2. *Cursors* allow the retrieval of many tuples, with the cursor and a loop used to process each in turn.

## Single-Row Select

- Select-from-where in PL/SQL *must* have an INTO clause listing variables into which a tuple can be placed.
- It is an *error* if the select-from-where returns more than one tuple; you should have used a cursor.

### Example

Find the price Joe charges for Bud (and drop it on the floor).

```
Sells(bar, beer, price)

DECLARE
    p Sells.price%TYPE;
BEGIN
    SELECT price
    INTO p
    FROM Sells
    WHERE bar = 'Joe''s Bar' AND
           beer = 'Bud';
END;

.
run
```

## Cursors

Declare by:

```
CURSOR <name> IS  
    select-from-where statement
```

- Cursor gets each tuple from the relation produced by the select-from-where, in turn, using a *fetch statement* in a loop.

❖ Fetch statement:

```
FETCH <cursor name> INTO  
    variable list;
```

- Break the loop by a statement of the form:

```
EXIT WHEN <cursor name>%NOTFOUND;
```

❖ True when there are no more tuples to get.

- Open and close the cursor with OPEN and CLOSE.

## Example

A procedure that examines the menu for Joe's Bar and raises by \$1.00 all prices that are less than \$3.00.

Sells(bar, beer, price)

- This simple price-change algorithm can be implemented by a single UPDATE statement, but more complicated price changes could not.

```

CREATE PROCEDURE joeGouge() AS
    theBeer Sells.beer%TYPE;
    thePrice Sells.price%TYPE;
    CURSOR c IS
        SELECT beer, price
        FROM Sells
        WHERE bar = 'Joe''s bar';
BEGIN
    OPEN c;
    LOOP
        FETCH c INTO theBeer, thePrice;
        EXIT WHEN c%NOTFOUND;
        IF thePrice < 3.00 THEN
            UDPATE Sells
            SET price = thePrice + 1.00
            WHERE bar = 'Joe''s Bar'
            AND beer = theBeer;
        END IF;
    END LOOP;
    CLOSE c;
END;

```

```

.
run

```

## Row Types

Anything (e.g., cursors, table names) that has a tuple type can have its type captured with `%ROWTYPE`.

- We can create temporary variables that have tuple types and access their components with dot.
- Handy when we deal with tuples with many attributes.

## Example

The same procedure with a tuple variable bp.

```
CREATE PROCEDURE joeGouge() AS
    CURSOR c IS
        SELECT beer, price
        FROM Sells
        WHERE bar = 'Joe''s bar';
    bp c%ROWTYPE;
BEGIN
    OPEN c;
    LOOP
        FETCH c INTO bp;
        EXIT WHEN c%NOTFOUND;
        IF bp.price < 3.00 THEN
            UPDATE Sells
            SET price = bp.price + 1.00
            WHERE bar = 'Joe''s Bar'
            AND beer = bp.beer;
        END IF;
    END LOOP;
    CLOSE c;
END;
```

```
.
run
```

## SQL2 Embedded SQL

Add to a conventional programming language (C in our examples) certain statements that represent SQL operations.

- Each embedded SQL statement introduced with EXEC SQL.
- Preprocessor converts C + SQL to pure C.
  - ❖ SQL statements become procedure calls.

## Shared Variables

A special place for C declarations of variables that are accessible to both SQL and C.

- Bracketed by

```
EXEC SQL BEGIN/END DECLARE SECTION;
```

- In Oracle Pro/C (not C++) the “brackets” are optional.
- In C, variables used normally; in SQL, they must be preceded by a colon.

## Example

Find the price for a given beer at a given bar.

```
Sells(bar, beer, price)
```

```
EXEC SQL BEGIN DECLARE SECTION;  
    char theBar[21], theBeer[21];  
    float thePrice;  
EXEC SQL END DECLARE SECTION;  
  
    . . .  
/* assign to theBar and theBeer */  
  
    . . .  
EXEC SQL SELECT price  
    INTO :thePrice  
    FROM Sells  
    WHERE beer = :theBeer AND  
           bar = :theBar;  
  
    . . .
```

## Cursors

Similar to PL/SQL cursors, with some syntactic differences.

### Example

Print Joe's menu.

```
Sells(bar, beer, price)

EXEC SQL BEGIN DECLARE SECTION;
    char theBeer[21];
    float thePrice;
EXEC SQL END DECLARE SECTION;
EXEC SQL DECLARE c CURSOR FOR
    SELECT beer, price
    FROM Sells
    WHERE bar = 'Joe''s Bar';
EXEC SQL OPEN CURSOR c;
while(1) {
    EXEC SQL FETCH c
        INTO :theBeer, :thePrice;
    if(NOT FOUND) break;
    /* format and print beer and price */
}
EXEC SQL CLOSE CURSOR c;
```

## Oracle Vs. SQL2 Features

- SQL2 expects FROM in fetch-statement.
- SQL2 defines an array of characters `SQLSTATE` that is set every time the system is called.
  - ❖ Errors are signaled there.
  - ❖ A failure for a cursor to find any more tuples is signaled there.
  - ❖ However, Oracle provides us with a header file `sqlca.h` that declares a *communication area* and defines macros to access it.
  - ❖ In particular, `NOT FOUND` is a macro that says “the no-tuple-found signal was set.”

## Dynamic SQL

Motivation:

- Embedded SQL is fine for fixed applications, e.g., a program that is used by a sales clerk to book an airline seat.
- It fails if you try to write a program like `sqlplus`, because you have compiled the code for `sqlplus` before you see the SQL statements typed in response to the `SQL>` prompt.
- Two special statements of embedded SQL:
  - ❖ `PREPARE` turns a character string into an SQL query.
  - ❖ `EXECUTE` executes that query.

## Example: Sqlplus Sketch

```
EXEC SQL BEGIN DECLARE SECTION;
      char query [MAX_QUERY_LENGTH];
EXEC SQL END DECLARE SECTION;

/* issue SQL> prompt */

/* read user's text into array query */

EXEC SQL PREPARE q FROM :query;
EXEC SQL EXECUTE q;
/* go back to reissue prompt */
```

- Once prepared, a query can be executed many times.
  - ❖ “Prepare” = optimize the query, e.g., find a way to execute it using few disk-page I/O's.
- Alternatively, PREPARE and EXECUTE can be combined into:

```
EXEC SQL EXECUTE IMMEDIATE :query;
```