

CS422 Principles of Database Systems Stored Procedures and Triggers

Chengyu Sun
California State University, Los Angeles

Why Use Stored Procedures?

- ◆ Performance
 - compiled and optimized code
 - Save communication overhead
- ◆ Security
 - Access control
 - Less data transferred over the wire
- ◆ Simplify application code
- ◆ Triggers for data integrity

Why Not To Use Stored Procedures?

- ◆ Portability
- ◆ PL are generally more difficult to develop and maintain than conventional programming languages
 - Less language features
 - Less tool support

Procedures and Functions in Oracle

- ◆ Procedure
 - No return value
 - Usually called by other procedures, functions, triggers, and/or programs.
- ◆ Function
 - Returns a value
 - Usually used in SQL statements like the system built-in functions

Example: hello()

```
create or replace procedure hello as
begin
  dbms_output.put_line( 'Hello World!' );
end hello;
/
```

- ◆ Note that *hello* does not have a parameter list, not even ()

Create Procedures

```
CREATE [OR REPLACE] PROCEDURE procedure_name
[(parameter_name [IN | OUT | IN OUT] type [, ...])]
{IS | AS}
BEGIN
  procedure_body
END procedure_name;
```

Use Procedures

- ◆ call hello();
- ◆ show errors
- ◆ user_procedures
 - describe user_procedures
 - select object_name from user_procedures;
- ◆ drop procedure hello;

Parameter Mode

- ◆ IN: the parameter already has a value when the procedure starts, and the value cannot be changed in the procedure body; *default mode.*
- ◆ OUT: the parameter value will set in the procedure body.
- ◆ IN OUT: the parameter has a value when the procedure start, and the value may be changed in the procedure body.

Example: sum2p()

```
create or replace procedure sum2p
(a in integer, b in integer, s out integer) as
begin
  s := a+b;
end sum2p;
```

Example: sum2f()

```
create or replace function sum2f (a in integer, b in integer)
return integer as
  s integer default 0;
begin
  sum2p( a, b, s );
  return s;
end sum2f;
```

- ◆ Note that the declaration block is between CREATE...AS and BEGIN, and the DECLARE keyword is not needed any more.

More Examples

- ◆ Factorial

Packages

- ◆ A package is a collection of PL/SQL objects group together under one package name.
 - Procedures and functions
 - Cursors, variables, and types
- ◆ Package
 - *Specification* - declarations
 - *Body* - implementations

Create Packages

```
CREATE [OR REPLACE] PACKAGE package_name
{IS | AS}
  package_specification
END package_name;
```

```
CREATE [OR REPLACE] PACKAGE BODY package_name
{IS | AS}
  package_body
END package_name;
```

Package Specification Example

```
create or replace package cs422stu31 as
  procedure hello;
  procedure sum2p (a in integer, b in integer, s out integer);
  function sum2f (a in integer, b in integer) return integer;
end cs422stu31;
```

Use Packages

- ◆ call cs422stu31.hello();
- ◆ select cs422stu31.sum2f(100,5) from dual;
- ◆ select object_name, procedure_name from user_procedures;
- ◆ drop package cs422stu31;

Triggers

- ◆ Procedures that are automatically invoked when data is *changed*, e.g. INSERT, DELETE, and UPDATE.
- ◆ Common use of triggers
 - Auditing
 - Constraints
 - Replication

Example: Change Logger

```
create or replace trigger change_logger
before insert or update or delete on items
begin
  if inserting then
    insert into log1 (operation) values ('insert');
  elsif deleting then
    insert into log1 (operation) values ('delete');
  else
    insert into log1 (operation) values ('update');
  end if;
end;
```

Create Trigger

```
CREATE [OR REPLACE] TRIGGER trigger_name
{BEFORE | AFTER | INSTEAD OF} triggering_event
ON table_name
[FOR EACH ROW [WHEN trigger_condition]]
BEGIN
  trigger_body
END trigger_name;
```

Triggering Events

- ◆ INSERT
- ◆ DELETE
- ◆ UPDATE [OF column1,column2,...]
- ◆ Three predicates available in a trigger body to determine triggering event type:
 - INSERTING
 - DELETING
 - UPDATING

Before or After

- ◆ BEFORE: trigger *fires* before the triggering event
- ◆ AFTER: trigger fires after the event
- ◆ INSTEAD OF: execute the trigger procedure *instead of* the triggering event (statement)

Statement Trigger vs. Row Trigger

- ◆ Statement Trigger
 - Fires once per statement
- ◆ Row Trigger
 - FOR EACH ROW
 - Fires once per row

Example: Price Logger

- ◆ Log the price changes where the new price is more than 20% higher or lower than the old price.
- ◆ :OLD and :NEW

Use Triggers

- ◆ Information about triggers is in the user_triggers table.
- ◆ drop trigger *trigger_name*

Oracle Restrictions on Triggers

- ◆ Avoid infinite triggering
- ◆ Assume the triggering event is on R
 - R *cannot* be changed in the trigger body
 - Any relation linked to R by a chain of foreign key constraints *cannot* be changed in the trigger body

More Restriction on Row Triggers

- ◆ A row trigger cannot even query a mutating table, which is
 - either the table being modified, or
 - the table could be modified due to a CASCADE foreign key policy
- ◆ Get around the "mutating table error" is fairly tricky (<http://asktom.oracle.com/~tkyte/Mutate/>)
- ◆ However, most of the time you can use a *statement* trigger instead.

Constraints Revisited

- ◆ NOT NULL
- ◆ DEFAULT
- ◆ UNIQUE
- ◆ PRIMARY KEY
- ◆ Foreign key
- ◆ Check

Foreign Key Constraint

- ◆ Parent and child tables
- ◆ What happens if a tuple in the parent table is deleted?
 - Default: no allowed
 - ON DELETE CASCADE
 - ON DELETE SET NULL
- ◆ How about ON UPDATE??

Limitations of the Check Constraint

- ◆ The condition must be a boolean expression that can be evaluated using the row being inserted or updated
- ◆ The condition cannot contain subqueries
- ◆ The condition cannot contain certain SQL functions or pseudocolumns
- ◆ The condition cannot contain user-defined functions

Implement Constraints using Triggers

```
Students( sid, sname )
Assignments( aid, aname, due )
Turnins( sid, aid, filename )
```

- ◆ A new tuple cannot be inserted into *Turnins* if current time is past the due date.
- ◆ NOTE: use `raise_application_error` (`error_code`, `error_msg`) to raise an error
 - `error_code` is between -20,000 and -20,999
 - `error_msg` is up to 2048 characters long