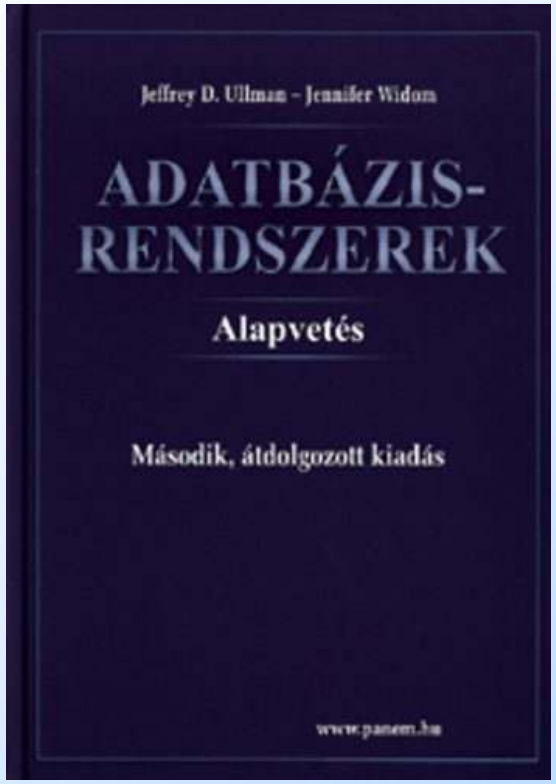
Real SQL Programming
Persistent Stored Modules (PSM)



Ullman-Widom: Adatbázisrendszerek
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9.3. Az SQL és a befogadó nyelv
közötti felület (sormutatók, cursors)
9.4. SQL/PSM Sémában tárolt eljárások

(Jeffrey D. Ullman, 2007 EA alapján)

SQL in Real Programs

- We have seen only how SQL is used at the generic query interface --- an environment where we sit at a terminal and ask queries of a database.
- Reality is almost always different: conventional programs interacting with SQL.

Options

1. Code in a specialized language is stored in the database itself (e.g., PSM, PL/SQL).
2. SQL statements are embedded in a *host language* (e.g., C).
3. Connection tools are used to allow a conventional language to access a database (e.g., CLI, JDBC, PHP/DB).

Stored Procedures

- PSM, or "*persistent stored modules*," allows us to store procedures as database schema elements.
- PSM = a mixture of conventional statements (if, while, etc.) and SQL.
- Lets us do things we cannot do in SQL alone.

Basic PSM Form

CREATE PROCEDURE <name> (

<parameter list>)

<optional local declarations>

<body>;

- Function alternative:

CREATE FUNCTION <name> (

<parameter list>) RETURNS <type>

Parameters in PSM

- Unlike the usual name-type pairs in languages like C, PSM uses mode-name-type triples, where the *mode* can be:
  - IN = procedure uses value, does not change value.
  - OUT = procedure changes, does not use.
  - INOUT = both.

Example: Stored Procedure

- Let's write a procedure that takes two arguments *b* and *p*, and adds a tuple to Sells(bar, beer, price) that has bar = 'Joe"s Bar', beer = *b*, and price = *p*.
  - Used by Joe to add to his menu more easily.

The Procedure

```
CREATE PROCEDURE JoeMenu (
   IN b     CHAR(20),
   IN p     REAL
)
INSERT INTO Sells
VALUES('Joe"s Bar', b, p);
```

-- Parameters are both
-- read-only, not changed

-- The body ---
-- a single insertion

Invoking Procedures

- Use SQL/PSM statement CALL, with the name of the desired procedure and arguments.
- Example:

```
CALL JoeMenu('Moosedrool', 5.00);
```

- Functions used in SQL expressions wherever a value of their return type is appropriate.

Kinds of PSM statements – (1)

- RETURN <expression> sets the return value of a function.
  - Unlike C, etc., RETURN *does not* terminate function execution.
- DECLARE <name> <type> used to declare local variables.
- BEGIN . . . END for groups of statements.
  - Separate statements by semicolons.

Kinds of PSM Statements – (2)

- Assignment statements:

  SET <variable> = <expression>;

  - Example: `SET b = 'Bud';`
- Statement labels: give a statement a label by prefixing a name and a colon.

IF Statements

- Simplest form:

  IF <condition> THEN
  <statements(s)>
  END IF;

- Add ELSE <statement(s)> if desired, as

  IF . . . THEN . . . ELSE . . . END IF;

- Add additional cases by ELSEIF <statements(s)>: IF … THEN … ELSEIF … THEN … ELSEIF … THEN … ELSE … END IF;

Example: IF

- Let's rate bars by how many customers they have, based on Frequents(drinker,bar).
  - <100 customers: 'unpopular'.
  - 100-199 customers: 'average'.
  - >= 200 customers: 'popular'.
- Function Rate(b) rates bar b.

Example: IF (continued)

```
CREATE FUNCTION Rate (IN b CHAR(20) )
        RETURNS CHAR(10)
        DECLARE cust INTEGER;
    BEGIN
        SET cust = (SELECT COUNT(*) FROM Frequents
                        WHERE bar = b);
        IF cust < 100 THEN RETURN 'unpopular'
        ELSEIF cust < 200 THEN RETURN 'average'
        ELSE RETURN 'popular'
        END IF;      -- Return occurs here,
END;                 -- not at one of the RETURN
                     -- statements
```

-- Number of
-- customers of
-- bar b

-- Nested
-- IF statement

Loops

- Basic form:

  <loop name>: LOOP <statements>
  END LOOP;

- Exit from a loop by:

  LEAVE <loop name>

Example: Exiting a Loop

```
loop1: LOOP
        . . .
        LEAVE loop1;
        . . .
END LOOP;
```

If this statement is executed . . .

Control winds up here

Other Loop Forms

- WHILE <condition>
  DO <statements>
  END WHILE;
- REPEAT <statements>
  UNTIL <condition>
  END REPEAT;

Queries

- General SELECT-FROM-WHERE queries are *not* permitted in PSM.
- There are three ways to get the effect of a query:
  1. Queries producing one value can be the expression in an assignment.
  2. Single-row SELECT . . . INTO.
  3. Cursors.

Example: Assignment/Query

- Using local variable *p* and Sells(bar, beer, price), we can get the price Joe charges for Bud by:

```
SET p = (SELECT price FROM Sells
   WHERE bar = 'Joe''s Bar' AND
         beer = 'Bud');
```

SELECT . . . INTO

- Another way to get the value of a query that returns one tuple is by placing INTO <variable> after the SELECT clause.
- Example:

```
SELECT price INTO p FROM Sells
WHERE bar = 'Joe''s Bar' AND
    beer = 'Bud';
```

Cursors

- A *cursor* is essentially a tuple-variable that ranges over all tuples in the result of some query.
- Declare a cursor *c* by:

DECLARE c CURSOR FOR <query>;

Opening and Closing Cursors

- To use cursor *c*, we must issue the command:

  OPEN c;

  - The query of *c* is evaluated, and *c* is set to point to the first tuple of the result.
- When finished with *c*, issue command:

  CLOSE c;

Fetching Tuples From a Cursor

- To get the next tuple from cursor c, issue command:

  FETCH FROM c INTO x1, x2,…,x*n* ;

- The *x*'s are a list of variables, one for each component of the tuples referred to by *c*.
- c is moved automatically to the next tuple.

Breaking Cursor Loops – (1)

- The usual way to use a cursor is to create a loop with a FETCH statement, and do something with each tuple fetched.
- A tricky point is how we get out of the loop when the cursor has no more tuples to deliver.

Breaking Cursor Loops – (2)

- Each SQL operation returns a *status*, which is a 5-digit character string.
  - For example, 00000 = "Everything OK," and 02000 = "Failed to find a tuple."
- In PSM, we can get the value of the status in a variable called SQLSTATE.

Breaking Cursor Loops – (3)

- We may declare a *condition*, which is a boolean variable that is true if and only if SQLSTATE has a particular value.
- Example: We can declare condition `NotFound` to represent 02000 by:

```
DECLARE NotFound CONDITION FOR
  SQLSTATE '02000';
```

Breaking Cursor Loops – (4)

- The structure of a cursor loop is thus:

```
cursorLoop: LOOP
  …
  FETCH c INTO … ;
  IF NotFound THEN LEAVE cursorLoop;
  END IF;
  …
END LOOP;
```

Example: Cursor

- Let's write a procedure that examines Sells(bar, beer, price), and raises by $1 the price of all beers at Joe's Bar that are under $3.
  - Yes, we could write this as a simple UPDATE, but the details are instructive anyway.

The Needed Declarations

```
CREATE PROCEDURE JoeGouge( )
   DECLARE theBeer CHAR(20);
   DECLARE thePrice REAL;
   DECLARE NotFound CONDITION FOR
       SQLSTATE '02000';
   DECLARE c CURSOR FOR
       (SELECT beer, price FROM Sells
        WHERE bar = 'Joe''s Bar');
```

-- Used to hold
-- beer-price pairs
-- when fetching
-- through cursor c

-- Returns Joe's menu

The Procedure Body

```
BEGIN
    OPEN c;
    menuLoop: LOOP
        FETCH c INTO theBeer, thePrice;
        IF NotFound THEN LEAVE menuLoop END IF;
        IF thePrice < 3.00 THEN
            UPDATE Sells SET price = thePrice + 1.00
            WHERE bar = 'Joe"s Bar' AND beer = theBeer;
        END IF;
    END LOOP;
    CLOSE c;
END;
```

Check if the recent FETCH failed to get a tuple

If Joe charges less than $3 for the beer, raise its price at Joe's Bar by $1.

PL/SQL

- Oracle uses a variant of SQL/PSM which it calls PL/SQL.
- PL/SQL not only allows you to create and store procedures or functions, but it can be run from the *generic query interface* (sqlplus), like any SQL statement.
- Triggers are a part of PL/SQL.

Trigger Differences

- Compared with SQL standard triggers, Oracle has the following differences:
  1. Action is a PL/SQL statement.
  2. New/old tuples referenced automatically.
  3. Strong constraints on trigger actions designed to make certain you can't fire off an infinite sequence of triggers.
- See on-line or-triggers.html document.

SQLPlus

- In addition to stored procedures, one can write a PL/SQL statement that looks like the body of a procedure, but is executed once, like any SQL statement typed to the generic interface.
  - Oracle calls the generic interface "sqlplus."
  - PL/SQL is really the "plus."

Form of PL/SQL Statements

```
DECLARE
   <declarations>
BEGIN
   <statements>
END;
.
run
```

- The DECLARE section is optional.

Form of PL/SQL Procedure

```
CREATE OR REPLACE PROCEDURE
   <name> (<arguments>) AS
   <optional declarations>
   BEGIN
        <PL/SQL statements>
   END;
.
run
```

Notice AS needed here

Needed to store procedure in database; does not really run it.

PL/SQL Declarations and Assignments

- The word DECLARE does not appear in front of each local declaration.
  - Just use the variable name and its type.
- There is no word SET in assignments, and := is used in place of =.
  - Example: x := y;

PL/SQL Procedure Parameters

- There are several differences in the forms of PL/SQL argument or local-variable declarations, compared with the SQL/PSM standard:
  1. Order is name-mode-type, not mode-name-type.
  2. INOUT is replaced by IN OUT in PL/SQL.
  3. Several new types.

PL/SQL Types

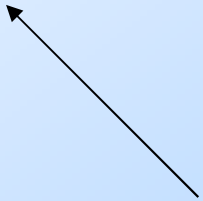
- In addition to the SQL types, NUMBER can be used to mean INT or REAL, as appropriate.
- You can refer to the type of attribute *x* of relation *R* by R.x%TYPE.
  - Useful to avoid type mismatches.
  - Also, R%ROWTYPE is a tuple whose components have the types of R's attributes.

Example:JoeMenu

- Recall the procedure JoeMenu(b,p) that adds beer *b* at price *p* to the beers sold by Joe (in relation Sells).
- Here is the PL/SQL version.

Procedure JoeMenu in PL/SQL

```
CREATE OR REPLACE PROCEDURE JoeMenu (
   b IN Sells.beer%TYPE,
   p IN Sells.price%TYPE
) AS
   BEGIN
        INSERT INTO Sells
        VALUES ('Joe''s Bar', b, p);
   END;
.
run
```



Notice these types will be suitable for the intended uses of *b* and *p*.

PL/SQL Branching Statements

- Like IF … in SQL/PSM, but:
- Use ELSIF in place of ELSEIF.
- Viz.: IF … THEN … ELSIF … THEN … ELSIF … THEN … ELSE … END IF;

PL/SQL Loops

- LOOP … END LOOP as in SQL/PSM.
- Instead of LEAVE … , PL/SQL uses
  EXIT WHEN <condition>
- And when the condition is that cursor *c* has found no tuple, we can write c%NOTFOUND as the condition.

PL/SQL Cursors

- The form of a PL/SQL cursor declaration is: CURSOR
  <name> IS <query>;
- To fetch from cursor c, say:
  FETCH c INTO <variable(s)>;

Example: JoeGouge() in PL/SQL

- Recall JoeGouge() sends a cursor through the Joe's-Bar portion of Sells, and raises by $1 the price of each beer Joe's Bar sells, if that price was initially under $3.

Example: JoeGouge() Declarations

```
CREATE OR REPLACE PROCEDURE
    JoeGouge() AS
  theBeer Sells.beer%TYPE;
  thePrice Sells.price%TYPE;
  CURSOR c IS
     SELECT beer, price FROM Sells
     WHERE bar = 'Joe''s Bar';
```

Example: JoeGouge() Body

```
BEGIN
   OPEN c;
   LOOP
        FETCH c INTO theBeer, thePrice;
        EXIT WHEN c%NOTFOUND;
        IF thePrice < 3.00 THEN
           UPDATE Sells SET price = thePrice + 1.00;
           WHERE bar = 'Joe"s Bar' AND beer = theBeer;
        END IF;
   END LOOP;
   CLOSE c;
END;
```

How PL/SQL breaks a cursor loop

Note this is a SET clause in an UPDATE, not an assignment. PL/SQL uses := for assignments.

Tuple-Valued Variables

- PL/SQL allows a variable *x* to have a tuple type.
- x R%ROWTYPE gives *x* the type of R's tuples.
- *R* could be either a relation or a cursor.
- x.a gives the value of the component for attribute *a* in the tuple *x*.

Example: Tuple Type

- Repeat of JoeGouge() declarations with variable *bp* of type beer-price pairs.

```
CREATE OR REPLACE PROCEDURE
        JoeGouge() AS
  CURSOR c IS
  SELECT beer, price FROM Sells
  WHERE bar = 'Joe''s Bar';
  bp c%ROWTYPE;
```

JoeGouge() Body Using *bp*

```
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;
```

Components of bp are obtained with a dot and the attribute name

Embedded SQL

- Key idea: A preprocessor turns SQL statements into procedure calls that fit with the surrounding host-language code.
- All embedded SQL statements begin with EXEC SQL, so the preprocessor can find them easily.

Shared Variables

- To connect SQL and the host-language program, the two parts must share some variables.
- Declarations of shared variables are bracketed by:

Always needed

EXEC SQL BEGIN DECLARE SECTION;

<host-language declarations>

EXEC SQL END DECLARE SECTION;

Use of Shared Variables

- In SQL, the shared variables must be preceded by a colon.
  - They may be used as constants provided by the host-language program.
  - They may get values from SQL statements and pass those values to the host-language program.
- In the host language, shared variables behave like any other variable.

Example: Looking Up Prices

- We'll use C with embedded SQL to sketch the important parts of a function that obtains a beer and a bar, and looks up the price of that beer at that bar.
- Assumes database has our usual Sells(bar, beer, price) relation.

Example: C Plus SQL

```
EXEC SQL BEGIN DECLARE SECTION;
   char theBar[21], theBeer[21];
   float thePrice;
EXEC SQL END DECLARE SECTION;
   /* obtain values for theBar and theBeer */
EXEC SQL SELECT price INTO :thePrice
   FROM Sells
   WHERE bar = :theBar AND beer = :theBeer;
   /* do something with thePrice */
```

Note 21-char arrays needed for 20 chars + endmarker

SELECT-INTO as in PSM

Embedded Queries

- Embedded SQL has the same limitations as PSM regarding queries:
  - SELECT-INTO for a query guaranteed to produce a single tuple.
  - Otherwise, you have to use a cursor.
    - Small syntactic differences, but the key ideas are the same.

Cursor Statements

- Declare a cursor *c* with:

EXEC SQL DECLARE *c* CURSOR FOR <query>;

- Open and close cursor c with:

EXEC SQL OPEN CURSOR c;

EXEC SQL CLOSE CURSOR c;

- Fetch from *c* by:

EXEC SQL FETCH c INTO <variable(s)>;

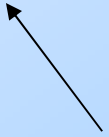
  - Macro NOT FOUND is true if and only if the FETCH fails to find a tuple.

Example: Print Joe's Menu

- Let's write C + SQL to print Joe's menu – the list of beer-price pairs that we find in Sells(bar, beer, price) with bar = Joe's Bar.
- A cursor will visit each Sells tuple that has bar = Joe's Bar.

Example: Declarations

```
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';
```



The cursor declaration goes outside the declare-section

Example: Executable Part

```
EXEC SQL OPEN CURSOR c;
while(1){
   EXEC SQL FETCH c
            INTO :theBeer, :thePrice;
   if (NOT FOUND) break;
   /* format and print theBeer and thePrice */
}
EXEC SQL CLOSE CURSOR c;
```

The C style of breaking loops