Sequelize Fast-Track Roadmap — Phased Lessons

Goal: Learn Sequelize (Node.js ORM) quickly and deeply — one topic at a time, with theory + analogy + practical examples + exercises.

Prerequisites (what you should already know)

- Basic JavaScript (ES6+), async/await
- Node.js and npm/yarn
- Basic SQL (SELECT, JOIN, INSERT, UPDATE) not deep, just concepts
- Familiarity with Express.js (for building APIs) and React (for front-end integration)
- Git and terminal comfort

PHASE 0 — Quick Setup (must-have)

- Choose a relational DB: Postgres (recommended), MySQL, MariaDB, SQLite (good for tests/dev).
- Packages you'll typically use:
- sequelize (core)
- sequelize-cli (optional but highly recommended for migrations/seeds)
- dialect driver: pg + pg-hstore (Postgres), mysq12
 (MySQL), mariadb (MariaDB), sqlite3 (SQLite), tedious (Microsoft SQL Server) and oracledb (Oracle Database)

Quick CLI starter commands (cheat-sheet):

```
npm init -y
npm install sequelize
npm install --save-dev sequelize-cli
# One of the following:
$ npm install --save pg pg-hstore # Postgres
$ npm install --save mysql2 # MySQL
$ npm install --save mariadb # MariaDB
$ npm install --save sqlite3 # SQLite
$ npm install --save tedious # Microsoft SQL Server
$ npm install --save oracledb # Oracle Database
```

PHASE 1 — Fundamentals (minimum to be productive)

1. What is Sequelize & when to use it

- 2. Short: An ORM that maps JS objects to SQL tables and provides a high-level API.
- 3. Why it helps: Faster development, safer queries, cross-dialect portability.
- 4. Analogy: Sequelize is the translator between your JS code and the database.

5. Project setup & connection

- 6. Create Sequelize instance, environment config (dotenv), connection testing (sequelize.authenticate()), pool options.
- 7. Minimal code snippet included in lesson.

8. Models & DataTypes

- 9. sequelize.define() vs class Model extends Model + init().
- 10. DataTypes: STRING, INTEGER, BOOLEAN, DATE, JSON, TEXT, DECIMAL etc.
- 11. Field options: (allowNull), (defaultValue), (unique), (validate).

12. Migrations (why & how)

- 13. sequelize-cli setup, model:generate, migration up/down, running db:migrate.
- 14. Why migrations are preferable to sync({ force: true }) in production.

15. CRUD basics

- 16. create, findOne, findAll, findByPk, update, destroy
- 17. findOrCreate, increment, decrement.

18. Associations (basic)

- 19. hasOne, belongsTo, hasMany, belongsToMany (through table).
- 20. FK ownership, onDelete / onUpdate behaviors.

21. Querying & Operators

23. Hooks & Validations

- 24. Lifecycle hooks: beforeCreate, afterUpdate, etc.
- 25. Built-in validations and custom validators.

26. Transactions (essential)

- 27. Managed vs unmanaged transactions, passing { transaction: t }, rollback behavior.
- 28. Integrating with Express (simple REST)
- 29. Pattern for controllers, error handling, request \rightarrow DB flow.

PHASE 2 — Intermediate (deeper practical skills)

1. Advanced Associations

2. Many-to-many through models with extra fields, aliasing (as), through options.

3. Eager loading patterns

4. Nested include, selecting attributes per association, required vs optional join, separate: true for large collections.

5. Scopes & Query Helpers

6. defaultScope, named scopes, reusable query patterns.

7. Model options & indexes

8. paranoid (soft delete), timestamps, underscored, schema support, indexes for performance.

9. Bulk operations & performance

10. bulkCreate, bulkUpdate (via update with where), upsert, RETURNING behavior.

11. Raw queries & SQL security

- 12. sequelize.query() with replacements/binds, avoiding SQL injection, when to use raw SQL.
- 13. Pagination (offset & cursor-based)
- 14. Implementing efficient pagination and considerations for large datasets.
- 15. Connection pooling & config tuning
- 16. Pool params, reconnect logic, logging control.
- 17. Testing models
- 18. In-memory SQLite for unit tests, factories, seeding test data, mocking.

PHASE 3 — Advanced

These are advanced topics you can learn after the intermediate set.

- 1. Polymorphic & Self-referential associations
- 2. Implementing tagging systems, comment threading, recursive relations.
- 3. Multi-tenant patterns
- 4. Row-based vs schema-based tenancy, pros/cons, migration strategies.
- 5. Zero-downtime migrations & production workflows
- 6. Adding columns safely, backfilling data, rollouts.
- 7. Complex query optimization
- 8. Explain plans, index strategies, denormalization trade-offs.
- 9. Sequelize + GraphQL + DataLoader
- 10. N+1 problem, batching resolver patterns, dataloader integration.
- 11. TypeScript + Sequelize
- 12. Typings, sequelize-typescript or manual typing patterns, pros/cons.
- 13. Custom data types, getters/setters, virtual fields

- 14. Virtual attributes, JSON columns, custom casting.
- 15. Contributing to Sequelize / reading source
- 16. How to navigate the library codebase if you want to contribute or debug.

Capstone Projects (pick one to build end-to-end)

- **Blog + Comments + Tags**: Users, Posts, Comments, Tags (many-to-many). Full REST API + React front-end. Auth, pagination, search.
- **E-commerce-ish**: Products, Categories, Orders, OrderItems, Inventory, Payments (mock). Multi-table transactions for checkout.
- Job board: Jobs, Companies, Applicants, resume upload (file handling), search filters.

Each capstone will be split into tasks and lessons (DB design, models, migrations, APIs, frontend integration, testing, deployment).

Quick Best Practices (summary)

- Use migrations in all non-trivial projects; avoid sync({ force: true }) in prod.
- Keep models thin: validation + relations. Put business logic in services.
- Always use transactions when multiple related writes happen.
- Watch SQL logs while developing to understand generated queries.
- Use parameterized queries / replacements for raw SQL.
- Add indexes based on query patterns, not prematurely.

How I will teach each topic (my lesson format)

- 1. One-paragraph explanation + real-world analogy
- 2. Minimal code example with comments (ready to run)
- 3. Step-by-step walkthrough of the code
- 4. Two small exercises (one easy, one slightly harder)
- 5. Answers & explanation
- 6. Common pitfalls & debugging tips