

# Module 2-6

JDBC and DAO Pattern

# Spring JDBC

# JDBC Introduction

- JDBC stands for Java Database Connectivity, and it's a series of specifications for allowing a Java program to interact with a database via a driver.
- Spring is a popular Java framework that implements (amongst other things) JDBC.
- In summary:
  - We use Spring JDBC, which is an implementation of JDBC, which contains JDBC Drivers, which connect to the database.

# The BasicDataSource class

- The BasicDataSource class defines the database's location and credentials.

```
BasicDataSource dataSource = new BasicDataSource();  
  
dataSource.setUrl("jdbc:postgresql://localhost:5432/dvdstore");  
dataSource.setUsername("postgres");  
dataSource.setPassword("postgres1");
```

- Here we created an instance of the BasicDataSource class, and used its setters to provide the database location, username, and password.

# JdbcTemplate Class (Instantiating)

The JdbcTemplate class provides the means by which a query can be made to the database and the results retrieved.

- The constructor for the JdbcTemplate requires that we pass in a data source object (which we talked about in the previous slide)

```
JdbcTemplate jdbcTemplate = new JdbcTemplate(dataSource)
```

# JdbcTemplate Class (Sending a SQL Query)

- The `.queryForRowSet(String containing SQL)` method will execute the SQL query. Extra parameter constructors are available as well, allowing for any prepared statement placeholders.

```
String sqlString = "SELECT name from country";  
SqlRowSet results = jdbcTemplate.queryForRowSet(sqlString);
```

- For UPDATE, INSERT, and DELETE statements we will use the **.update** method instead of the `.queryForRowSet` method.

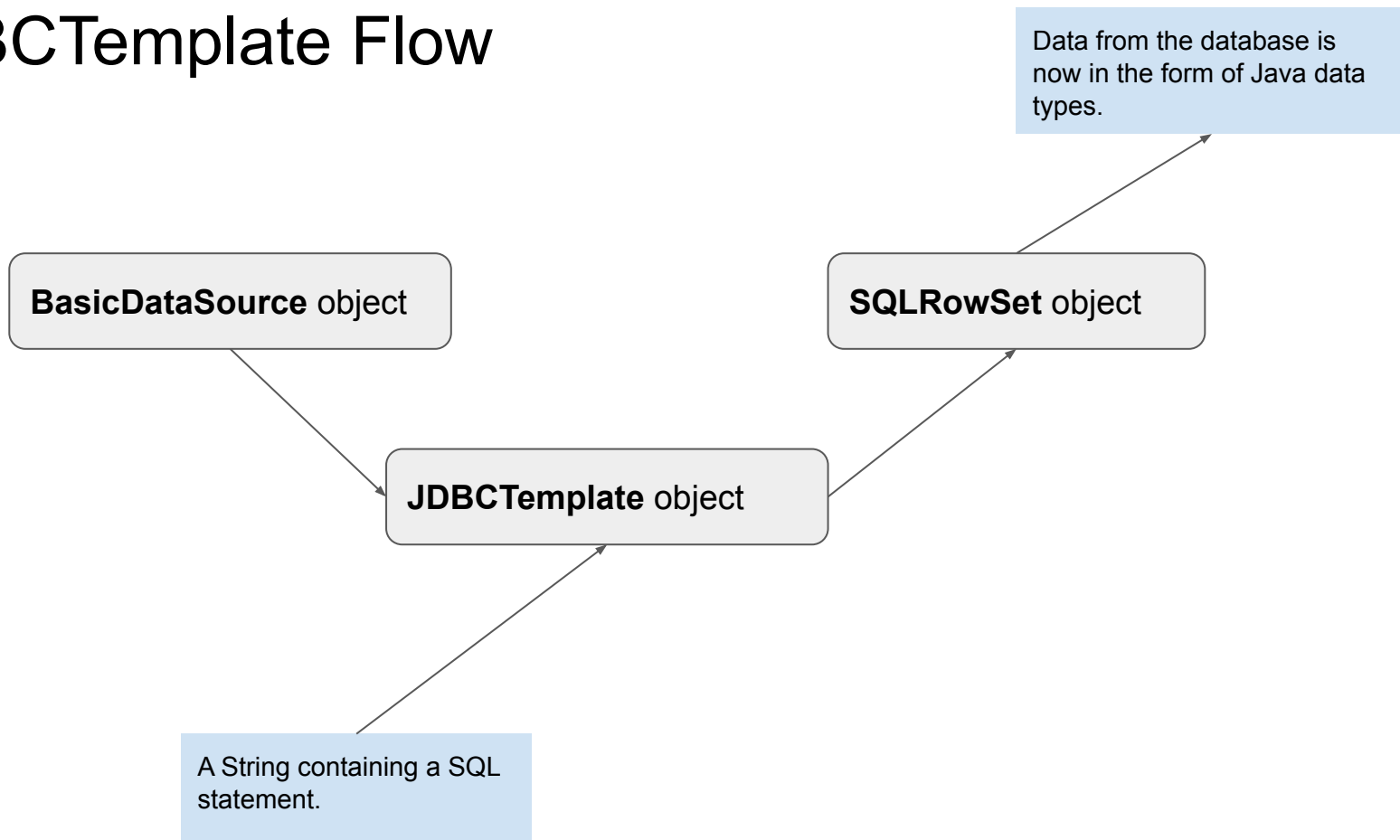
```
SqlRowSet results = jdbcTemplate.update(sqlString);  
// Where sqlString contains an UPDATE, INSERT, or DELETE.
```

# SQLRowSet Class (Accessing the Results)

The RowSET class has the following methods:

- **next()**: This method allows for iteration if the SQL operation returns multiple rows. Using next is very similar to the way we dealt with file processing.
- **getString(name of column in SQL result)** , **getInt(name of column in SQL result)**, **getBoolean(name of column in SQL result)** ,etc. : These get the values for a given column, for a given row.

# JdbcTemplate Flow





Let's do a quick example.

# DAO Pattern

# DAO Pattern

- A database table can sometimes map fully or partially to an existing class in Java. This is known as **Object-Relational Mapping**.
- We implement Object Relation Mapping with a design pattern called DAO, which is short for **Data Access Object**.
- We do this in a very specific way using Interfaces so that future changes to our data infrastructure (i.e. migrating from 1 database platform to another) are easier to manage.

# The Goal

We will query from a database, and use the data from each row to create a “City” object:

*	id	name	countrycode	district	population
1	1	Kabul	AFG	Kabul	1780000
2	2	Qandahar	AFG	Qandahar	237500
3	3	Herat	AFG	Herat	186800
4	4	Mazar-e-Sharif	AFG	Balkh	127800
5	5	Amsterdam	NLD	Noord-Holland	731200
6	6	Rotterdam	NLD	Zuid-Holland	593321
7	7	Haag	NLD	Zuid-Holland	440900
8	8	Utrecht	NLD	Utrecht	234323

A City object:

id=1  
name= “Kabul”  
countrycode= “AFG”  
...

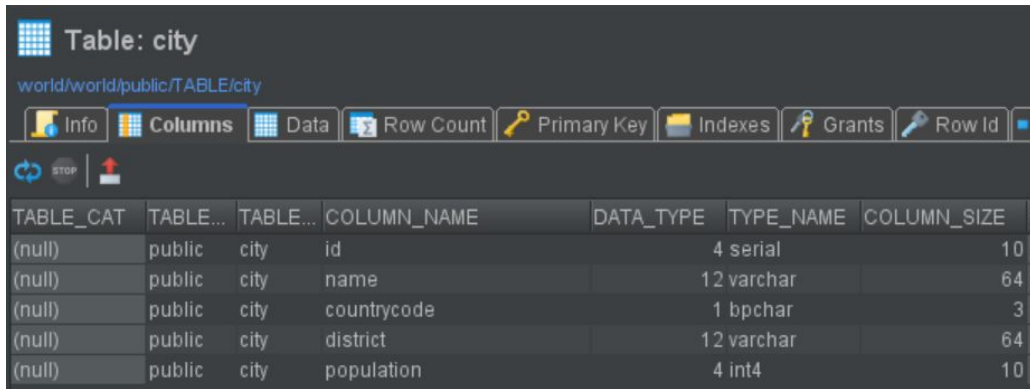
Another City object:

id=5  
name= “Amsterdam”  
countrycode= “NLD”  
...

# DAO Pattern (Setup)

First, we have a class in Java that corresponds to the columns being retrieved from the database:

```
public class City {  
    private Long id;  
    private String name;  
    private String countryCode;  
    private String district;  
    private int population;  
    // + getters  
}
```



The screenshot shows a database management tool interface for a table named 'city'. The table is located at 'world/world/public/TABLE/city'. The 'Columns' tab is selected, displaying a list of columns with their respective data types and sizes.

TABLE_CAT	TABLE...	TABLE...	COLUMN_NAME	DATA_TYPE	TYPE_NAME	COLUMN_SIZE
(null)	public	city	id	4	serial	10
(null)	public	city	name	12	varchar	64
(null)	public	city	countrycode	1	bpchar	3
(null)	public	city	district	12	varchar	64
(null)	public	city	population	4	int4	10

# DAO Pattern Step 1

- We start off with an Interface specifying that a class that chooses to implement the interface must implement methods to communicate with a database (i.e. search, update, delete). Consider the following example:

```
public interface CityDAO {  
  
    public void save(City newCity);  
    public City findCityById(long id);  
}
```

## DAO Pattern Step 2

- Next, we want to go ahead and create a concrete class that implements the interface:

# DAO Pattern Step 2

```
public class JDBCCityDAO implements CityDAO {  
  
    private JdbcTemplate jdbcTemplate;  
  
    public JDBCCityDAO(DataSource dataSource) {  
        this.jdbcTemplate = new JdbcTemplate(dataSource);  
    }  
  
    @Override  
    public void save(City newCity) {  
        String sqlInsertCity = "INSERT INTO city(id, name, countrycode, district, population) " +  
                                "VALUES(?, ?, ?, ?, ?)";  
  
        newCity.setId(getNextCityId());  
        jdbcTemplate.update(sqlInsertCity, newCity.getId(), newCity.getName(), newCity.getCountryCode(), newCity.getDistrict(), newCity.getPopulation());  
    }  
  
    @Override  
    public City findCityById(long id) {  
        City theCity = null;  
        String sqlFindCityById = "SELECT id, name, countrycode, district, population " +  
                                "FROM city " +  
                                "WHERE id = ?";  
  
        SqlRowSet results = jdbcTemplate.queryForRowSet(sqlFindCityById, id);  
        if(results.next()) {  
            theCity = mapRowToCity(results);  
        }  
        return theCity;  
    }  
}
```

The contractual obligations of the interface are met.



Let's implement a DAO class

# DAO Pattern Step 3

- In our orchestrator class, we will be using polymorphism to declare our DAO objects:

```
CityDAO dao = new JDBCCityDAO(worldDataSource);
```

The Interface Reference

The Concrete Class Constructor

# DAO Pattern Step 3

- We can now call the DAO methods we declared to interact with the database:

```
City smallville = new City();
smallville.setCountryCode("USA");
smallville.setDistrict("KS");
smallville.setName("Smallville");
smallville.setPopulation(42080);

dao.save(smallville);

City theCity = dao.findCityById(smallville.getId());
```

We can now call the methods that are defined in concrete class and required by the interface.

Let's now use the DAO class