



Transactions



Database Connectivity and Access

Transaction Handling

- ▶ **Transactions**
 - ▶ Units of work executed together
 - ▶ All or nothing
 - ▶ Ensure ACID compliance
- ▶ Important for any set of statements that needs to be executed as one operation
- ▶ Introduce complexity in applications
 - ▶ Contention!
 - ▶ Stale Data problems



When to use a transaction?

- ▶ **Multiple operations that must happen together—YES**
 - ▶ E.g. updating multiple tables with the shared / related information in separate steps
 - ▶ E.g. deleting records from both a child table and the parent table
- ▶ **Single SQL statements—NO**
 - ▶ Unnecessary overhead
- ▶ **Multiple tables?**
 - ▶ Can we use a JOIN – then NO transaction
 - ▶ Creating several temporary tables where source tables may change – YES need transaction

How to use a transaction

- Connect / Open database
- Start a transaction
- Execute database Select, Insert, Update, Delete commands AND any necessary code operations
- Commit or Rollback
- End Transaction
- Close database



Demo



AutoCommit

- ▶ What counts as a transaction when you're working at the console?
- ▶ Many DBMS have the concept of AutoCommit
 - ▶ If “on”, every SQL operation is considered its own transaction and is committed
 - ▶ If “off”, the entire session is one, single transaction
- ▶ But is AutoCommit on or off?
 - ▶ MySQL: AutoCommit is on by default
 - ▶ Oracle: AutoCommit is off by default



Executing Transactions

- ▶ **Two Approaches**
 - ▶ Manual
 - ▶ Object



Manual Transactions

- ▶ **Manual Approach**

- ▶ Use `execute()` method and mimic console operation
 - ▶ Start transaction
 - ▶ Perform statements
 - ▶ Commit (or rollback) transaction



Executing Transactions (Manual)

// Oracle example

```
conn.setAutoCommit(false);
```

// Any SQL or coding statements

```
conn.commit();
```



Object Approach

- ▶ **Object Approach**
 - ▶ Create Transaction object
 - ▶ Set of statements
 - ▶ Execute
 - ▶ If everything is OK with transaction
 - ▶ Commit
 - ▶ else
 - ▶ Rollback



C# Transactions (Object)

```
cmd = new MySqlCommand();  
cmd.Connection = conn;
```

```
MySqlTransaction trans = conn.BeginTransaction();  
cmd.Transaction = trans;
```

```
    cmd.CommandText = something;  
    cmd.ExecuteNonQuery();  
    cmd.CommandText = something else;  
    cmd.ExecuteNonQuery();
```

```
trans.Commit();
```



Java Transactions

- ▶ Autocommit is done at the connection level
- ▶ There is no Transaction object

```
    conn.setAutoCommit(false); // start transaction
// a whole lot of SQL code
    if( everythingWorked )
        conn.commit();           // OK - commit
    else
        conn.rollback();         // Error - rollback
    conn.setAutoCommit(true);    // end transaction
```



Rollback

- ▶ **Why roll back a transaction?**
 - ▶ Intermediate values indicate a need to abort
 - ▶ Exception/Error thrown
- ▶ **How to roll back a transaction?**
 - ▶ `conn.rollback()` for Java
 - OR
 - ▶ `myTransObj.rollback()` for C#



How NOT to use a transaction 1

1. Do NOT close the database within the transaction
Once closed, cannot commit or rollback
2. Following a commit or rollback...
Don't do a second commit or rollback
3. Following a catch that has a rollback, don't execute a commit (See #2 above)
4. The logic path should only have one possible commit or rollback, followed by end transaction
5. Setting the transaction back to true will do a commit, but letting it default is sloppy programming.
6. Sloppy programming is not accepted in this class or on the job



How NOT to use a transaction 2

- 7. Results from SELECT(s) obtained **before** a transaction should NOT be used within a transaction.
 - Dirty data
 - ∴ Start the transaction before the SELECTs



Where Begin/End Tx?

- ▶ This is all pseudocode – NOT REAL CODE
 - ▶ Where does begin tx, commit, rollback, end tx go?
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1. Select MAX(codeld) from tableA
 2. Get the resulting number into variable lastld
 3. Add 1 to lastld
 4. Insert into tableB (id, name) VALUES (lastld, nameX)
 5. Add 1 to lastld
 6. Insert into tableB (id, name) VALUES (lastld, nameY)
 7. Catch SQL exceptions & any others

