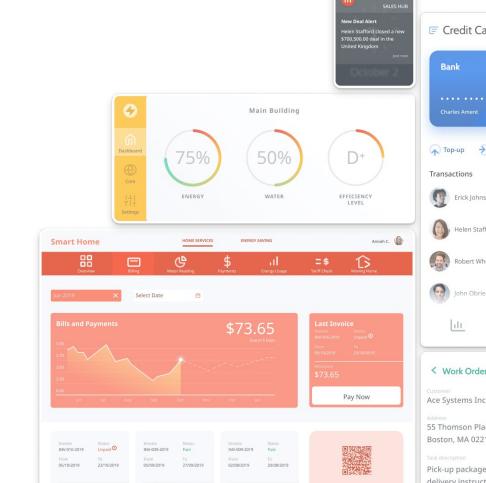


Database Entities

Reactive Developer Boot Camp



What you will learn here

- What is an Entity?
- Entity Attributes
- Entity Actions

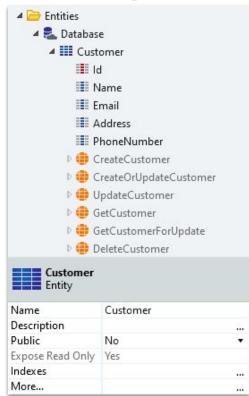
What is an Entity?

An **Entity** is an element that allows us

to persist and access information

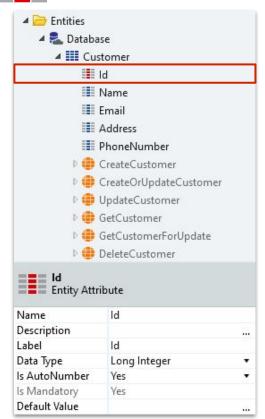
that is needed in our applications

Entity



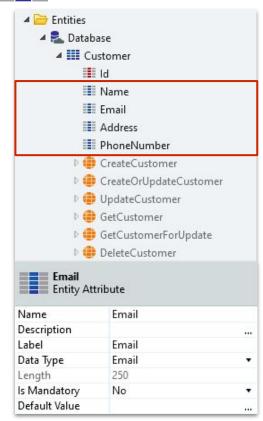
- Each business concept should be represented as an Entity
- Entity data is persisted in a Database Table
 - Each new record of an Entity is inserted as a row on the corresponding table
- Entities...
 - store sets of data
 - have attributes
 - have Entity Actions

Id Attribute



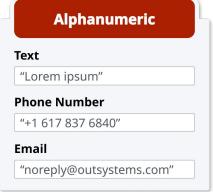
- Automatically created
- Uniquely identifies the Record on the Entity
- Primary key in DB
- Supports relational database operations

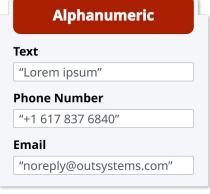
Attributes



- Entity data is stored in its attributes
- Attributes represent business concepts' properties
 - Map to a column on the respective database table
- Must have a basic Data Type

Basic Data Types









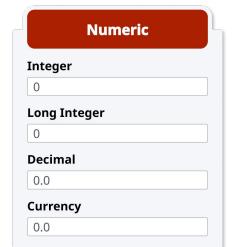
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Default Values







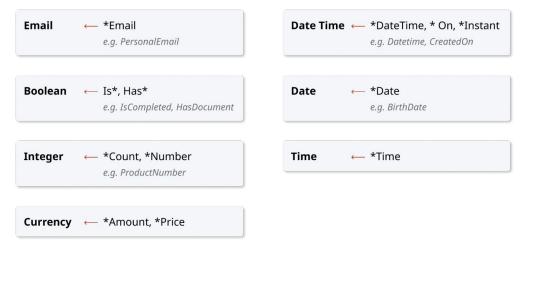


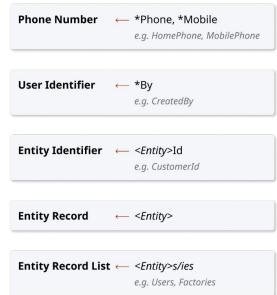




Data Type Inference

When naming a new attribute (or variable), OutSystems tries to infer its type





Entity Actions



- Automatically created
- CRUD data operations

Create: CreateCustomer

Retrieve: GetCustomer

Update: UpdateCustomer

Delete: DeleteCustomer

 Entity Actions can be used directly in the business logic of the application



Questions?

