CodeGenerator Video Series

# Overview

* Purpose of CodeGenerator.
* Database schema.
  + Overriding
* Extended functionality.
  + APIs
  + Annotations
  + Attributes
* Template format.
* Supported databases.
* Supported languages.
* Generation process.

# New Project

* VS project setup.
* Database compatibility – currently SQL Server.
* Languages – supports any language.
* Database configuration.
* Data type mappings.
  + Custom mappings.
  + Using default mappings.
* Overview of Project Explorer
* Adding a new template.

# First Template: Single Output

* Creating DataObjects in C#.

# First Template: Multiple Output

* Creating DataObjects in Java.

# Overriding

* Changing class name.
* Changing column name.

# APIs

* Purpose of APIs.
  + Flow control.
  + Logging.
  + Common calling mechanism.
* Implementing an API.

# Annotations

* Purpose of Annotations.
  + Code commenting.
* C# example.
* Similarity to Attributes.

# Attributes

* Purpose of Attributes.
  + Full customization.
  + Flexibility.
* Cache attribute.