

CS544 EA

Applications

Hibernate Web Applications

Hibernate Web Applications

- Hibernate is generally only used in combination with Spring or a J2EE Server
 - To provide a deeper understanding of how it's integrated into an application
 - We're first going to manually provide some of the things Hibernate needs to run

Single Entity Manager Factory

- The Entity Manager Factory should start once
 - Only one for the entire application
 - Starts when the app starts
 - Closes when the app closes
- Good way to do this:
 - Make a singleton for it

Entity Manager & DAOs

- Repositories (DAOs) need to be able to get the 'current entityManager'
 - If each DAO method makes it's own EntityManager
 - We need multiple per web request
 - Each EntityManager has:
 - Its own DB connection, transaction, entity cache
 - All of which should be used for multiple operations!

EntityManager per Operation Anti-Pattern

 Using a EntityManager per operation is so bad it's considered an Anti-Pattern

Also known as:

"SessionPerOperation" Anti-Pattern

Never write a DAO like this!

```
public class BadCustomerDao {
 private EntityManagerFactory emf;
 public CustomerDao() {
      EntityManagerFactory emf = EMF.get();
 public Customer load(Long id) {
      EntityManager em = emf.createEntityManager();
      Customer c = em.find(Customer.class, id);
      em.close():
      return c;
 public void save(Customer c) {
      EntityManager em = emf.createEntityManager();
      em.persist(c);
      em.close();
 public void update(Customer c) {
      EntityManager em = emf.createEntityManager();
      em.merge(c);
      em.close();
```

Entity Manager per Request

- We want one Entity Manager per (web) Request
 - Create it in the controller and pass it around as param?

- Store it in the current thread
 - Available to every method running in the thread



Known as "ThreadLocal"

EntityManager Helper

```
public class EntityManagerHelper {
private static final EntityManagerFactory emf;
private static final ThreadLocal<EntityManager> threadLocal;
static {
    emf = Persistence.createEntityManagerFactory("cs544");
    threadLocal = new ThreadLocal<EntityManager>();
public static EntityManager getCurrent() {
    EntityManager em = threadLocal.get();
    if (em == null || !em.isOpen()) {
        em = emf.createEntityManager();
        threadLocal.set(em);
    return em;
public static void closeEntityManagerFactory() {
    emf.close();
```

EntityManagerHelper provides:

- Singleton EntityManagerFactory
- ThreadLocal<EntityManager>
- getCurrent() method that can be called from any method

EntityManager per Request DAO

- DAO's become thin wrappers:
 - Gets current EntityManager
 - Calls method

```
public class CustomerDao {
 public Customer load(Long id) {
      EntityManager em = EntityManagerHelper.getCurrent();
      return em.find(Customer.class, id);
 public void save(Customer c) {
      EntityManager em = EntityManagerHelper.getCurrent();
      em.persist(c);
 public void update(Customer c) {
      EntityManager em = EntityManagerHelper.getCurrent();
      em.merge(c);
                                                        8
```

Transaction

Each service method should be one transaction

- Many Thread Local implementations close the EntityManager when the transaction commits
 - Means that all managed objects become detached
 - And automatic loading of related objects no longer works

Service Method

- Before an object is returned from a Service method:
 - Load any related objects needed by the recipient
 - Either have the DAO load all object into EM cache with query
 - Or have the Service follow references to 'force lazy loading'

```
public class CustomerService {
  public Customer getCustomer(Long id) {
        EntityManager em = EntityManagerHelper.getCurrent();
        em.getTransaction().begin();
                                                                        Starts and stops the
        Customer c = customerDao.load(id);
                                                                             Transaction
        // follow references to ensure related objects are loaded
        c.getAddress().getCity();
        c.getCreditCard().getAddress().getCity();
        // Then commit (may close entity manager)
                                                                Makes sure related
        em.getTransaction().commit();
        // and return the 'object structure'
                                                                objects are loaded
        return c:
```

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