# Java Persistence API (JPA)

**Definition:** JPA is just a specification. It is like a set of rules and guidelines that explain how Java objects should be stored in a relational database.

- 1) It doesn't actually do anything on its own.
- 2) It defines standard annotations like @Entity, @Id, and interfaces like EntityManager.
- 3) JPA is like the **blueprint** and it needs an **implementation** to actually work.

### Ex:

```
@Entity
public class Employee {
@Id
private int id;
private String name;
} This class tells JPA how to map a Java object to a database table.
```

### Hibernate

**Definition:** Hibernate is a **popular ORM framework** in Java that provides the **actual implementation** of the JPA specification.

- Implements JPA and also provide additional features.
- Offers advanced feature like second-level caching, lazy fetching, batch processing.
- JPA tells what to do and Hibernate does the work.

#### Ex:

```
EntityManagerFactory emf = Persistence.createEntityManagerFactory("examplePU");
EntityManager em = emf.createEntityManager();
em.getTransaction().begin();
em.persist(new Employee());
em.getTransaction().commit();
```

## **Spring Data JPA**

**Definition:** Spring Data JPA is a Spring Framework project that provides an abstraction layer on top of JPA/Hibernate to simplify data access.

• It doesn't implement JPA itself but makes working with JPA and Hibernate much easier.

- It eliminates a lot of boilerplate code.
- With just an interface we can perform database operations like save, delete, find and more without writing a single SQL or JPQL query.

#### Ex:

```
public interface EmployeeRepository extends JpaRepository<Employee, Integer> {
   List<Employee> findByName(String name);
};
```

## **Conclusion:**

JPA is just a set of rules that tells us how Java objects should be stored in a database it does not do anything by itself. Hibernate is a tool that follows those rules and actually handles the database operations. Spring Data JPA makes things easier by removing the need to write most of the code, just define a simple interface and it handles all other stuffs.