## App Development & Modeling

**BSc** in Applied Computing



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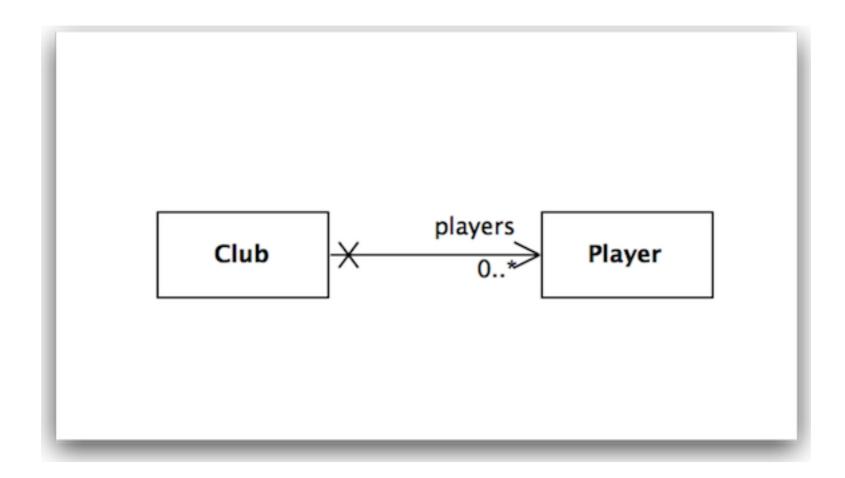
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# Modeling & JPA

# OneToMany

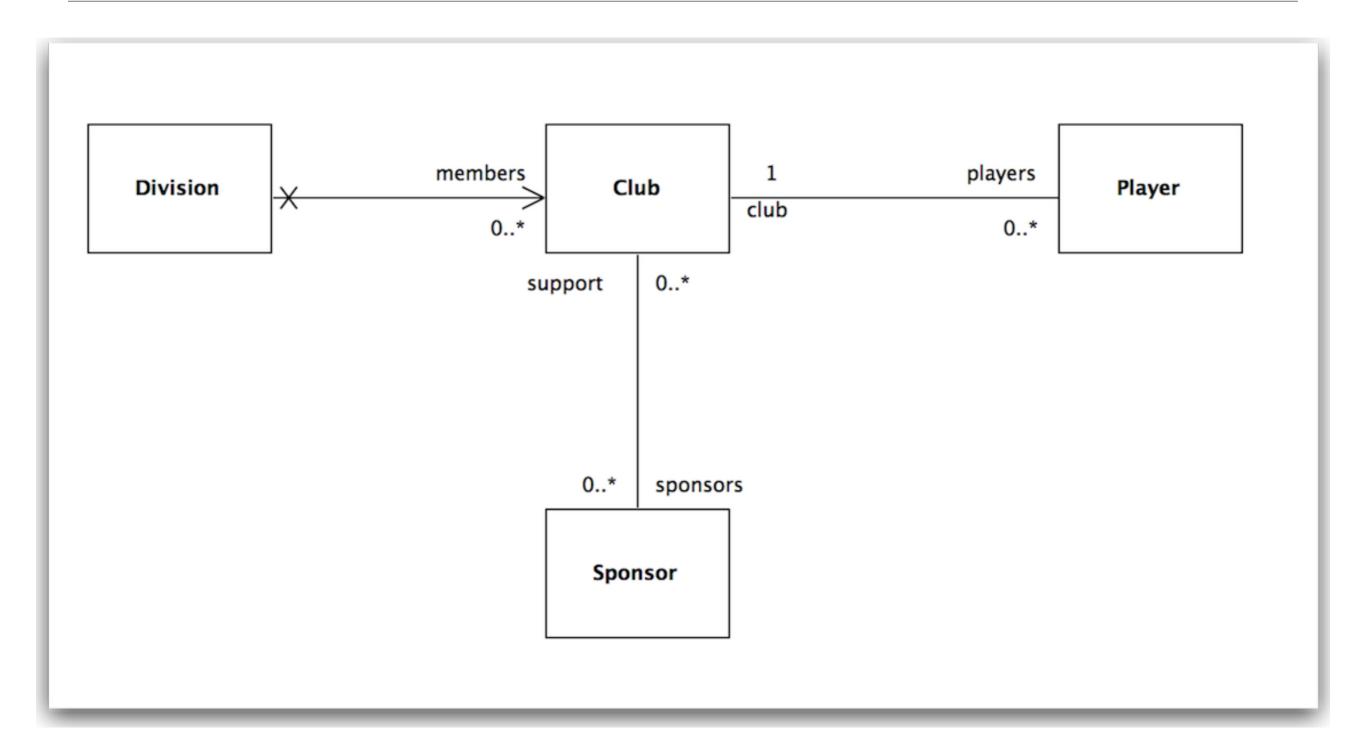


## OneToMany - Unidirectional

```
public class Club extends Model
 public String name;
 @OneToMany(cascade=CascadeType.ALL)
  public List<Player>
              players = new ArrayList<Player>();
  public Club(String name)
   this.name = name;
 public String toString()
   return name;
 public void addPlayer(Player player)
   players.add(player);
```

```
public class Player extends Model
  public String name;
  public Player(String name)
    this.name = name;
  public String toString()
    return name;
```

# OneToMany, ManyToOne, ManyToMany



## OneToMany

```
public class Division extends Model
  public String name;
  @OneToMany(cascade=CascadeType.ALL)
  public List<Club> members new ArrayList<Club>();
  public Division(String name)
    this.name = name;
  public void addClub(Club club)
   members.add(club);
  public String toString()
    return name;
  public static Division findByName(String name)
    return find("name", name).first();
```

```
public class Club extends Model
 public String name;
 @OneToMany(mappedBy="club", cascade=CascadeType.ALL)
  public List<Player> players = new ArrayList<Player>();
 @ManyToMany
  public List<Sponsor> sponsors = new ArrayList<Sponsor>();
  public Club(String name)
    this.name = name;
  public String toString()
    return name;
  public static Club findByName(String name)
   return find("name", name).first();
  public void addPlayer(Player player)
   player.club = this;
   players.add(player);
  public void addSponsor(Sponsor company)
    sponsors.add(company);
  public void removePlayer(Player player)
   players.remove(player);
```

### ManyToOne

```
public class Club extends Model
{
  public String name;

@OneToMany(mappedBy="club", cascade=CascadeType.ALL)
  public List<Player> players = new ArrayList<Player>();

//..
}
```

```
public class Player extends Model
 public String name;
 @ManyToOne
  public Club club;
 public Player(String name)
   this.name = name;
 public String toString()
    return name;
 public static Player findByName(String name)
    return find("name", name).first();
```

## ManyToMany

```
public class Sponsor extends Model
 public String name;
  @ManyToMany (mappedBy="sponsors")
  public List<Club> support = new ArrayList<Club>();
 public Sponsor(String name)
   this.name = name;
 public void addSuport(Club club)
   support.add(club);
 public String toString()
    return name;
```

```
public class Club extends Model
 public String name;
 @OneToMany(mappedBy="club", cascade=CascadeType.ALL)
 public List<Player> players = new ArrayList<Player>();
 @ManyToMany
 public List<Sponsor> sponsors = new ArrayList<Sponsor>();
 public Club(String name)
    this.name = name;
 public String toString()
    return name;
 public static Club findByName(String name)
    return find("name", name).first();
 public void addPlayer(Player player)
   player.club = this;
    players.add(player);
 public void addSponsor(Sponsor company)
    sponsors.add(company);
 public void removePlayer(Player player)
    players.remove(player);
```

#### Tests

- For more complex models, create fixtures in data.yml.
- These models can be loaded in unit tests

```
Club(dunmore):
    name: dunmore
Club(tramore):
    name: tramore
Club(fenor):
    name: fenor
Player(jim):
    name: jim
    club: dunmore
Player(mary):
    name: mary
    club: dunmore
Player(sam):
    name: sam
    club: tramore
Player(john):
    name: john
    club: tramore
Player(mike):
    name: mike
    club: fenor
Player(linda):
    name: john
    club: fenor
Division(senior):
    name: senior
    members:
             - tramore
             - dunmore
Division(junior):
    name: junior
    members:
             - fenor
Sponsor(newsagent):
    name: newsagent
Sponsor(pub):
    name: pub
```

## data.yml

## data.yml

```
Club(dunmore):
    name: dunmore
Club(tramore):
    name: tramore
Club(fenor):
    name: fenor
Player(jim):
    name: jim
    club: dunmore
Player(mary):
    name: mary
    club: dunmore
Player(sam):
    name: sam
    club: tramore
Player(john):
    name: john
    club: tramore
Player(mike):
    name: mike
    club: fenor
Player(linda):
    name: john
    club: fenor
Division(senior):
    name: senior
    members:
            - tramore
            - dunmore
Division(junior):
    name: junior
    members:
            - fenor
Sponsor(newsagent):
    name: newsagent
Sponsor(pub):
```

name: pub

## ComprehensiveTest

```
public class ComprehensiveTest extends UnitTest
{
    @Before
    public void setup()
    {
        Fixtures.deleteDatabase();
        Fixtures.loadModels("data.yml");
    }

@After
    public void teardown()
    {
        Fixtures.deleteAllModels();
    }
```

## Test Strategy

- For each relationship:
  - 'short' test quick sanity check
  - 'long' test full exercise of relationship, in both directions if present
  - 'edit' test perform change on objects

```
@Test
public void testPlayerClub()
{
   Club dunmore = Club.find("byName", "dunmore").first();
   Player jim = Player.find("byName", "jim").first();
   Player mary = Player.find("byName", "mary").first();
   assertNotNull(mary);

assertTrue (dunmore.players.contains(jim));
   assertTrue (dunmore.players.contains(mary));
```

## Player/Club

```
@Test
public void testPlayerClubLong()
  Player jim;
         dunmore;
  Club
  jim = Player.find("byName", "jim").first();
  assertNotNull(jim);
  assertEquals(jim.name, "jim");
  dunmore = jim.club;
  assertEquals("dunmore", dunmore.name);
  dunmore = Club.find("byName", "dunmore").first(
  assertNotNull(dunmore);
  assertEquals("dunmore", dunmore.name);
  assertEquals(2, dunmore.players.size());
  Player p1 = dunmore.players.get(0);
  assertTrue (p1.name.equals("jim") || p1.name.equals("mary"));
  Player p2 = dunmore.players.get(1);
  assertTrue (p2.name.equals("jim") || p2.name.equals("mary"));
```

```
@Test
public void testEditPlayerClub()
         dunmore = Club.find("byName", "dunmore").first();
  Club
                 = Player.find("byName", "jim").first();
  Player jim
                 = Player.find("byName", "mary").first();
  Player mary
  dunmore.players.remove(mary);
  mary.delete();
  dunmore.save();
  assertEquals (dunmore.players.size(), 1);
  assertTrue (dunmore.players.contains(jim));
  assertEquals(0, Player.find("byName", "mary").fetch().size());
  Player sara
                  = new Player("sara");
  dunmore.addPlayer(sara);
  dunmore.save();
  assertEquals (dunmore.players.size(), 2);
```

#### Forward References

- In yaml files, representing many-to-many relationships cannot be easily represented.
- e.g:
  - dunmore->newsagent
  - newsagent->dunmore

```
Club(dunmore):
    name: dunmore

Player(jim):
    name: jim
    club: dunmore

Player(mary):
    name: mary
    club: dunmore

Division(junior):
    name: junior
    members:
    - dunmore

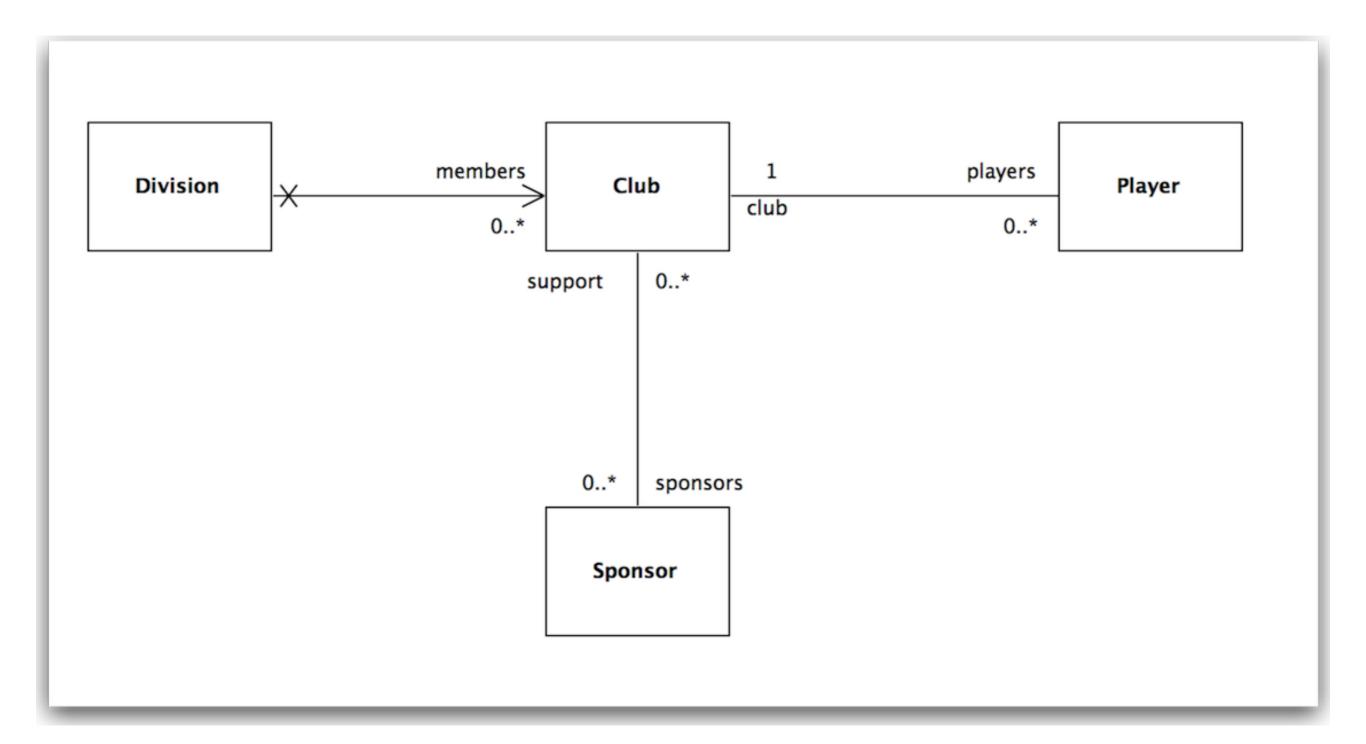
Sponsor(newsagent):
    name: newsagent
```

#### Forward References - Workaround

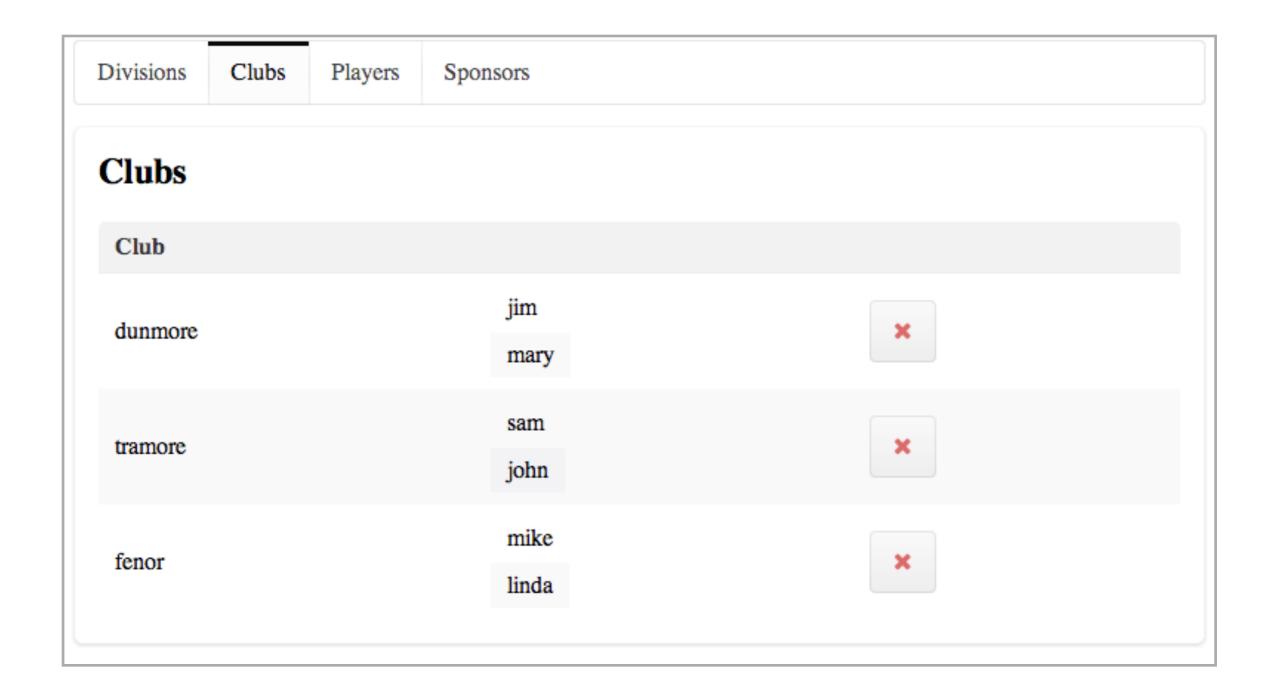
- Load the data.yaml model without ManyToMany
- Establish the relationship after the fixture is loaded

```
public class ComprehensiveTest extends UnitTest
 public static void loadSponsorships()
                     = Club.find("byName", "tramore").first();
    Club
           tramore
                     = Club.find("byName", "dunmore").first();
           dunmore
   Club
   Sponsor newsagent = Sponsor.find("byName", "newsagent").first();
   tramore.addSponsor(newsagent);
   dunmore.addSponsor(newsagent);
   newsagent.addSuport(tramore);
   newsagent.addSuport(dunmore);
   tramore.save();
   dunmore.save();
   newsagent.save();
 @Before
 public void setup()
   Fixtures.loadModels("data.yml");
   loadSponsorships();
```

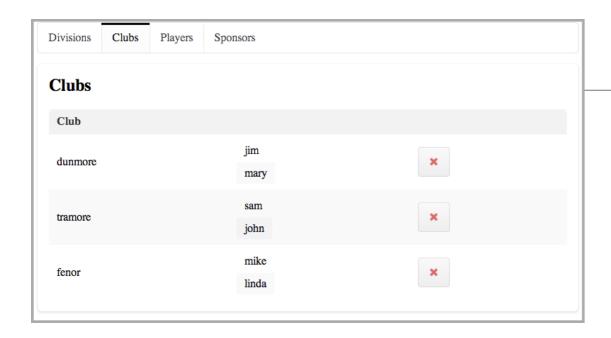
# OneToMany, ManyToOne, ManyToMany

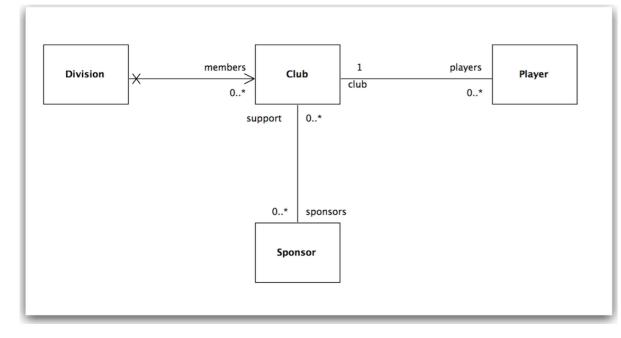


## Delete Club



#### Delete Club

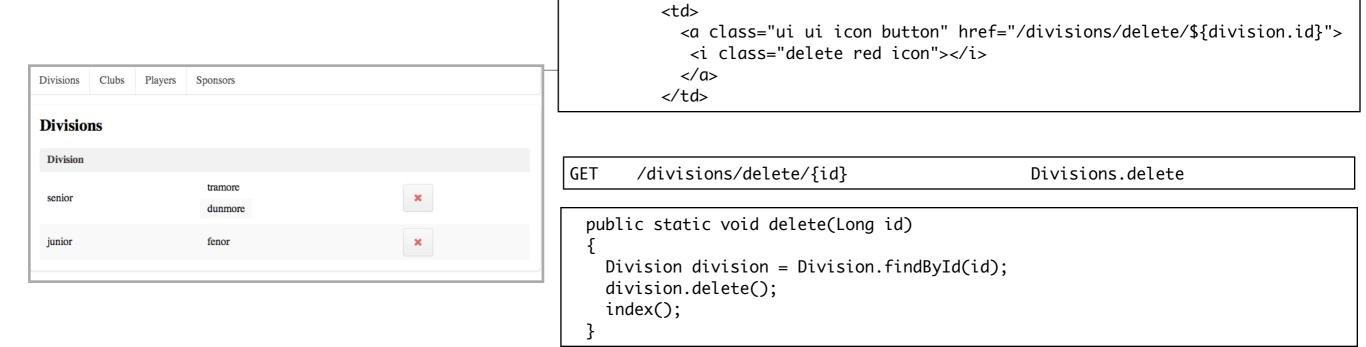


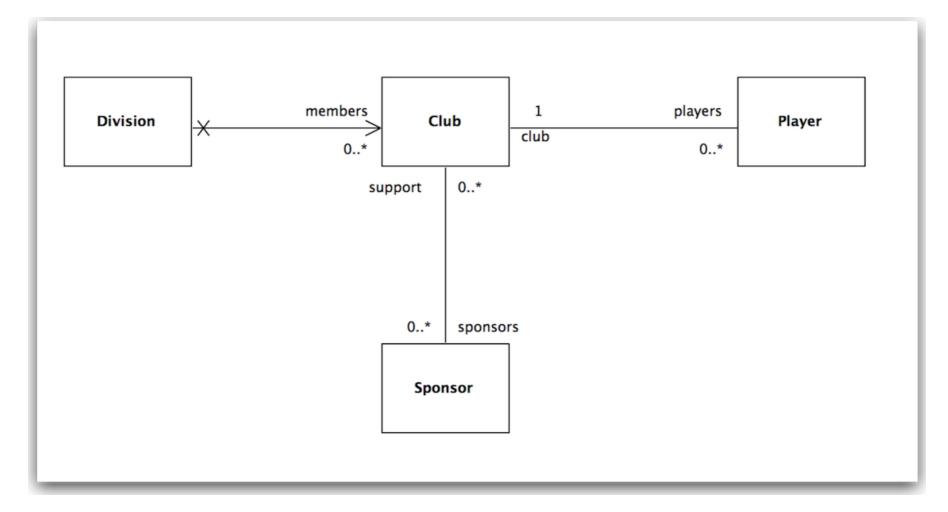


```
GET /clubs/delete/{id} Clubs.delete
```

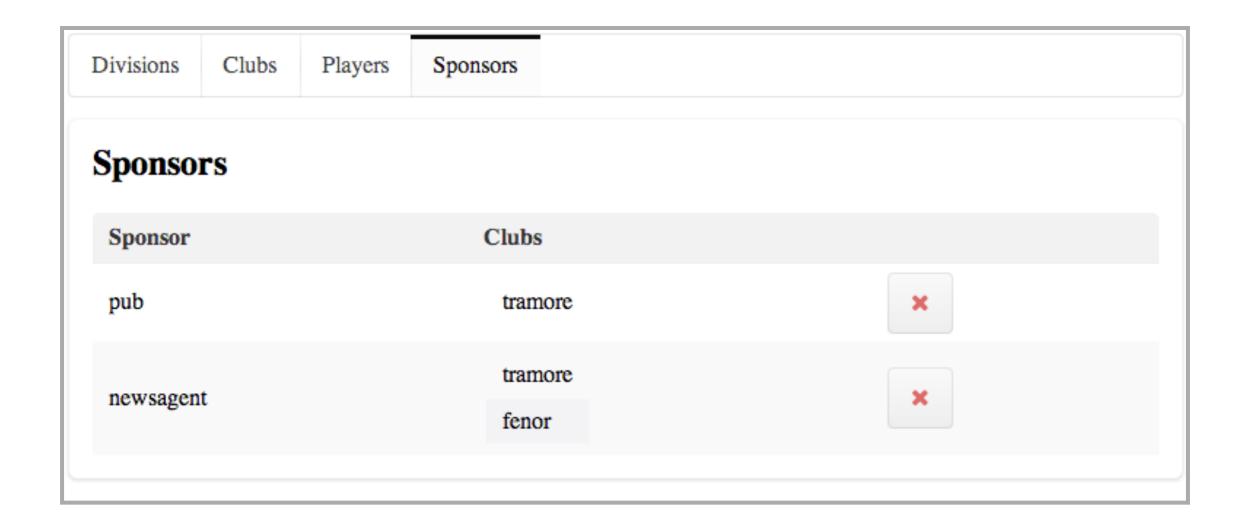
```
public static void delete(Long id)
{
   Club club = Club.findById(id);
   if (club != null)
   {
      Logger.info("Trying to delete " + club.name);
      List<Division> divisions = Division.findAll();
      for (Division division : divisions)
      {
        if (division.members.contains(club))
        {
            division.members.remove(club);
            division.save();
            Logger.info ("removing club from division");
        }
      }
      club.delete();
   }
   index();
}
```

#### Delete Division

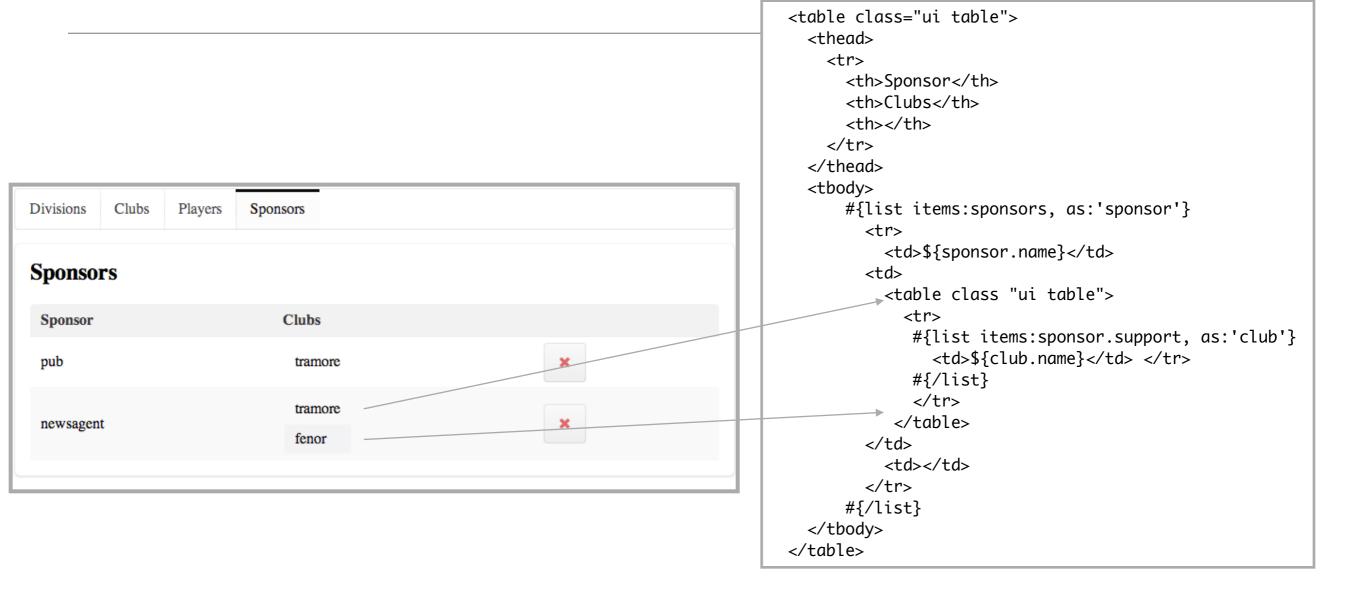




## Show Sponsors Clubs



#### Table inside a table



#### Yaml file - Froward References

- Test data in Yaml file cannot refer to objects that have not been seen in the file yet (reading from top to bottom)
- Bidirectional references can be included by including the objects twice
  - Once at top (partial)
  - Once at end (complete)

```
Sponsor(pub):
    name: pub

Sponsor(newsagent):
    name: newsagent
```

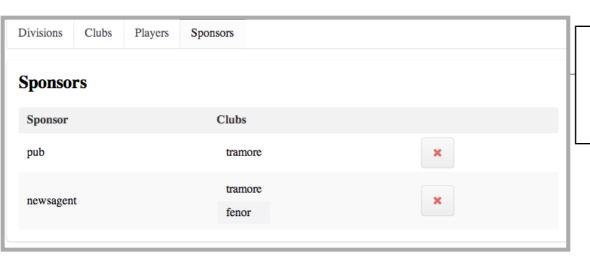
```
Club(tramore):
    name: tramore
    sponsors:
        - pub
        - newsagent

Club(fenor):
    name: fenor
    sponsors:
        - newsagent
```

```
Sponsor(newsagent):
    name: newsagent
    support:
        - tramore
        - fenor

Sponsor(pub):
    name: pub
    support:
        - tramore
```

## Delete Sponsors



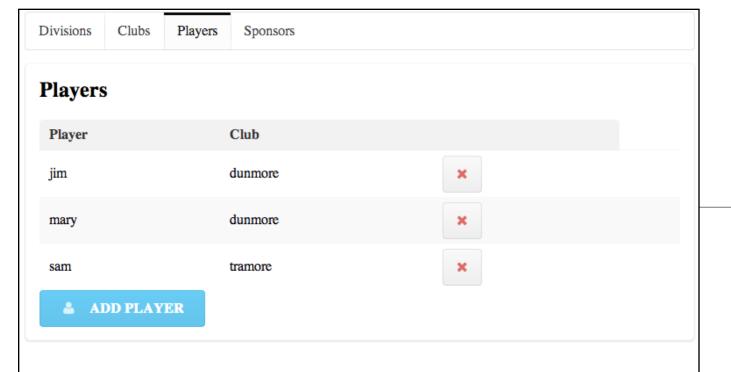
```
<a class="ui ui icon button" href="/sponsors/delete/${sponsor.id}"> <i class="delete red icon"></i> </a>
```

GET /sponsors/delete/{id} Sponsors.delete

```
public static void delete(Long id)
{
    Sponsor sponsor = Sponsor.findById(id);

    for (Club club : sponsor.support)
    {
        club.sponsors.remove(sponsor);
        club.save();
    }

    sponsor.delete();
    index();
}
```



## Create Player

```
GET /players/addplayer Players.addPlayer
POST /players/newplayer Players.newPlayer
```

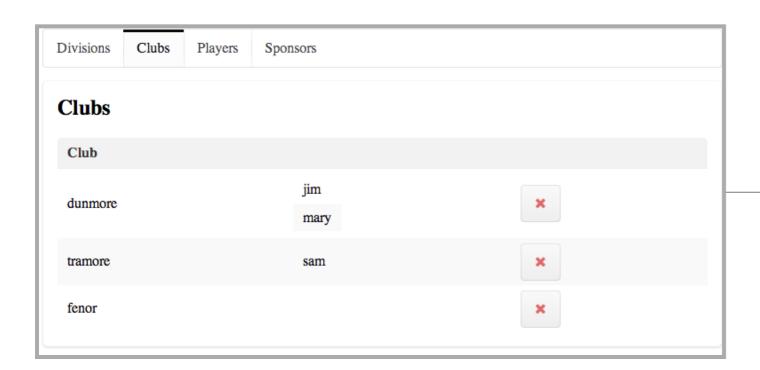
```
public static void addPlayer()
{
   render();
}

public static void newPlayer(String name)
{
   Player player = new Player (name);
   player.save();
   index();
}
```

```
Player Name

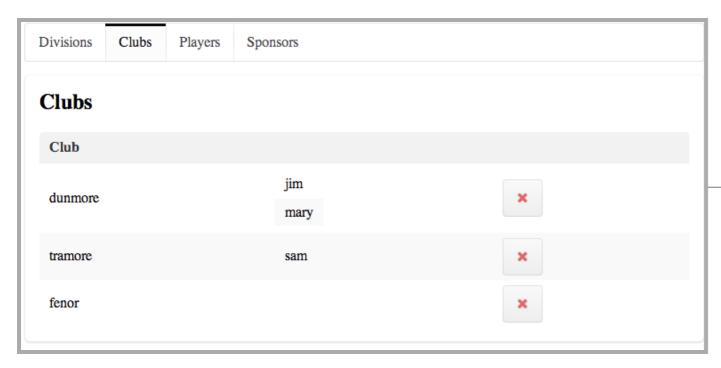
james|

ADD
```



# Null Deference error in Templates

- If the player is not in a club
  - then null type
     violation error here
  - Attempt to dereference null reference - there is no club member in player



# Null Safe Operator in Templates

- .? is a 'null-safe' operator
- i.e. if there is a club, retrieve its name member, if not, then dont.



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