Tutorial 4 – Web Application With Spring Boot (1c)

❖ Contents:

- Continue the project from Tutorial 3
- Practice the one-to-many relationship between data entities in Spring Boot
- Establish web template using Thymeleaf layout dialect

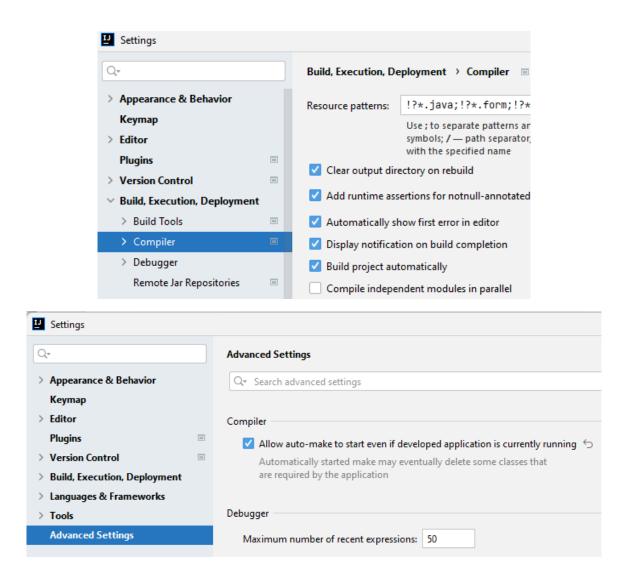
Spring Boot development tips:

- 1. When you use start.spring.io to create new Java Spring Boot project, you should be aware of the type of database server that you have. Add "MySQL Driver" dependency when you have MySQL server installed (usually along with MySQL Workbench) or "MariaDB Driver" if you have MariaDB server installed (usually along with the XAMPP package.
- 2. Serve static web pages and setup automatic reload for static resources:

Spring Boot comes with a pre-configured implementation of ResourceHttpRequestHandler to facilitate serving static resources. By default, this handler serves static content from any of the /static, /public, /resources, and /META-INF/resources directories that are on the Java classpath of the project.

Since src/main/resources is typically on the classpath by default, we can place any
of static files under the src/main/resources/static folder which is already created
by start.spring.io. For example, if you put a style.css file inside the /static
directory in your classpath, then you can access that file via
http://localhost:8080/style.css.

To automatically reload static files, in IntelliJ IDEA, go to **File** → **Settings**, then check the following checkboxes:



Implement One-To-Many relationship:

1. Add new entity (Company) then add a proper annotations to represent the relationship between Company and Employee. In Company, the relationship is @OneToMany and is represented by the employees attribute as shown in the figure below. In Employee, the relationship is @ManyToOne and is represented by the company attribute. Don't forget to create getter method for employees attribute and getter & setter methods for company attribute.

```
@Entity
public class Company {
    pI<sub>0</sub>
    @GeneratedValue(strategy = GenerationType.IDENTITY)
    private Long id;
    private String name;
    private String image;
    private String address;
    @OneToMany(mappedBy = "company")
    private List<Employee> employees;
    // constructors, getters & setters
}
                    Figure 1: Company.java
@Entity
public class Employee {
    bI6
    @GeneratedValue(strategy = GenerationType.IDENTITY)
    private Long id;
    private String name;
    private int age;
    private String image;
    private String address;
    @ManyToOne
    private Company company;
    // constructors, getters & setters
}
```

Figure 2: Employee.java

- 2. Add the CompanyRepository for Company entity.
- 3. Add the CompanyController to contain controller methods related to Company entity. This controller class should have a <code>@RequestMapping</code> annotation which sets a prefix of /company for the URL of all controller methods within this class. This way, the actual URL for the <code>getCompanyById()</code> method is not /{id} but actually /company/{id} (the prefix URL is added before the controller method's URL).

- 4. Create CRUD features for Company. You need to add these controller methods:
 - The /company/list URL triggers getAllCompany() controller method, which uses the companyList.html template.
 - The /company/add URL triggers addCompany() controller method, which uses the companyAdd.html template.
 - The /company/{id} URL triggers getCompanyById() controller method, which uses the companyDetail.html template. This page should show a list of employees in the company.
 - The /company/update/{id} URL triggers updateCompany() controller method, which uses the companyUpdate.html template.
 - The /company/delete/{id} URL triggers deleteCompany() controller method, which redirects to the /company/list page after deleting the company.
 - (*) Refer to previous tutorials to learn how to code CRUD features for an entity.
- 5. Update EmployeeController to change URLs of employee CRUD features and to add CompanyRepository so that you can choose an employee's company when adding a new employee.

```
@Controller
@RequestMapping(value = "/employee")
public class EmployeeController {
    @Autowired
    EmployeeRepository employeeRepository;
    @Autowired
    CompanyRepository companyRepository;
```

```
@RequestMapping(value = "/add")
public String addEmployee(Model model) {
    Employee employee = new Employee();
    List<Company> companies = companyRepository.findAll();
    model.addAttribute("companies", companies);
    model.addAttribute("employee", employee);
    return "employeeAdd";
}
```

6. Update the template employeeAdd.html to add a <select> element (drop-down list) for selecting company.

❖ Re-organizing Thymeleaf templates to use layout:

1. Add Thymeleaf layout dependency in pom.xml:

Remember to <u>reload Maven project</u> to resolve this new dependency.

2. Add a layout template named layout.html:

This layout contains a navigation bar with all the links to other pages. This navigation bar is meant to be displayed on top of every page. This layout also contains a fragment area named content which will be filled up by any template that *decorates* this layout.

Edit employee list page (employeeList.html):

```
<!DOCTYPE html>
<html lang="en" xmlns:th="http://www.thymeleaf.org"</pre>
    xmlns:layout="http://www.ultrag.net.nz/thymeleaf/layout"
layout:decorate=" layout">
<head>
   <meta charset="UTF-8">
   <title>Employee List</title>
</head>
<body>
<div layout:fragment="content">
   <h2>EMPLOYEE LIST</h2>
   ID
         Name
         Image
         Update
         Delete
      <a th:href="'/detail/' + ${employee.id}" th:text="${employee.name}"/>
         <img th:src="${employee.image}" width="100" height="100"/>
         <a th:href="'/update/' + ${employee.id}">UPDATE</a>
         <a th:href="'/delete/' + ${employee.id}">DELETE</a>
      </div>
</body>
</html>
```

4. Edit other templates (employeeAdd, employeeDetail, employeeUpdate) similarly to the way you editted the employeeList template.

Lastly, run and debug your application!

Once finished, compress your project into a .zip file and submit the file to the tutorial's submission box.