Mybatis 关联映射

1.配置 User 和 Role 的 1 对 1 映射关联

1.1: 改造实体类

在 User 类中添加 Role 属性: private Role role;

```
private Date modifyDate; //更新时间
private Role role;

public Role getRole() {
    return role;
}

public void setRole(Role role) {
    this.role = role;
}

public Integer getId() {
    return id;
}
```

1.2: 改造 UserMapper.xml

在 UserMapper.xml 中使用 assoication 配置一对一关联映射

至此1对1关联映射配置成功可用!

1.3: 改进

改进1:使用前缀

改进 2: 引用外部的 resultMap

```
🖹 mybatis-config.xml 🔃 User.java 🖹 UserMapper.xml 🔑 TestUser.java
                                                🖹 *RoleMapper.xml 🛭
  1 <?xml version="1.0" encoding="UTF-8" ?>
  2 <!DOCTYPE mapper
  3 PUBLIC "-//mybatis.org//DTD Mapper 3.0//EN"
  4 "http://mybatis.org/dtd/mybatis-3-mapper.dtd">
  5 < mapper | namespace="com.kawa.dao.RoleMapper";
         7
             <result property="roleCode" column="roleCode"/>
  8
             <result property="roleName" column="roleName"/>
  9
 10
             <result property="createdBy" column="createdBy"/>
             <result property="creationDate" column="creationDate"/>
 11
             <result property="modifyBy" column="modifyBy"/>
 12
 13
             <result property="modifyDate" column="modifyDate"/>
         </resultMap>
 14
 15 </mapper>
16
15 = "roleName"/>
16 serRole" javaType="Role" columnPrefix="r_" resultMap="com.kawa.dao.RoleMapper.roleMap" <//association>
```

改进 3: 使用 extends

2.配置 Role 和 User 的 1 对多关联映射

2.1: 修改 Role 的实体类

添加 User 的 List 属性: private List<User> users = new ArrayList<User>();

```
public class Role {
    private Integer id;
    private String roleCode;
    private String roleName;
    private Integer createdBy;
    private String creationDate;
    private Integer modifyBy;
    private String modeifyDate;
    private List(User> users = new ArrayList(User>();
    public List<User> getUsers() {
        return users;
    public void setUsers(List(User) users) {
        this.users = users;
    public Integer getId() {
        return id;
    }
```

2.2: 修改 RoleMapper.xml

在 RoleMapper.xml 中使用 collection 配置一对多关联映射