* ***Transient*** - an object is transient if it has just been instantiated using the new operator, and it is not associated with a Hibernate Session.
* ***Persistent*** - a persistent instance has a representation in the database and an identifier value. It might just have been saved or loaded, however, it is by definition in the scope of a Session. Hibernate will detect any changes made to an object in persistent state and synchronize the state with the database when the unit of work completes.
* ***Detached*** - a detached instance is an object that has been persistent, but its Session has been closed.

import org.hibernate.\*;

import org.hibernate.cfg.\*;

public class ClientProgram {

public static void main(String[] args)

{

Configuration cfg = new Configuration();

cfg.configure("hibernate.cfg.xml");

SessionFactory factory = cfg.buildSessionFactory();

Session session = factory.openSession();

**// Transient state\_\_\_\_\_start**

**Product p=new Product();**

**p.setProductId(101);**

**p.setProName("iPhone");**

**p.setPrice(25000);**

**// Transient state\_\_\_\_\_end**

**// Persistent state\_\_\_\_\_start**

**Transaction tx = session.beginTransaction();**

**session.save(p);**

**System.out.println("Object saved successfully.....!!");**

**tx.commit();**

**// Persistent state\_\_\_\_\_end**

**//detached**

**session.close();**

**factory.close();**

**//detached**

}

}

Difference between save and persist method in Hibernate

First difference between save and persist is there return type. The return type of persist method is void while return type of save method is Serializable object. But both of them also INSERT records into database

Another difference between persist and save is that both methods make a transient object to persistent state. However, persist() method doesn’t guarantee that the identifier value will be assigned to the persistent state immediately, the assignment might happen at flush time.

Save : - persist the object

saveUpdate : persist the object if it is new, or update if it is existing object