

CS544 EA Hibernate

Collection: List

## List

- Bag with the ability to keep an arbitrary order
  - Built-in order (not based on properties): no @OrderBy
  - List can contain duplicates

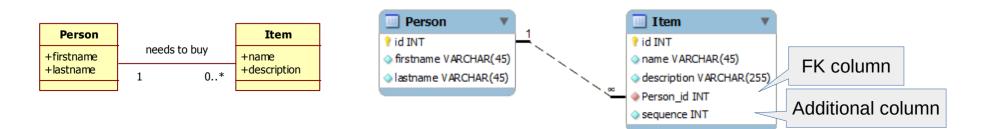
- A shopping list is a typical example
  - Built-in although often arbitrary order
  - May contain duplicates



## List Implementation

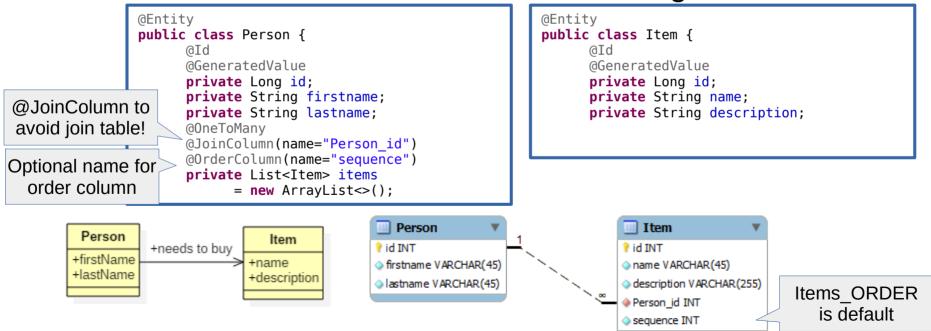
- Java has the java.util.List interface
  - Java.util.ArrayList most common implementation

- Lists are indexed collections
  - Needs FK and an additional indexed sequence column
  - Same problem with Bi-Direct as additional column for map!



## Code List Uni-Direct

- @OrderColumn for additional indexed column
  - Is what makes it a 'real' list instead of bag



## Code List Bi-Direct

Emulation of mappedBy: insertable, updateable

```
@Entity
  public class Person {
        @Td
        @GeneratedValue
        private Long id;
        private String firstname;
        private String lastname;
        @OneToManv
        @JoinColumn(name="Person id")
        @OrderColumn(name="sequence")
        private List<Item> items
              = new ArravList<>();
Same as
uni-direct
                  Person
                                           Item
                           +needs to buy
                 +firstName
                                         +name
                 +lastName
                                         +description
```

```
@Entity
public class Item {
      @Id
      @GeneratedValue
      private Long id;
      private String name;
      private String description;
      @ManvToOne
      @JoinColumn(name="Person id", insertable=false, updatable=false)
      private Person person;
Using @JoinColumn insertable, updatable
      to give up control of association
    Person
                                      Item
 🧎 id INT
                                   🥊 id INT
 firstname VARCHAR(45)
                                   name VARCHAR (45)
 lastname VARCHAR(45)

    description VARCHAR(255)

                                    Person_id INT
```

seguence INT