Total inc review: 85.5

Midterm 2022-06

CS544 Enterprise Architecture

Theory Section A. [3 pts] Describe what surrogate keys are (in the context of relational databases): Surrogate Keys are the specially declared id attribute that does not belong to the entity's business domain, rather assigned/generated by the database engine Natural Keys lead to brittle schema while surrogates spamlessly maintains associations B. [3 pts] Describe the difference between the Transient and Detached entity states.

Transient mean not persistent. When we create a new topic of an Entity, it is moved to Transient State, but not persisted or managed yet. Detached on the other hard has existence in DB but not managed by EM. C. [3 pts] Explain how Bi-Directional associations are mapped (what do you need to stop them from being 2 uni-directional associations)
Bi-directional associations are mapped by declaring vice-versa one-to-many of Many-To-One amortations on other side. We need to define the owner by dedaring mapped by = "owner" on the non-owning class to avoid 2-uni directional ox D. [3 pts] What does the @MappedSuperClass annotation do? A mapped Super class annotation is declared on the Super class it we intend to have it only for code-reuse purpose without having to persist it in the Lotabase. Only the child classed will have related tables.

E. [3 pts] What annotations do you need to map a table that has a composite key?

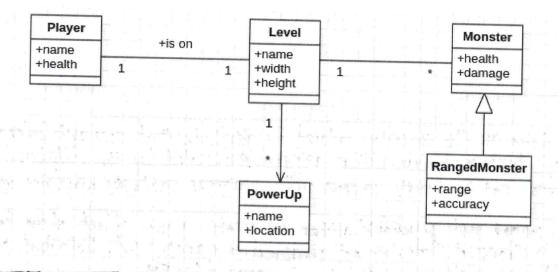
We create a new day with the composite attributes and mark it as @Embeddable Then we put a reference to it in the owner class and mork it as @Embedded Id. F. [3 pts] Explain what the N+1 problem is in Hibernate N+1 problem occurs when Hibernate executes many small select queries. Ito avoid this data can be traded in one big select statement using; Batchsize or

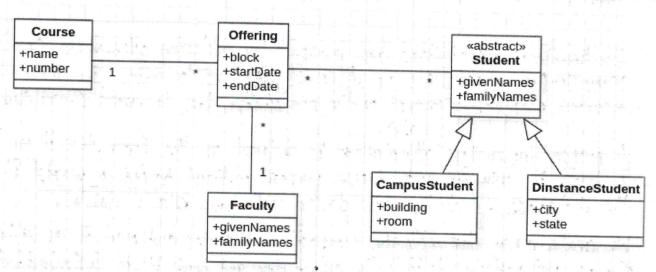
Sub Select statements.
G. [3 pts] Describe what Optimistic Concurrency is
When two threads tries to access a resource then the thread that comes

first aquires a lock on the resource and the other thread waits tell the first thread releases of the lock in the lock of the with version
H. [3 pts] Describe what Auto Commit Mode is and how it relates to Hibernate Hibernale does not instantly makes a DB hit or executes a statement when

we persist or update or remove an Entity that has an Id with @Generated Value But in case of when we explicitly assign an id it does not wait for transaction to commit, instead auto commit at once.

These are the UML diagrams of the domains for the 2 mapping questions:





You can use these UML diagrams to get an overview of what the code looks like, which is useful when writing queries. Hint: use dates directly in you query string, like: '2022-06-03'

Exercises:

Field

id

name

health

Field

Ch id

Field

shootDistance

accuracy

MATCH

bigint

1. [24 pts] Based on the following classes with annotations write what the tables names, column names, and data types will be (also include if a column is auto increment).

```
@Entity
                                                              @Entity(name="Item")
           public class Player {
                                                              public class PowerUp {
               @Id
                                                                  @Id
               @GeneratedValue
                                                                  @GeneratedValue
               private Long id;
                                                                 private Long id;
               private String name;
                                                                  private String name;
               private int health;
                                                                  private String location;
               @OneToOne(mappedBy = "player")
               private Level level;
                                                             @Entity
           }
                                                             @Inheritance(strategy = InheritanceType.JOINED)
                                       Bi-directional
           @Entity
                                                             public class Monster {
           public class Level {
                                      tkin lovel
                                                                  @Id
               bT@
                                                                 @GeneratedValue
               private Long id;
                                                                 private Long id;
               private String name;
                                                                 private int health;
               private int width;
                                                                 private int damage;
               private int height;
                                                                 @ManyToOne
               @OneToOne
                                                                 private Level level;
               @MapsId
               @JoinColumn(name="id")
               private Player player;
                                                              @Entity
               @OneToMany
                                                              public class RangedMonster extends Monster {
               private List<PowerUp> items =
                                                                  @Column(name="shootDistance")
                   new ArrayList<>();
                                                                  private int range;
               @OneToMany(mappedBy = "level")
                                                                 private double accuracy;
               private List<Monster> monsters =
                   new ArrayList<>();
                                                   TABLE: Level
TABLE: Player
                                                                             Vey
                                                                                    Extra
                                                     Field
                                                                 Type
                             Extra
                       Key
             lype
                                                                                     auto-incr
                                                                 bigint (20)
                                                      id
                                                                             PRT
                            auto-increment
          bigint(20)
                      PRI
                                                                 varchar(255)
                                                      name
         Varcharfzes)
                                                                 int (11)
                                                      width
         varchar/215
                                                       height
                                                                 int(11)
                                                      Player id bigint (20)
                                                                              MUL
TABLE: Item
                                                                Monster
                                 Extra
                                                     TABLE:
                Type
                          Key
                                                                                          Exta
                                                                                Ken
                          PRI
                                                                  TYPE
                                                       Field
             Wigint (20)
                                 auto_increno
                                                                                         auto-increment
                                                                                 PRI
                                                                  bigint (20)
             Varchar/28
  name
                                                                   (nf (m)
                                                        hearth
  Cocation
             Vardar (20)
                                                                    IN+(11)
                                                        danage
             618int (20)
                                                                   bigint (20)
 Level-id
                           MUL
                                                                                   MUL
                                                         evel-1a
  TABLE: Range_Monster
                                     Exta
                              ley
               Type
                                                           3 of 6
                                                                                               18
               bigint (20)
                            MUL
Monster_id
```

2. [24 pts] Add annotations to the following classes to map to the tables shown on the next page. @ Embeddable public class Faculty { public class Course { @ Generated Value private String Name; private Long id; @ Column (nullable= talse) private String givenNames; private int number; } @ Entity private String familyNames; public class Offering { (a) One To Mary (mapped By = "faculty") @ Generated Value private List<Offering> offerings = private Long id; new ArrayList<>(); @ Temporal (Temporal Type, DATE) @Inheritance(strategy=InheritanceType.SINGLE-TABLE) public abstract class Student { // Single Table private_Date startDate; (a) Te soral (Temporal Type. DATE) a) Generated Value p ivate Date endDate; private Long id; private String givenNames; @ Embedded private Course course; private String familyNames; @ Many To One private Faculty faculty; (a) Many lo Mancf private List<Offering> courses = new ArrayList<>(); private List<Student> students = new ArrayList<>(); @ Enfity @ Entity 11 defaut discriminator value Mefault liserminator value. public class DinstanceStudent extends Student { extends | Student | { building; private Strin private String room; private String state; } }

Name: Md Shajedul Islam

StudentID: 614144

describe Offering;

Field	Type	Null Key	Default	Extra
id name number endDate startDate faculty_id	bigint(20) varchar(255) int(11) date date bigint(20)	NO	NULL NULL NULL NULL NULL	auto_increment

describe Faculty;

Field	+ Туре +	Null Key Default	
id familyNames givenNames	bigint(20) varchar(255) varchar(255)		auto_increment

describe Student;

Field	Type	Null	Key	Default	Extra
DTYPE id familyNames givenNames building room city state	varchar(31) bigint(20) varchar(255) varchar(255) varchar(255) varchar(255) varchar(255) varchar(255)	NO N	PRI	NULL NULL NULL NULL NULL NULL NULL NULL NULL	auto_increment

describe Student_Offering;

Field	+ Type +	++ Null	Key Default	Extra
students_id	bigint(20)	NO	PRI NULL	
courses_id	bigint(20)	NO	MUL NULL	
courses_ORDER	int(11)	NO	PRI NULL	

3. [12 pts] Based on the game domain write queries to retrieve:

a. All players whose health is greater than 50 and are on the level named "Beach"

3 5 SELECT DISTINCT P FROM PLAYER P JOIN P. level & Join L. monsters m WHERE I. name="Beach" AND m. health > 50

b. All PowerUp items on the level named "Mountains" SELECT litems FROM Level & WHERE L. name = "Mountains"

c. All levels that have a RangedMonster with health greater than 100 SELECT DISTINCT & FROM Level & JOIN & monsters WHERE m. health > 100 AND type(m) = Ranged Monster

4. [12 pts] Based on the university domain write queries to retrieve:

a. All Students with the familyNames "Smith" SELECT & From Student & WHERE S. family Names = "Smith"

c. All Offerings with a startDate after 2022-01-01 that has CampusStudents with the givenNames "John"

SELECT DISTINCT O FROM Offering o JOIN O. Studente C WHERE O. Start Date > 2022-01-01 AND Sigiren Names = "John" AND type(s) = Campus Student