

iuap單表後端產生器

Link: <https://openopen114.github.io/gen-entity-web/>

取得 table schema

```
SELECT UPPER(' ['+ C.NAME+'] ') AS 'COLUMN_NAME',
        UPPER(' ['+T.NAME+'] ') AS 'TYPE'
FROM SYS.COLUMNS C
LEFT JOIN
(
    SELECT A.NAME,
           A.SYSTEM_TYPE_ID
    FROM SYS.TYPES A
    WHERE A.NAME <> 'SYSNAME'
)T ON T.SYSTEM_TYPE_ID = C.SYSTEM_TYPE_ID
WHERE C.OBJECT_ID = OBJECT_ID('MTAD_STEEL_SERIES') --_TABLE_NAME
```

以上方 SQL 取得表格的 column name 跟 type, 最後一行 OBJECT_ID 為 table 名稱, 結果如下

SELECT UPPER(' [' + C.NAME+'] ') AS 'COLUMN_NAME',
UPPER(' [' +T.NAME+'] ') AS 'TYPE'
FROM SYS.COLUMNS C
LEFT JOIN
(
SELECT A.NAME,
A.SYSTEM_TYPE_ID
FROM SYS.TYPES A
WHERE A.NAME <> 'SYSNAME'
)T ON T.SYSTEM_TYPE_ID = C.SYSTEM_TYPE_ID
WHERE C.OBJECT_ID = OBJECT_ID('MTAD_STEEL_SERIES')

100 %

結果

訊息

	COLUMN_NAME	TYPE
1	[CREATE_TIME]	[VARCHAR]
2	[CREATE_USER]	[VARCHAR]
3	[LAST_MODIFIED]	[VARCHAR]
4	[LAST_MODIFY_USER]	[VARCHAR]
5	[BPM_STATE]	[DECIMAL]
6	[TS]	[VARCHAR]
7	[DR]	[DECIMAL]
8	[TENANT_ID]	[VARCHAR]
9	[ID]	[CHAR]
10	[CODE]	[VARCHAR]
11	[NAME]	[NVARCHAR]

將下方結果全選複製貼到 # Table Schema 欄位

設定專案資訊

Table Name

MTAD_STEEL_SERIES

Table Schema

```
[CREATE_USER] [VARCHAR]
[LAST_MODIFIED] [VARCHAR]
[LAST_MODIFY_USER] [VARCHAR]
[BPM_STATE] [DECIMAL]
[TS] [VARCHAR]
[DR] [DECIMAL]
[TENANT_ID] [VARCHAR]
[ID] [CHAR]
[CODE] [VARCHAR]
[NAME] [NVARCHAR]
```

Package Name

com.walsin.ytmes.mta

Project Name

steelseries

Submit

- Table Name : 表格名稱
- Table Schema : 上一步驟的結果內容, 以中括號分割
- Package Name : BJ4
- Project Name : BJ4

點下方 Submit 按鈕設定欄位註解

設定Entity欄位註解

@ Annotation

Column Name	Type	Annotation
CREATE_TIME	String	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
CREATE_USER	String	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
LAST_MODIFIED	String	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
LAST_MODIFY_USER	String	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
BPM_STATE	Double	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
TS	String	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
DR	Double	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
TENANT_ID	String	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
ID	String	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
CODE	String	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input checked="" type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference
NAME	String	<input type="checkbox"/> @Id <input type="checkbox"/> @GeneratedValue <input checked="" type="checkbox"/> @Condition <input type="checkbox"/> @CodingEntity <input type="checkbox"/> @Reference

Generate Entity & XML

勾選需要的 annotation,

ps: ID, TENAMT_ID 寫死不用勾

點下方按鈕產生後端代碼

Entity 會多建立者的參照供前端顯示使用

```
// 建立者,使用參照
@Column(name = "create_user")
@Condition
@Reference(code = "wbUser", srcProperties = { "refname" }, desProperties = {
"createUserName" })
private String createUser;

public String getCreateUser() {
    return createUser;
}

public void setCreateUser(String createUser) {
    this.createUser = createUser;
}
```

```

}

// 建立者 Name
@Transient
private String createUserName;

public String getCreateUserName() {
    return createUserName;
}

public void setCreateUserName(String createUserName) {
    this.createUserName = createUserName;
}

// 修改者,使用参照
@Column(name = "last_modify_user")
@Condition
@Reference(code = "wbUser", srcProperties = { "refname" }, desProperties = {
"lastModifyUserName" })
private String lastModifyUser;

public String getLastModifyUser() {
    return lastModifyUser;
}

public void setLastModifyUser(String lastModifyUser) {
    this.lastModifyUser = lastModifyUser;
}

// 修改者 Name
@Transient
private String lastModifyUserName;

public String getLastModifyUserName() {
    return lastModifyUserName;
}

public void setLastModifyUserName(String lastModifyUserName) {
    this.lastModifyUserName = lastModifyUserName;
}

```

Happy Hunting!

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