UNIT OF WORK (PATTERN)

Maintains a list of objects affected by a business transaction and coordinates the writing out of changes and the resolution of concurrency problems.

UNIT OF WORK (PATTERN)

Internally an EntityManager uses a UnitOfWork, which is a typical implementation of the Unit of Work pattern, to keep track of all the things that need to be done the next time flush is invoked.

You usually do not directly interact with a UnitOfWork but with the EntityManager instead.