

Pain of JDBC

- 1. Define the connection parameters.
- 2. Access a data source, and establish a connection.
- 3. Begin a transaction.
- 4. Specify the SQL statement.
- 5. Declare the parameters, and provide parameter values.
- 6. Prepare and execute the statement.
- 7. Set up the loop to iterate through the results.
- 8. Do the work for each iteration--execute the business logic.
- 9. Process any exception.
- 10. Commit or roll back the transaction.
- 11. Close the connection, statement, and resultset.

Pain of JDBC

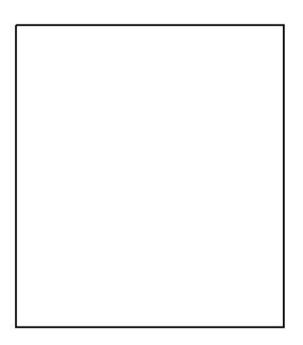
```
Connection connection=null:
Statement stmt =null:
ResultSet rs =null:
try {
     connection = dataSource.getConnection();
     stmt = connection.createStatement();
     rs = stmt.executeQuery("select * from account");
    while (rs.next()) {
        accounts.add(new Account(rs.getInt("id"), rs.getString("name"), rs.getDouble("balance")));
} catch (SOLException e) {
    e.printStackTrace();
}finally {
    if(stmt!=null) {
        try {
            stmt.close();
        } catch (SQLException e) {
            e.printStackTrace();
    if(rs!=null) {
        try {
            rs.close();
        } catch (SQLException e) {
            e.printStackTrace();
    }if(connection!=null) {
        try {
            connection.close();
        } catch (SQLException e) {
            e.printStackTrace();
return accounts;
```

What is boilerplate code

In computer programming, **boilerplate code** or **boilerplate** refers to sections of code that have to be included in many places with little or no alteration. It is often used when referring to languages that are considered *verbose*, i.e. the programmer must write a lot of code to do minimal jobs.

For instance, a lawyer may give you a five page contract to sign, but most of the contract is boilerplate — meaning it's the same for everyone who gets that contract, with only a few lines changed here and there.

JDBC	Spring
OriverManager / DataSource	DataSource
Statement / PreparedStatement / CallableStatement	JdbcTemplate / SimpleJdbcTemplate, SimpleJdbcCall, SimpleJdbcInsert MappingSqlQuery / StoredProcedure
ResultSet / RowSet	POJOs / List of POJOs or Maps / SqlRowSet



Training Evaluation Form				
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Please complete the evaluation for today's training session – your feedback is value. AusDBF is committed to continual improvement and suggestions will be considered.				
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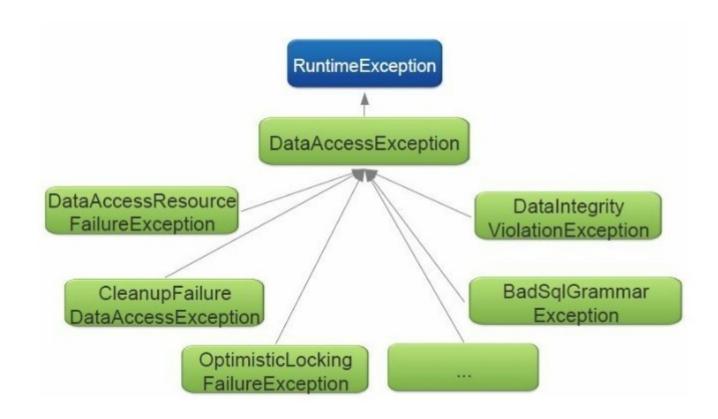
Which one is easy for you to provide feedback?

Spring jdbc template

Template Callbacks 1. Establish a connection 3 Execute SQL in 2. Begin a transaction transaction 5. Process any exception 4 Do the work for each Commit or rollback the iteration and transaction execute business logic 6 Close the connection It takes responsibility for It takes responsibility for application-specific tasks common data-access and calls back into a duties custom callback object.

Exception handling

Access Exception hierarchy:



Spring jdbc configuration

```
xmlns:context="http://www.springframework.org/schema/context"
   xmlns:tx="http://www.springframework.org/schema/tx"
   xsi:schemaLocation="http://www.springframework.org/schema/beans http://www.springframework.org/schema/b
       http://www.springframework.org/schema/context http://www.springframework.org/schema/context/spring-
       http://www.springframework.org/schema/tx http://www.springframework.org/schema/tx/spring-tx-4.3.xsd
   <context:component-scan base-package="com.bankapp.*"/>
   <bean id="dataSource" class="org.springframework.jdbc.datasource.DriverManagerDataSource">
       cproperty name="url" value="${jdbc.url}"/>
       operty name="username" value="${jdbc.username}"/>
       cproperty name="password" value="${idbc.password}"/>
   </hean>
   <bean id="transactionManager" class="org.springframework.jdbc.datasource.DataSourceTransactionManager">
       cproperty name="dataSource" ref="dataSource">
   </hean>
   <context:property-placeholder location="classpath:db.properties"/>
   <tx:annotation-driven transaction-manager="transactionManager"/>
</beans>
```

```
@Override
public List<Account> getAllAccounts() {
    List<Account> accounts = new ArrayList<Account>():
    Connection connection=null:
    try {
         connection = dataSource.getConnection();
        Statement stmt = connection.createStatement():
        ResultSet rs = stmt.executeQuery("select * from account2");
        while (rs.next()) {
            accounts.add(new Account(Integer.parseInt(rs.getString("id")).
                    rs.getString("name"),
                    Integer.parseInt(rs.getString("balance"))));
        System.out.println("conn is obtained...");
    } catch (SQLException e) {
        e.printStackTrace();
    }finally{
        if(connection!=null){
            try {
                connection.close();
            } catch (SQLException e) {
                // TODO Auto-generated catch block
                e.printStackTrace();
    }
                                           Less code less bug
    return accounts:
}
```

```
@Override
public List<Account> getAllAccounts() {
    template = new JdbcTemplate(dataSource);
    List<Account>accounts=template.query("select * from account2", new AccountRowMapper());
    return accounts;
```

get an account

Update account

```
@Override
public void update(Account account) {
    template=new JdbcTemplate(dataSource);
    template.update("update account2 set balance=? where id=?", new Object[]{account.get}
}

public class AccountRowMapper implements RowMapper<Account>{
    @Override
    public Account mapRow(ResultSet rs, int no) throws SQLException {
        Account account=new Account();
        account.setId(rs.getInt("id"));
        account.setBalance(rs.getInt("balance"));
        account.setName(rs.getString("name"));
        return account;
    }
}
```

@Override
public void addAccount(Account account) {
 String sql="insert into account(id, name, balance) values (?,?,?)";
 jdbcTemplate = new JdbcTemplate(dataSource);
 jdbcTemplate.update(sql, new Object[] {account.getId(), account.getN

Add account

Template DP

```
public abstract class ComputerTemplate {
    public final void buildComputer() {
        collectComponents(); //ram, fan, gpu, cpu
        assembleComponents();
        installOs();
        startComputer();
        System.out.println("Computer is on");
    private void collectComponents() {
        System.out.println("Computer with 4GB Ram, 1 TB HDD, 4 GB graphics card
    private void startComputer() {
        System.out.println("System is booting");
    public abstract void installOs();
    public abstract void assembleComponents();
```

Template DP

```
public class Laptop extends ComputerTemplate {
    Governide
   public void installOs() {
        System.out.println("Installing windows");
    Governide
    public void assembleComponents() {
        System.out.println("Joining all units, plus 4 HDMI");
public class Server extends ComputerTemplate {
    @Override
   public void installOs() {
        System.out.println("Installing Ubuntu");
    @Override
    public void assembleComponents() {
        System.out.println("Joining all units, 0 hdmi, 1 VGA port");
```





Any questions?



