Contract Management System

Entity Class Design

Contents

- Function
- Design
- Implementation

Copyright Declaration

Function

In the course of interface operation, processing and data storage, data transfer is necessary in order to realize a specific function. For example, data transfer between layers in Create Project by adopting 3L as project structure. By the idea of object oriented programming, we use entity class object to encapsulate data that is transferred among layers.

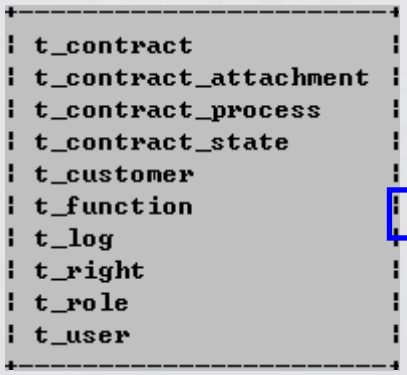
Some entity class data corresponds to interface or database table; while the other depends on specific business requirement.

All entity classes are placed in com.ruanko.model under project contract, which are to be called for data transfer among three layers.

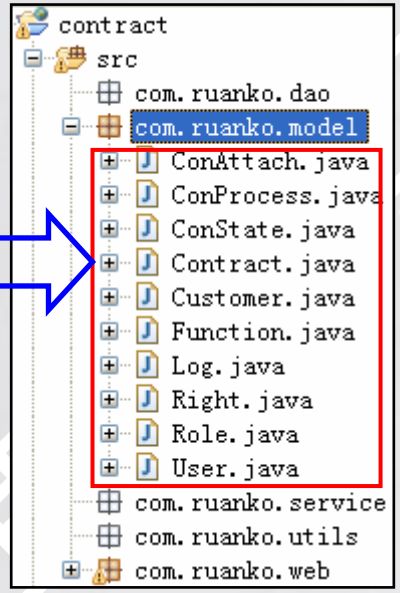
Function

Iterative development on the basis of Create Project. Create entity classes that correspond to database table.

Create basic entity classes under contract according to database table.



Database table

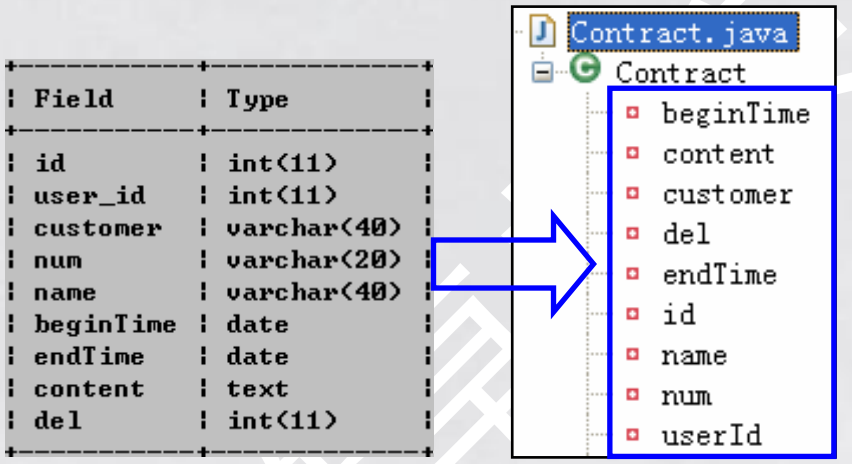


Entity classes

Function

Attributes of the entity class correspond to fields in database table.

Add both setter() and getter() to each of the attributes, so as to set and get the attribute value.



t_contract

Contract class

Design

1. Entity class

The role of entity class is to store and manage internal system data, and acts as carrier for data transfer among the three layers.

Create the following entity classes in com.ruanko.model under contract.

(1) User entity class, User

(2) Role entity class, Role

(3) Authorization entity class, Right

(4) Function entity class, Function

(5) Contract entity class, Contract

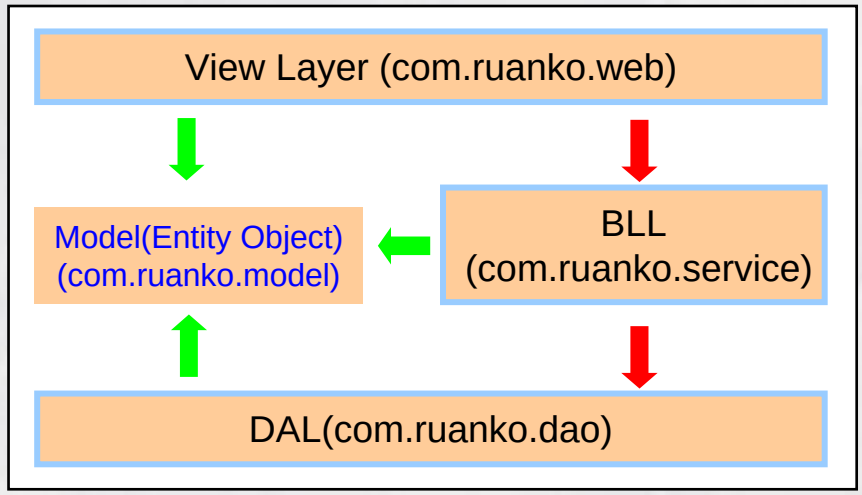
(6) Contract attachment entity class, ConAttach

(7) Contract progress entity class,ConProcess

(8) Contract status entity class, ConState

(9) Log entity class, Log

(10) Customer entity class, Customer



2. The structure of entity class

The structure of basic entity classes resembles each other, which contains private attributes, no-arg constructor, setter() and getter().

Implementation

Iterative development on the basis of “Create Project”.

In this iteration, we’ll create basic entity classes according to database table. In iterations that followed, we’ll create entity classes according to business requirement and the need of functional implementation.

Create the following basic entity classes in com.ruanko.model under project contract.

(1) User

(2) Role

(3) Right

(4) Function

(5) Contract

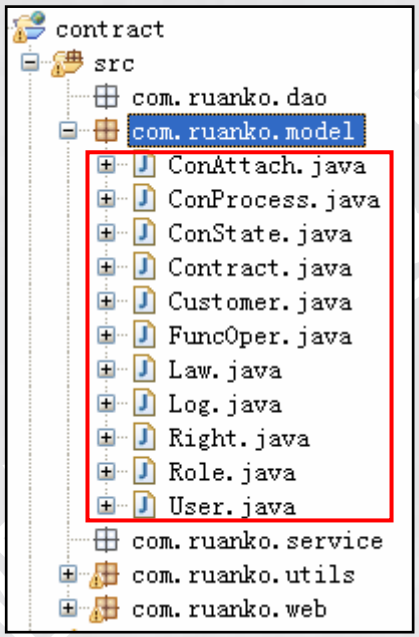
(6) ConAttach

(7) ConProcess

(8) ConState

(9) Log

(10) Customer



Entity classes

www.ruanko.com

Thanks

Entity Class Design