# **Hibernate**

- Configuration
- SessionFactory
- DataSet with annotations
- Session

### **Hibernate ORM**

Hibernate is an object-relational mapping tool for the Java programming language.

It provides a framework for mapping an object-oriented domain model to a relational database.

Hibernate solves object-relational impedance mismatch problems by replacing direct, persistent database accesses with high-level object handling functions.

Hibernate's primary feature is mapping from Java classes to database tables, and mapping from Java data types to SQL data types.

# Configuration

### Maven

### org.hibernate.cfg.Configuration

Configuration configuration = new org.hibernate.cfg.Configuration(); configuration.setProperty(propertyName, propertyValue);

propertyName propertyValue

hibernate.dialect org.hibernate.dialect.MySQLDialect

 $hibernate.connection.driver\_class \\ com.mysql.cj.jdbc.Driver$ 

hibernate.connection.url jdbc:mysql://localhost:3306/db\_example

hibernate.connection.username tully

hibernate.connection.password tully

hibernate.connection.useSSL false

hibernate.enable\_lazy\_load\_no\_trans true

hibernate.show\_sql true

hibernate.hbm2ddl.auto update

### hibernate.show\_sql

Hibernate create requests to DB for you. You can see them in log in show\_sql == true

#### hibernate.hbm2ddl.auto

Automatically validates or exports schema to the database when the Hibernate initialized.

The list of possible options are:

- validate: validate the schema, makes no changes to the database.
- **update**: update the schema.
- **create**: creates the schema, destroying previous data.
- **create-drop**: drop the schema when the application is stopped.

## addAnnotatedClass(...)

configuration.addAnnotatedClass(DataSet.class) reads metadata from the annotations associated with this class.

Hibernate needs to know about your DataSets (Entities).

They must be added to the configuration.

### org.hibernate.SessionFactory

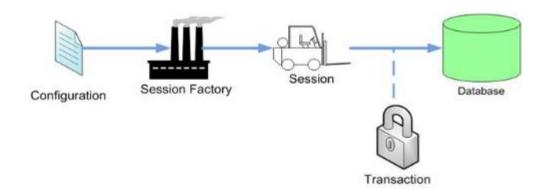
Factory of Sessions (Sessions are main runtime interface between a Java application and Hibernate).

Usually an application has a single SessionFactory instance and threads servicing client requests obtain Session instances from this factory.

The internal state of a SessionFactory is immutable.

Once it is created this internal state is set.

This internal state includes all of the metadata about Object/Relational Mapping.



### **How to create a SessionFactory**

```
private static SessionFactory createSessionFactory(Configuration configuration) {
    StandardServiceRegistryBuilder builder = new StandardServiceRegistryBuilder();
    builder.applySettings(configuration.getProperties());
    ServiceRegistry serviceRegistry = builder.build();
    return configuration.buildSessionFactory(serviceRegistry);
}
```

## org.hibernate.Session

Session is the main runtime interface between a Java application and Hibernate.

This is the central API class abstracting the notion of a persistence service.

The lifecycle of a Session is bounded by the beginning and end of a transaction.

The main function of the Session is to offer

- create,
- read,
- delete

operations for instances of mapped entity classes.

#### **How to use Sessions**

```
// like Executor for connection, but for SessionFactory
private <R> R runInSession(Function<Session, R> function) {
   try (Session session = sessionFactory.openSession()) {
     Transaction transaction = session.beginTransaction();
     R result = // use session object to create query in JPQL
     transaction.commit();
   return result;
}
```

## **Example**

```
StandardServiceRegistryBuilder builder = new StandardServiceRegistryBuilder();
builder.applySettings(configuration.getProperties());
ServiceRegistry serviceRegistry = builder.buildServiceRegistry();
SessionFactory sessionFactory = configuration.buildSessionFactory(serviceRegistry);
Session session = sessionFactory.openSession();
Transaction transaction = session.beginTransaction();
System.out.append(transaction.getLocalStatus().toString());
session.close();
sessionFactory.close();
```