## 1. 解析mybatis.xml配置文件,构建SqlSessionFactory

```
1 String resource = "mybatis.xml";
2 InputStream inputStream = Resources.getResourceAsStream(resource);
3 SqlSessionFactory sqlSessionFactory = new SqlSessionFactoryBuilder().build(inputStream);
```

## 1.1 mybatis.xml的配置信息都配解析存储在Configure对象中

```
1 // SqlSessionBuilder
2 public SqlSessionFactory build(InputStream inputStream, String environmen
t, Properties properties) {
  try {
   XMLConfigBuilder parser = new XMLConfigBuilder(inputStream, environment,
properties);
 return build(parser.parse());
  } catch (Exception e) {
  throw ExceptionFactory.wrapException("Error building SqlSession.", e);
   } finally {
   ErrorContext.instance().reset();
9
10
  try {
   inputStream.close();
11
   } catch (IOException e) {
12
    // Intentionally ignore. Prefer previous error.
14
15
   }
16 }
17
18
19 // XmlConfigBuilder
20 public Configuration parse() {
   if (parsed) {
21
   throw new BuilderException("Each XMLConfigBuilder can only be used onc
e.");
23
    parsed = true;
24
    parseConfiguration(parser.evalNode("/configuration"));
25
    return configuration;
26
27
   }
28
   private void parseConfiguration(XNode root) {
30
   try {
    //issue #117 read properties first
  propertiesElement(root.evalNode("properties"));
```

```
Properties settings = settingsAsProperties(root.evalNode("settings"));
    loadCustomVfs(settings);
34
    typeAliasesElement(root.evalNode("typeAliases"));
    pluginElement(root.evalNode("plugins"));
36
    objectFactoryElement(root.evalNode("objectFactory"));
    objectWrapperFactoryElement(root.evalNode("objectWrapperFactory"));
38
    reflectorFactoryElement(root.evalNode("reflectorFactory"));
39
    settingsElement(settings);
40
    // read it after objectFactory and objectWrapperFactory issue #631
41
    environmentsElement(root.evalNode("environments"));
42
    databaseIdProviderElement(root.evalNode("databaseIdProvider"));
43
    typeHandlerElement(root.evalNode("typeHandlers"));
44
    mapperElement(root.evalNode("mappers"));
45
46
    } catch (Exception e) {
    throw new BuilderException("Error parsing SQL Mapper Configuration. Cau
se: " + e, e);
48
49
50
   // 解析完创建SqlSessionFactory
   public SqlSessionFactory build(Configuration config) {
    return new DefaultSqlSessionFactory(config);
54
55
```

## 1.2 获取SqlSession

```
private SqlSession openSessionFromDataSource(ExecutorType execType, Trans actionIsolationLevel level, boolean autoCommit) {
   Transaction tx = null;
   try {
    final Environment environment = configuration.getEnvironment();
    final TransactionFactory transactionFactory = getTransactionFactoryFromEnvironment(environment);
   tx = transactionFactory.newTransaction(environment.getDataSource(), level, autoCommit);
   final Executor executor = configuration.newExecutor(tx, execType);
   return new DefaultSqlSession(configuration, executor, autoCommit);
   } catch (Exception e) {
   closeTransaction(tx); // may have fetched a connection so lets call close()
```

```
throw ExceptionFactory.wrapException("Error opening session. Cause: " +
e, e);

finally {
   ErrorContext.instance().reset();
}
```

创建SqlSession的过程,其实是对jdbc的Connection的一次再封装,Connection-->Transaction-->Executor-->SqlSeesion

Executor有三种类型: SIMPLE 就是普通的执行器; REUSE 执行器会重用预处理语句 (prepared statements); BATCH 执行器将重用语句并执行批量更新。

configuration.newExecutor(tx, execType)会根据execType创建出其中一种执行器,如下:

```
public Executor newExecutor(Transaction transaction, ExecutorType executo
rType) {
2 executorType = executorType == null ? defaultExecutorType :
executorType;
 executorType = executorType == null ? ExecutorType.SIMPLE :
executorType;
4 Executor executor;
5 if (ExecutorType.BATCH == executorType) {
 executor = new BatchExecutor(this, transaction);
 } else if (ExecutorType.REUSE == executorType) {
  executor = new ReuseExecutor(this, transaction);
9 } else {
10 executor = new SimpleExecutor(this, transaction);
11 }
  if (cacheEnabled) {
12
  executor = new CachingExecutor(executor);
13
14
15
  executor = (Executor) interceptorChain.pluginAll(executor);
16 return executor;
17 }
```

最后,将执行器和配置对象封装到SqlSession中返回

## 1.3 调用过程如下

