

Comparison between Java EE 5 and J2EE 1.4



Applies to:

Java EE 5.0 & J2EE 1.4

For more information, visit the [Java homepage](#).

Summary

J2EE is enormously powerful. Java EE 5 makes getting started easier to develop enterprise Java applications. This document compares between Java EE 5 and J2EE 1.4. This document introduces the new features of Java EE 5.

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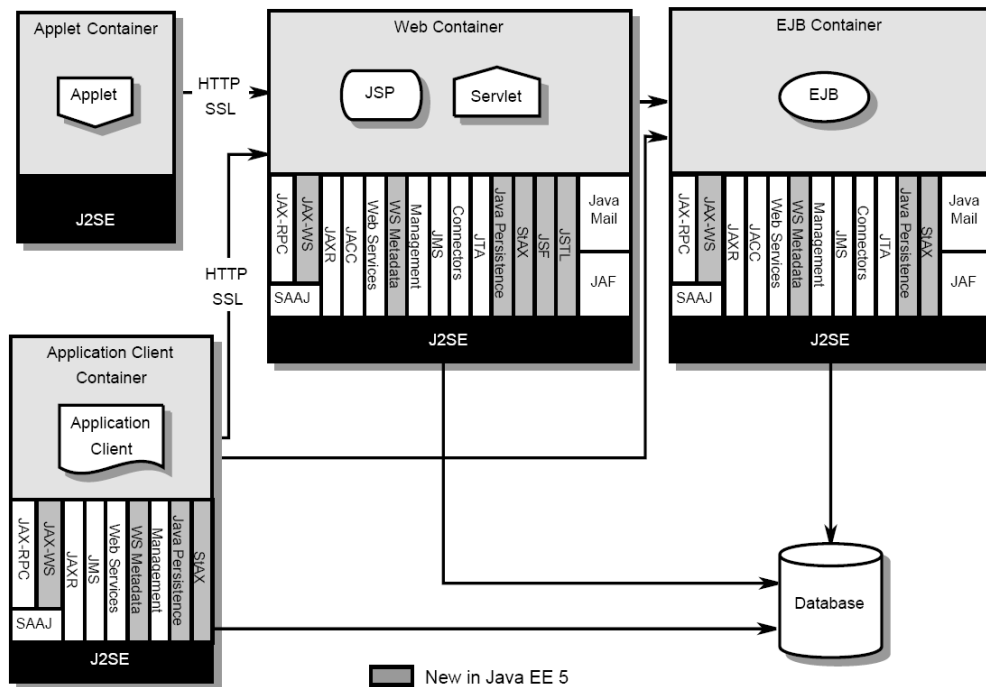
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Java EE5 – What is it?

Java EE 5 = THE standard for enterprise applications in Java

It's part of ISV's expectations towards a Java Server



Java EE5

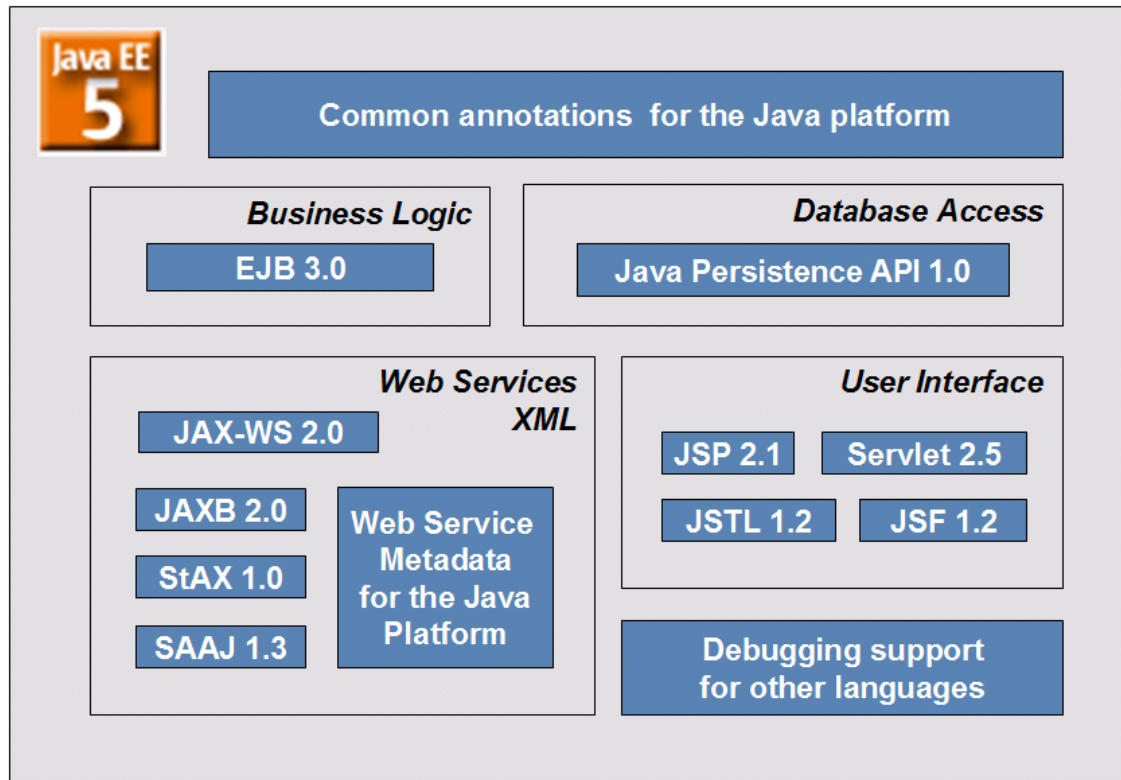
- Build on Java SE 5.0
- Ease of development
- Usage of annotations
- EJB 3.0 simplification
- Java Persistence API
- JavaServer Faces
- Web Services simplified

From J2EE 1.3 to Java EE5

Remark:

- J2EE was renamed to Java EE
- Correct terminology → J2EE 1.3 J2EE 1.4 Java EE 5
- Wrong terminology → J2EE 1.5 J2EE 5 JEE 5 JEE5 Java EE 5.0

Java EE5 Overview



Java EE 5 is based on Java SE 5.0

- Autoboxing / Unboxing
 - ◆ Eliminates manual conversion between primitive types and wrapper types
- Enhanced for Loop
 - ◆ Eliminates iterators and index variables when iterating over collections and arrays
- Typesafe Enums
 - ◆ Real typesafe enumerations
- Static Imports
 - ◆ Avoid qualifying static members / methods with class names
- Varargs
 - ◆ Variable-length argument lists
- Generics
 - ◆ Compile-time type safety to the Collections framework.
- Annotations (Metadata)
 - ◆ Metadata in the source-code allowing tools (Compiler) to generate code

J2SE 1.4 – Boxing / Unboxing

Boxing

There is a wrapper class for every primitive in Java. Primitive values can not be treated as objects, they have to be boxed into wrapper classes.

Examples:

```
Integer iWrapper = new Integer(4711);
```

```
Integer iWrapper2 = new Integer("101011", 2);
```

Unboxing

To get back the primitive value a method of the wrapper class must be called.

Examples:

xxxValue() - convert the value of a wrapped numeric to a primitive

```
int iValue = iWrapper.intValue();
```

```
byte bValue = iWrapper.byteValue();
```

```
short sValue = iWrapper.shortValue();
```

Why wrapper classes?

Header The primitives can be included in activities reserved for objects, like as being added to Collections, or returned from a method with an object return value.

To provide an assortment of utility functions for primitives.

Example: Add and retrieve int values from a collection

```
collection.add(new Integer(4711));
```

Boxing

```
int i = ((Integer)collection.get(0)).intValue();
```

Unboxing

J2SE 5.0 – Autoboxing / Unboxing

With J2SE 5.0 the compiler automatically does boxing and unboxing

```
Integer intObject = 4711;
```

```
int i = intObject;
```

The above code will be rewritten from the compiler into the following code

```
Integer intObject = Integer.valueOf(4711);
```

```
int i = intObject.intValue();
```

Example: Add and retrieve int values from a collection

Java 1.4.2

```
import java.util.ArrayList;

public class ManualBoxing {

    public static void main(String[] args)

    {

        ArrayList list = new ArrayList();

        for (int i = 0; i < 10; i++){

            list.add(new Integer(i));

        }

    }

}
```

Java 1.5

```
import java.util.ArrayList;

public class ManualBoxing {

    public static void main(String[] args) {

        ArrayList<Integer> list = new ArrayList<Integer>();

        for (int i = 0; i < 10; i++){

            list.add(i);

        }

    }

}
```

Do not use autoboxing for scientific or performance-sensitive numerical code. An Integer is not a substitute for an int!

J2SE 5.0 – Enhanced for Loop

J2SE 1.4

Iterating over an array or a collection is done using an index variable or an Iterator object even the Iterator or the index are most of the time not really needed !

```
public class OldForArray {  
  
    public static void process(int[] mArray){  
  
        for (int i=0; i< mArray.length; i++){  
  
            System.out.printf("%d squared is %d.\n",i, mArray[i]);  
  
        }  
  
    }  
  
}
```

```
public class OldIteratorUsage {  
  
    public static void process(List mList) {  
  
        Iterator iterator = mList.iterator();  
  
        while (iterator.hasNext()) {  
  
            System.out.printf("%d squared is %d.\n", j++, iterator.next());  
  
        }  
  
    }  
  
}
```

The iterator is just clutter. Furthermore, it is an opportunity for ERROR !!!

```
List suits = ...;  
List ranks = ...;  
List sortedDeck = new ArrayList();  
for (Iterator i = suits.iterator(); i.hasNext(); )  
for (Iterator j = ranks.iterator(); j.hasNext(); )  
sortedDeck.add(new Card(i.next(), j.next()));
```



throws NoSuchElementException!

```
List suits = ...;  
List ranks = ...;  
List sortedDeck = new ArrayList();  
for (Iterator i = suits.iterator(); i.hasNext(); ) {  
Suit suit = (Suit) i.next();  
for (Iterator j = ranks.iterator(); j.hasNext(); )  
sortedDeck.add(new Card(suit, j.next()));  
}
```

J2SE 5.0

- Inside the for loop a variable is defined, which automatically contains the collection (array) values for each step.
- You don't have to declare the iterator, you don't have to provide a generic declaration for it.
- The compiler does this for you behind your back, but you need not concern yourself with it.

```
public class OldForArray {  
    public static void process(int[] mArray){  
        for (int element : mArray){  
            System.out.println("Element: ", element);  
        }  
    }  
}
```

```
public class OldIteratorUsage {  
    public static void process(List mList) {  
        for ( Element element : mList) {  
            System.out.println("Element: ", element);  
        }  
    }  
}
```

When to use the for-each loop?

Any time you can.

Limits

The for-each loop is not usable for filtering because it hides the iterator, so you cannot call remove.

J2SE 5.0 – Static Imports

J2SE 1.4

- Standard way of represent constant types was:

```
public class/interface Season{
public static final int WINTER = 0;
public static final int SPRING = 1;
public static final int SUMMER = 2;
public static final int FALL = 3;
}
```

In order to access static members, it is necessary to qualify references with the class they came from.

```
int season = Season.SUMMER;
switch( season ){
case Season.WINTER: ....
}
```

In order to get around this, people sometimes put static members into an interface and inherit from that interface.

BAD IDEA!!!  Constant Interface Antipattern

Constant Interface Antipattern

Sometimes, people place static members into an interface and inherit from it looking for avoiding prefixing static members with class names.

```
public class Order extends Values implements Constants {
double price() {
return basePrice() + shipping() + TAX;
}
double shipping() {
return Math.min(basePrice(), SOME_VALUE);
}
}
```

Interfaces are intended for defining types, not providing access to static members. When a class implements an interface, it becomes part of the class's public API, creating an undesirable connection between classes and confusing clients.

J2SE 5.0

The static import construct allows unqualified access to static members without inheriting from the type containing the static members. Instead, the program imports the members, either individually:

```
import static com.sap.myApp.util.Season.WINTER;
```

or

```
import static com.sap.myApp.util.Season.*;
```

Once the static members have been imported, they may be used without qualification:

```
public String getSeasonAsString(){
```

```
    switch (this.season) {
```

```
        case WINTER: return "winter";
```

```
        case SPRING: return "spring;
```

```
        ....
```

```
    }
```

```
}
```

Use it only when you require frequent access to static members from one or two classes. If you overuse the static import feature, it can make your program unreadable and unmaintainable!

J2SE 5.0 – Typesafe Enums

J2SE 1.4

Standard way of represent enumerated types was the "int Enum pattern". However this pattern has major disadvantages.

```
public class Season{
    public static final int WINTER = 0;
    public static final int SPRING = 1;
    public static final int SUMMER = 2;
    public static final int FALL = 3;
}
int season = Season.SUMMER; //ok
switch(season){
    case Season.WINTER: //ok
    ...
}
season = 4711; //ok but useless
```

J2SE 5.0

Enumerations use the keyword enum. Enums are rewritten by the compiler into normal classes.

```
public enum Season{
    WINTER, SPRING, SUMMER, FALL;
}
Season seasons = Season.SUMMER; //ok
switch(seasons){
    case WINTER: //ok, qualifier not allowed
    ...
}
```

The enum values (WINTER, SPRING...) are static references pointing to objects of type Season

```
public static final Season SPRING = new Season();
```

Things to know about enums

- You can use the `toString()` method of enum objects. It prints out the name of the static reference (WINTER, SUMMER...)
- Generated class implements interface `Comparable`, so you can compare for order.

```
Season.WINTER.compareTo(Season.SUMMER); //-2
```

- Generated class implements the static method `values()`, which returns an array of references to all enum objects.

```
Season[] seasonsArray = Season.values();
```

Since enums are rewritten into classes, you can add arbitrary methods and fields to an enum type.

J2SE 5.0 – Varargs

J2SE 1.4

A method that takes an arbitrary number of parameters requires to create an array prior to invoking the method.

```
class Computer{
    public static int sum (int[] v){
        int sum = 0;
        for(int i=0; i < v.length; i++)
            sum += v[i];
        return sum;
    }
}

System.out.println(Computer.sum(new int[]{1,2,3}));
```

J2SE 5.0

- Using ... after the type indicates, that an arbitrary number of parameters can be passed

```
class Computer{  
  
public static int sum (int... v){  
  
int sum = 0;  
  
for(int i=0; i < v.length; i++)  
  
sum += v[i];  
  
return sum;  
  
}  
  
}
```

- The compiler just rewrites the method into

```
public static int sum(int[] v)
```

Therefore you can still use `v.length` and `v[i]`.

- Varargs can be used only in the final argument position !

J2SE 5.0 – Generics Introduction

J2SE 1.4

```
ArrayList myList = new ArrayList();
myList.add(new Integer(4711));
Integer i = (Integer)myList.get(0);
```

J2SE 5.0

```
ArrayList<Integer> myList = NEW ArrayList<Integer>();
myList.add(4711);
Integer i = myList.get(0);
```

- Generics provides a way for you to communicate the type of an interface or class to the compiler : -
> no cast necessary anymore
- ArrayList<Integer> is a generic class, that takes a type parameter
- The compiler can check the type correctness at compile-time
myList.add("4711"); will be rejected at compile-time :-> more type safe

Excerpt of the interface definition List

```
public interface List<E>{
void add(E x);
Iterator<E> iterator();
}
```

- You can see <E> as a placeholder. It will be uniformly replaced by Integer
- Using List<Integer> you can add Integers or subtypes of Integer to this collection
- Whereas List defines only one type, List<E> is the basis for defining an arbitrary number of types !
- Difference to C++ Templates: Although multiple types can be generated with List<E>, there are NO multiple copies of the code (only one .class file at runtime)

What is the Compiler doing?

- The compiler translates a generic class into a normal class, removing the type information. This is called erasure
- After erasure, the compiler adds the necessary casts into the code
- It is only marked in the meta-data, that this class is a generic type

The following code therefore returns true:

```
ArrayList<Integer> li = new ArrayList<Integer>();
ArrayList<String> ls = new ArrayList<String>();
System.out.println(li.getClass() == ls.getClass());
```

J2SE 5.0 – Generics – Inheritance and Compatibility

- Without using generics, the following code is ok

```
ArrayList l = new ArrayList();
Object o = l;
```

- Using Generics, the following code is rejected by the compiler

```
ArrayList<String> l = new ArrayList<String>;
l.add("Hello");
ArrayList<Object> o = l; //compiler error, because...
o.add(new Object()); // list o has now different types
```

- The following code however is possible...

```
ArrayList<String> al = new ArrayList<String>();
List<String> li = al;
```

Inheritance for generic types is only possible, if the generic type parameter is the same and the base classes have an inheritance relationship

J2SE 5.0 – Generics – Casting

- Casts are only allowed, if the generic type parameter is the same

```
ArrayList<String> al = new ArrayList<String>();
```

```
Collection<String> c = al;
```

```
ArrayList<String> li = (ArrayList<String>)c; // Works OK
```

```
//not allowed
```

```
ArrayList<String> al = new ArrayList<String>();
```

```
Collection<Object> c = (Collection<Object>)al; // Error
```

J2SE 5.0 – Generics – Raw Types

- The "Raw Type" is the not generic type which is generated after compiling the generic type. It can also be used and makes J2SE 5.0 code compatible with old (pre 5.0) code.
- Compatibility with Raw Types:

```
List l = new ArrayList<String>();
```

```
l.add(new Object()); // Should Not Be Possible. Compiler Warning.
```

```
String s = l.get(0); // Compile Error
```

```
String s = (String)l.get(0); // Runtime Error
```

J2SE 5.0 – Generics – Wildcards

- Write a method that prints out all elements in a list?

```
void printCollection(List<Object> c){
    for(Object o: c)
        System.out.println(o);
}
...
List<String> l = new ArrayList<String>();
l.add("Hello");
someVariable.printCollection(l); // Error
```

- Compiler error, because List<String> is not type compatible with List<Object>

- <?> is used as a wildcard and is equal to "any type", a type which is not known so far

```
void printCollection(List<?> c){
    for(Object o: c)
        System.out.println(o.toString());
}
...
List<String> l = new ArrayList<String>();
l.add("Hello");
someVariable.printCollection(l); // Ok
```

- You can see List<?> as a super-type of all other List types like List<String>, List<Integer>

- Even if List<?> can be seen as the super-type for List<String>, List<Integer> the following code does not work

```
List<?> l = new ArrayList<String>();
```

```
l.add("Hello"); //Error
```

```
l.add(new Object()); // Error
```

```
l.add(new Integer(4711)); // Ok
```

```
Object o =l.get(0);
```

- Since we do not know the type of List, we cannot add something to it, because it could violate the integrity of the list.
- But we can read something which is not known from the List and assign it to Object!

J2SE 5.0 – Generics – Bounded Type Parameter

- If we want to set constraints on a type parameter, we use a bounded type variable e.g. <E extends Vector>

```
class MyClass<E extends Vector>{}
```

```
MyClass<String > my = new MyClass<String>(); // Error
```

```
MyClass<Vector> my = new MyClass<Vector>(); //Ok
```

```
MyClass<Stack> my = new MyClass<Stack>(); // Ok
```

- Using extends, you enforce that the typed parameter implements one or more interfaces, or that it is a subclass of a specified class.

- Syntax of multiple types and interfaces

```
class C<T1 extends A & I1 & I2, T2 extends B> { }
```

Typed parameter T1 must be of type A or a subclass of type A and must implement the interfaces I1 and I2

Additional types are separated with commas

- Example of a bounded type parameter:

```
class A{
public void m(){
}
class C<T extends A >{
public void f(T t){
t.m() ; // only possible as T extends A
}
}
```

Using Class C :

```
C<A> c1 = new C<A>();
C1.f(new A());
```

- If T would not have a constraint, it would not be possible to call method m inside f. It would only be possible to call the methods defined for Object.
- <T super A> : T must be of type A or a parent of A

J2SE 5.0 – Generics and Arrays

- Using Arrays, the VM makes a runtime check and an `ArrayStoreException` is thrown, if a different type is inserted

```
Object[] objects = new String[10];
objects[0] = "7"; // Ok
objects[1] = new Integer(4711); // Compile Time ok but throws an exception at runtime
```

- Because the compiler erases all generic information from the generated, class, the VM is not able to make an insert check at runtime. Type-safety could not be guaranteed during runtime !
- For that reason it is not possible to create generic array objects (reference variables are possible).

J2SE 5.0 – Generic Methods

- Non generic classes can still have generic methods. The generic type parameter is introduced before the return type of the method
- Example: Write a utility function, which randomly returns either parameter 1 or parameter 2. The method should be type independent

```
class Util{
public static <T> T randomParam(T p1, T p2){
return Math.random() > 0.5 ? p1 : p2;
}
}
//same method-call with different parameter sets
String s = Util.randomParam("Hello", "World");
Integer i = Util.randomParam(47, 11);
```

J2SE 5.0 – Annotations – Introduction

- Many API's need additional code or additional files, which must be maintained in parallel to the program code. For example JavaBeans require an additional BeanInfo class, EJB's require a deployment descriptor etc.
- It would be more convenient and less error-prone, if the information in these side files were maintained as annotations (meta data) in the program itself.
- Java already has some sort of annotations like the transient modifier or the @deprecated javadoc tag.
- With J2SE 5.0 there is now a general mechanism for defining and use of your own annotations
- An annotation is always an instance of a specific annotation type
- An annotation type is defined as a special interface

```
public @interface RequestForEnhancement {
int id();
String topic();
String responsible() default "[unassigned]";
}
```

- Each method defines an element of the annotation type
- Method declarations must not have any parameters or a throws clause
- Return types are restricted to primitives, String, Class, enums, annotations, and arrays of the preceding types.
- An annotation type is stored in a .java file and will be translated into a .class file e.g. RequestForEnhancement.class

J2SE 5.0 – Annotations – Usage

- An annotation is a special kind of modifier, and can be used anywhere that other modifiers can be used.

```
@RequestForEnhancement(
id = 276423,
topic = "Performance optimization",
responsible = "Mr. Smith"
public static void handleEnhancement() {...}
```

- An annotation type with no elements is called a marker annotation. In this case, it is possible to omit the parentheses.

```
public @interface Preliminary { }
@Preliminary public class MyClass{...}
```

- In annotations with a single element, the element should be named value. In this case it is possible to omit the element name and the equals sign.

```
public @interface Copyright {
String value();
}
@Copyright("SAP AG") public class MyClass {...}
```

J2SE 5.0 – Meta Annotations

- There are some standard annotations which can be used when defining an annotation type. These are called meta annotations
- `@Retention` – Defines when the annotation is available (runtime, compile-time)
- `@Target` – Defines the program part, where the annotation is valid (class, method or attribute?)

Java EE 5 – Ease of development

Leverage new JDK 5.0 language features

→ Annotations

Let the container do more work

→ Dependency injection

Configuration by exception

→ Defaulting for typical cases

Example: Access to session bean from a servlet

J2EE 1.4: JNDI call, object creation, XML

```
try{
```

```
Context ctx = new InitialContext();
```

```
MyBeanHome home = (MyBeanHome)ctx.lookup("java:comp/env/ejb/myBean");
```

```
MyBean myBean = home.create();
```

```
myBean.method();
```

```
}catch(){
```

```
...
```

```
}
```

```
...
```

```
<ejb-local-ref>
  <ejb-ref-name>ejb/myBean</ejb-ref-name>
  <ejb-ref-type>Session</ejb-ref-type>
  <local-home>test.MyBeanHome</local-home>
  <local>test.MyBean</local>
</ejb-local-ref>
...
```

Java EE 5: Annotation

@EJB

```
private MyBean myBean;
```

```
...
```

```
myBean.method();
```

```
...
```

- The annotation `@EJB` indicates, that the container should inject an instance of the Session Bean into the variable „myBean“

Example: Create a Web Service from a session bean

J2EE 1.4

```
package endpoint;
import java.rmi.*;

public class HelloServiceImpl
    implements HelloServiceSEI {

    public String sayHello(String param)
        throws java.rmi.RemoteException {
        return "Hello " + param;
    }
}

package endpoint;
import java.rmi.*;

public interface HelloServiceSEI
    extends java.rmi.Remote {
    public String sayHello(String param)
        throws java.rmi.RemoteException;
}
```

The .xml files

```
<?xml version='1.0' encoding='UTF-8' ?>
<webservices xmlns='http://java.sun.com/xml/ns/j2ee'
version='1.1'>
  <websevice-description>
    <websevice-description-name>
      HelloService</websevice-description-name>
    <wsdl-file>
      WEB-INF/wsdl/HelloService.wsdl</wsdl-file>
    <jaxrpc-mapping-file>
      WEB-INF/HelloService-mapping.xml
    </jaxrpc-mapping-file>
    <port-component xmlns:wsdl-
port_ns='urn:HelloService/wsdl'>
      <port-component-name>HelloService</port-component-name>
      <wsdl-port>wsdl-port_ns:HelloServiceSEIPort</wsdl-port>
      <service-endpoint-interface>
        endpoint.HelloServiceSEI</service-endpoint-interface>
      <service-impl-bean>
        <servlet-link>WSServlet_HelloService</servlet-link>
      </service-impl-bean>
    </port-component>
  </websevice-description>
</webservices>
```

```
<?xml version='1.0' encoding='UTF-8' ?>
<configuration
xmlns='http://java.sun.com/xml/ns/jax-rpc/ri/config'>
  <service name='HelloService'
targetNamespace='urn:HelloService/wsdl'
typeNameSpace='urn:HelloService/types'
packageName='endpoint'>
    <interface name='endpoint.HelloServiceSEI'
servantName='endpoint.HelloServiceImpl'>
      </interface>
  </service>
</configuration>
```

Java EE5

@Stateless

@WebService

```
public class HelloServiceBean{

public String sayHello(String param){

return "Hello "+param;

}

}
```

EJB 2.x – Drawbacks

Too many software artifacts to implement

- bean class
- local / remote component interfaces
- local / remote component interfaces
- XML deployment descriptors

Callback methods

- `ejbPassivate`, `ejbActivate`, `ejbLoad`, ...
- Have to be implemented even when not used

XML hell

- Complex XML descriptors
- with almost no defaults

JNDI lookups everywhere

Entity beans limitations

- Heavyweight
- Not really object-oriented
- No transient instances → separate DTO classes needed

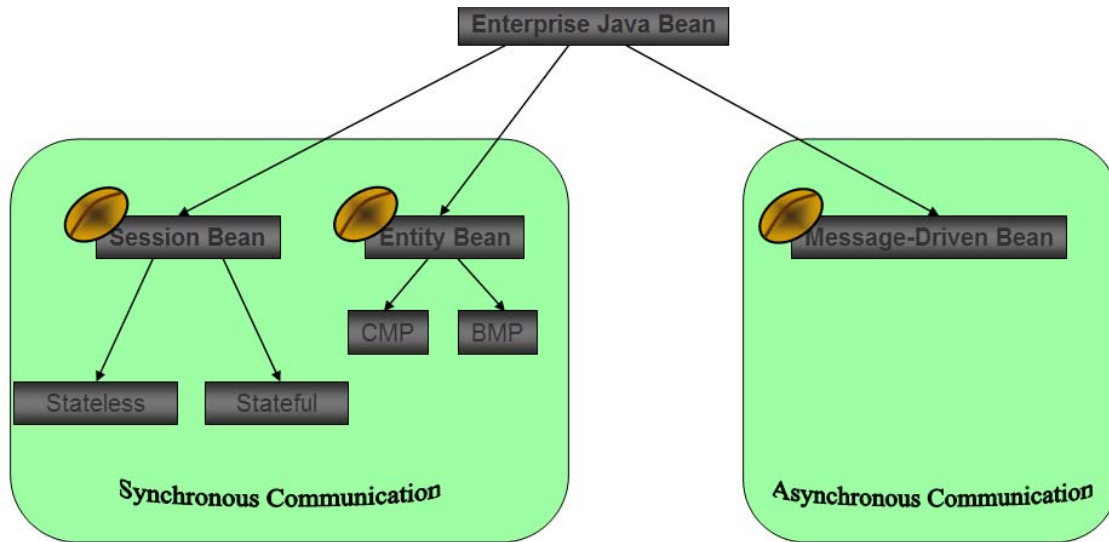
Query Language limitations

- Joins, sub queries, mass updates / deletes

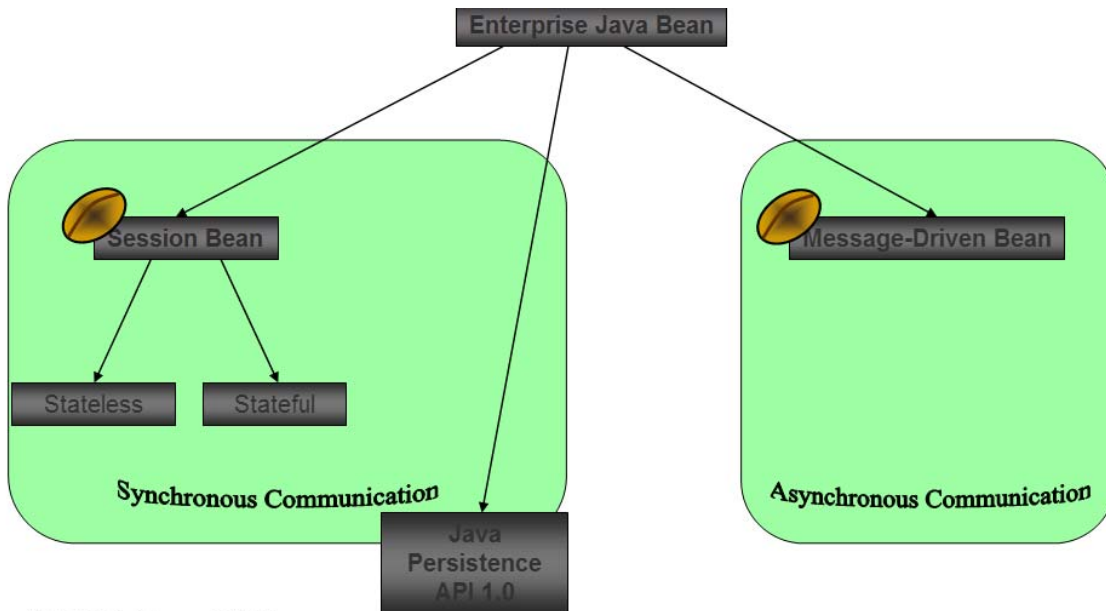
Alternatives of EJB available

- Spring + Hibernate

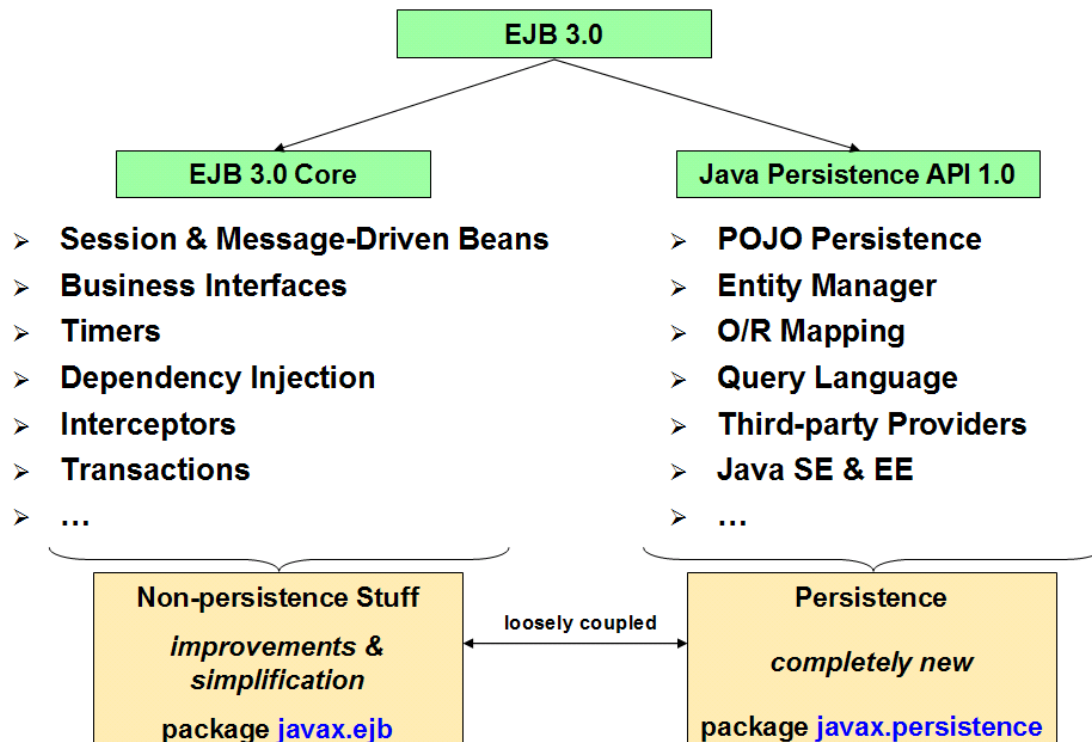
EJB 3.0 – Overview



EJB 2.x (J2EE 1.3 & 1.4)



EJB 3.0 (Java EE 5)



EJB 3.0 – Annotations

Annotations are a better alternative to deployment descriptors

Anything can be configured with annotations

However, deployment descriptors are still allowed

Below is an example of annotation

```

@Stateless public class HelloWorldBean implements HelloWorld {
    @TransactionAttribute(TransactionAttributeType.REQUIRES_NEW
    public String sayHello(String name) {
        return "Hello " + name;
    }
}

@AroundInvoke
public void profile(InvocationContext ctx) {
    ...
}

@PreDestroy
public void removing() {
    ...
}
  
```

EJB 3.0 - POJI & POJO

POJO + Annotation == Session Bean

POJI Business Interface → no need to extend EJB(Local)Object

```
@Local public interface HelloWorld {
```

```
    public String sayHello(String name);
}
```

POJO Bean Class → no need to implement SessionBean

```
@Stateless public class HelloWorldBean implements HelloWorld {
```

```
    public String sayHello(String name) {
        return "Hello " + name;
    }
}
```

No Home interfaces anymore!

EJB 3.0 - Dependency Injection

Let the container do more work!

```
@Stateless public class CartBean implements ShoppingCart {
```

```
    @Resource javax.sql.DataSource orderDS;
```

```
    public String makeOrder(String product) {
```

```
        Connection c = orderDS.getConnection();
```

```
        ...
```

```
    }
```

```
}
```

'orderDS' is already set by the container.

EJB 3.0 – Interceptors

Interceptor = method intercepting a business method call

Implements a common logic for all business methods

```
@Stateless public class HelloWorldBean implements HelloWorld {  
    public String sayHello(String name) {  
        return "Hello " + name;  
    }  
    @AroundInvoke  
    public void profile(InvocationContext ctx) {  
        long begin = System.currentTimeMillis();  
        try {  
            ctx.proceed();  
        } finally {  
            long time = System.currentTimeMillis() – begin;  
            log("Executed for " + time + " ms");  
        }  
    }  
}
```


EJB 3.0 – Default

Configuration by exception is the main motto of EJB 3.0!

In most cases, you don't need to configure anything!

```
@Stateless public class CartBean implements ShoppingCart {
    @Resource javax.sql.DataSource orderDS;
    public String makeOrder(String product) {
        Connection c = orderDS.getConnection();
        ...
    }
}
```

You get the following configuration for the bean above:

- Container-managed transactions; Required transaction attribute
- Business interface ShoppingCart; EJB name CartBean

Permit All security permissions

EJB 3.0 - Message-Driven Beans

No new functionality after EJB 2.1

Ease of development

```
@MessageDriven(activationConfig = {
    @ActivationConfigProperty(propertyName = "destinationType",
        propertyValue = "javax.jms.Queue")
    @ActivationConfigProperty(propertyName = "destination",
        propertyValue = "MyQueue")})
public class ReceiverBean implements MessageListener {
    public void onMessage(javax.jms.Message msg) {
        ...
    }
}
```

- No need to implement MessageDrivenBean

EJB 3.0 – Java Persistence API 1.0

- POJO Persistence
- No Interfaces Required
- Inheritance
- Polymorphism
- Implicit O/R Mapping
- Can be Data Transfer Objects
- Java Persistence Query Language
- Can be Used in Java SE & EE

```
@Stateless public class ProductsBean {  
    @PersistenceContext(name="Orders")  
    EntityManager em;  
    public void createNewOrder(String id) {  
        Order order = new Order(id, name);  
        em.persist(order);  
    }  
}
```

```
@Entity
public class Order {
    private String id;
    private String name;
    @Id
    public String getId() {
        return id;
    }
    public void setId(String _id) {
        id = _id;
    }
    public String getName() {
        return name;
    }
    public void setName(String _name) {
        name = _name;
    }
}
```

New Features of the EJB Container

Lazy start of EJB modules

- No resources are acquired at server start time
- EJBs are not started until they are accessed
 - ◆ For instance: implicit / explicit JNDI lookups

EJB metadata model built and stored during deployment

- Minimize application start time
- By shifting processing from startup to deployment time
- Application start → Just load pre-processed EJB model

Improved session management for stateful session beans

- Seamlessly integrated into “Solid Rock” session management
- Unique robustness / failover capabilities based on shared Java objects

Management of EJBs

- Compliant with Java management specification
- Integrated into SAP management infrastructure
- NW-Admin UI.

Stateful Web services through stateful session beans

- The bean class itself can be exposed as a web service
- No business interfaces or web service interface are required
- Each business interface can be exposed as a web service
- The stateful bean instance is shared in the session
 - stateful Web services

EJB Fundamentals

Resource management

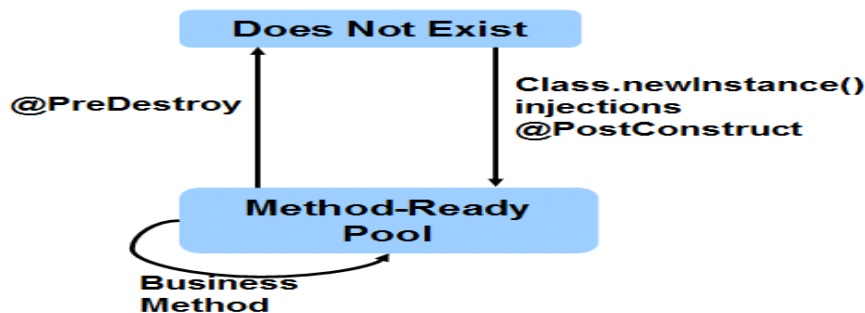
EJB supports two mechanisms to handle large numbers of clients and reduce resource consumption

- Instance pooling for Stateless Session Beans / Message Driven Beans
 - Subsequent client requests are served by different beans from the pool.
 - After executing a business method, the bean is put back into the pool.
 - No state is kept between client calls
 - Pool size is managed by the container

- Activation Mechanism for Stateful Session Beans
 - If the container needs resources, beans are removed from memory
 - The state of the bean is serialized to secondary memory

If a client invokes a method on the bean, a new instance is created and populated with the serialized state

Life Cycle of a Stateless Session Bean



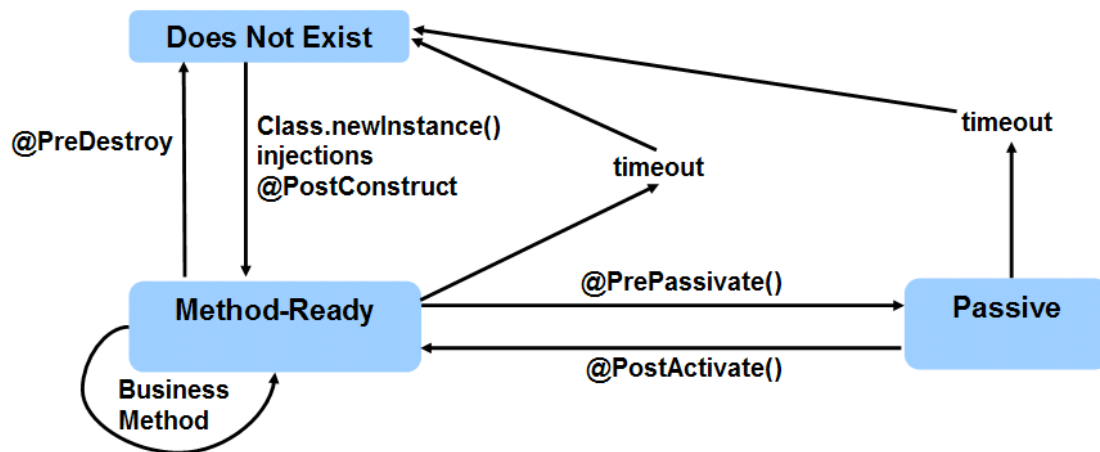
Does Not Exist state: The bean has not been instantiated (is not in memory)

Method-Ready Pool state: A bean instance is created in memory and is ready to serve client requests to business methods.

During the transition from “Does not exist” to “Method-ready” the container creates a new instance, inject resources into the bean and calls a method which is annotated with `@PostConstruct`.

Before removing a bean from memory, a method with the annotation `@PreDestroy` is called by the container.

Life Cycle of a Stateful Session Bean



Transition to Passive state: Beans get into the Passive state, if the container resources get limited.

Transition to Does Not Exist state: In case of timeouts or in case the client calls a method with the annotation `@Remove`, the bean instance is removed and goes into the Does Not Exist state.

Primary Services: Concurrency

Session Beans: Session Beans do not need to be thread-safe (synchronized keyword is forbidden by the EJB spec).

Stateless Session Beans do not need to be concurrent, because simultaneous client calls are served with different bean instances (taken from the pool).

Stateful Session Beans do not need to be concurrent, because each client gets his own instance and is bound to that single instance.

Message Driven Beans do not need to be concurrent, because simultaneous messages are served with different bean instances from the pool.

Primary Services: Transactions

Declarative (implicit) transaction management

- Transactional behavior can be controlled on method level with the annotation `@TransactionAttribute`
- By default the transaction attribute on a method is set to "REQUIRED". This means, that a new transaction is created if the client doesn't already have one
- Transaction Propagation is supported (call of other operations inside a method)

// this annotation is redundant, since the default is REQUIRED

```
@TransactionAttribute(value=TransactionAttributeType.REQUIRED)
```

```
public Customer createCustomer(String name) {
```

```
...
```

```
}
```

Primary Services: Transactions

Explicit (bean managed) transaction Management

- Can be switched on by the annotation
@TransactionManagement (TransactionManagerType.BEAN)
- JTA can be used to define transactions explicitly in the sourcecode

```
@TransactionManagement(TransactionManagerType.BEAN)
```

```
public class CustomerManager {
```

```
    @Resource UserTransaction ut;
```

```
    public Customer createCustomer(String name){
```

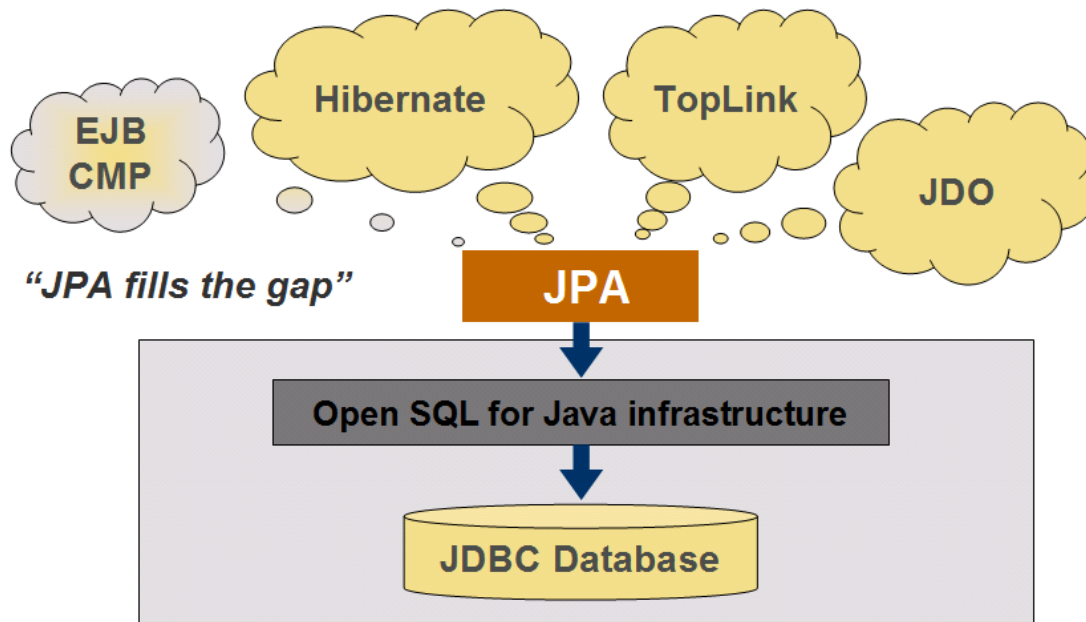
```
        try{
            ut.begin();
            ...
            ut.commit();
        }
        ...
    }
```

EJB provides a comprehensive and simple mechanism for delimiting transactions at the method level and propagating transactions automatically in a declarative way.

Java Persistence API (JPA 1.0)

JPA – The New Java Persistence API

- Unified object persistence for Java
- Standardized object-relational mapping
- Based on ideas of existing persistence frameworks



JPA – Key Features

POJO Persistence

- Plain Java classes
- No required interfaces
- Supports inheritance of entities

Standardized object-relational mapping

- Simple configuration
- Annotation- or XML-based
- Default rules → Configuration by exception

Application makes explicit API calls

Entities themselves can be used for data transfer

- Detach/merge mechanism

JPA – Entity Example

```
@Table(name="TMP_EMP") //point : 4
@Entity //point : 2
public class Employee { // point : 1
    @Id // point : 3
    private int id;
    private String name;
    public int getId() {
        return id;
    }
    public void setId(int theId) {
        id = theId;
    }
    public String getName() {
        return name;
    }
    public void setName(String theName) {
        name = theName;
    }
}
```

1. Start with a regular Java class (JavaBean conventions)
2. Declare as entity
3. Declare primary key
4. Override defaults (Optional)

JPA: How Applications Control the State of Entities

Applications use the EntityManager API to handle entities

```
@Stateless public class HRSESBean {
    @PersistenceContext(unitName="HR") //Injection of a container-managed entity manager
    EntityManager em;

    public void createEmployee(String name, Long id) {
        Employee employee = new Employee(name, id);
        em.persist(employee);
    }
}
```

Main API for synchronizing entities and their persistent state

- life cycle methods (persist, find, update, remove, flush, merge, ...)
- factory for queries

Integrated with EJB 3.0 → Container-managed entity managers

JPA: Entity Manager

Main API for application programmers / clients

- create, update, delete entities
- force database update
- read entities
- (...)

```
package javax.persistence;

public interface EntityManager {

    public void persist(Object entity);

    public <T> T merge(T entity);

    public void remove(Object entity);

    public void flush();

    public Query createQuery(String qlString);

    public Query createNamedQuery(String name);

    public <T> T find(Class<T> entityClass, Object primaryKey);

    // ...
}
```

JPA: Persistence Context

```
@PersistenceContext(unitname="HR") private EntityManager em;
```

Set of managed entity instances within an entity manager

Entities become managed by

- passing them explicitly to the entity manager
- reading them from the database via entity manager or query API

Entities are unique within persistence context

Only managed entities are synchronized with DB

JPA: Persistence Context Types

```
@PersistenceContext(unitName="GuestBook", type=PersistenceContextType.TRANSACTION  
| EXTENDED)
```

```
EntityManager em;
```

Default Value = TRANSACTION

- Persistence contexts live as long as the transaction exists.
- If the transaction completes (commit), the transaction-scoped persistence context will be destroyed and all managed entities will be detached and synchronized with the DB

Extended Persistence Context

- It can live longer than a transaction
- Managed objects remain managed after method call.
- Is used for stateful session beans

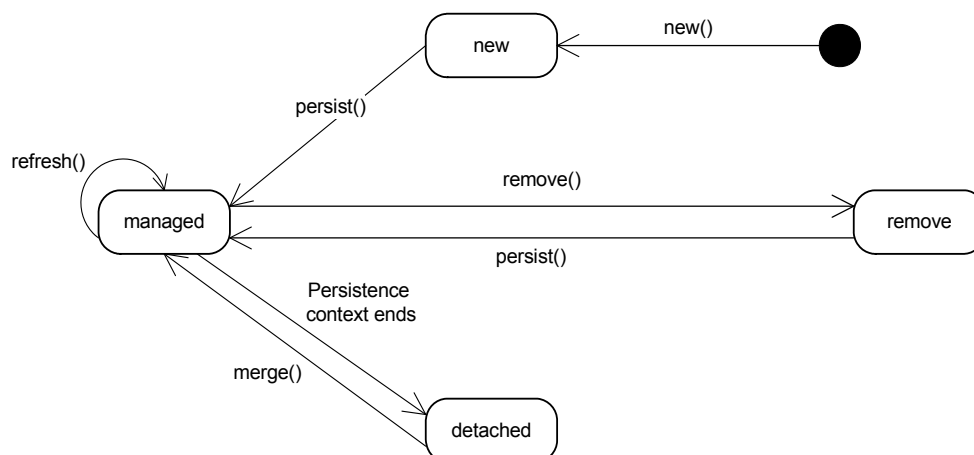
JPA: Detaching and Merging Entities

Entity instances are called detached if

- they have a representation in the database and
- are not managed, i.e. not contained in the persistence context

Persistence context close → entities detached

Entities can be updated and merged back into persistence context



- Refresh: read entity from database, overwrite changes
- New: the entity instance was created in memory, it is not yet associated with the persistence context or an instance in the DB
- Managed: the entity has a persistent identity in the DB and is currently associated with the persistence context. Entity changes will be synchronized with the database when the transaction ends, or the flush() operation is called.
- Detached: the entity is stored in the DB, but is not associated with the persistence context
- Removed: the entity is associated with a persistence context, but is scheduled for removal from the database

JPA: Queries

- Named queries (static → recommended)

```
@NamedQuery(name = "findAllEmployees", query = "SELECT e FROM Employee e");
```

```
...
```

```
List<Employee> employees = em.createNamedQuery("findAllEmployees").getResultList();
```

- Dynamic queries

```
Query query = em.createQuery(queryText.toString());
```

```
...
```

```
List<Employee> employees = query.getResultList();
```

Java Persistence Query Language (JPQL)

- SQL-like, rich in features (JOIN, GROUP BY, HAVING, bulk update/delete, parameters, ...)
- as an alternative, JPA also supports native SQL statements

JPA: Other Powerful Features for Entities

Relationships between entities by annotations to appropriate fields

- `@OneToOne`, `@ManyToOne`, `@OneToMany`, `@ManyToMany`
- bidirectional or unidirectional, lazy or eager fetching, cascading, ...

`@OneToMany(cascade=ALL, fetch=FetchType.EAGER)`

```
public List<Employee> getEmployees() {
    return employees;
}
```

Automatic primary key generation

`@Id`

`@GeneratedValue(strategy=AUTO)`

Long id;

Optimistic verification to detect update conflicts

`@Version`

protected int version;

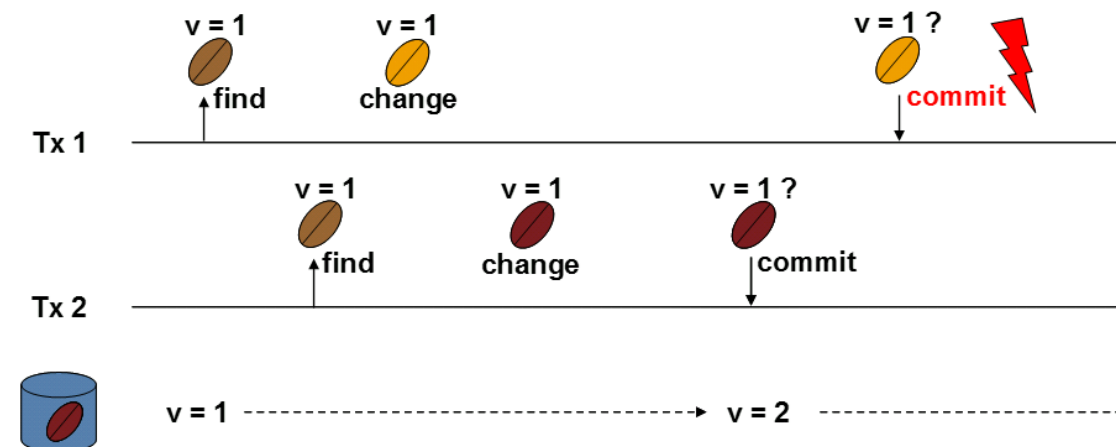
JPA: Concurrency Control

Optimistic Locking

- A transaction fails if a concurrent transaction has changed the same data
- Requires a version attribute

`@Version`

private int version;



JPA: ID Generation

Identifier values (primary keys) can be generated automatically

- Integral primary keys
- Clusterwide unique
- Different generation types

◆ TABLE

```
@TableGenerator(name="ID_GEN", table="TMP_ID_TABLE",
pkColumnName="GEN_NAME",
```

```
valueColumnName="GEN_VAL")
```

```
@Id
```

```
@GeneratedValue(generator="ID_GEN")
```

```
private int id;
```

TMP_ID_TABLE

GEN_NAME

GEN_VAL

- ◆ AUTO (default, for rapid prototyping – in SAP implementation: table based)
- ◆ SEQUENCE, IDENTITY (not available in SAP implementation)

JPA: Some Elementary Schema Mappings

- @Table: Defines the table where the bean class maps to.
- @Column: Defines the column where the bean property is stored.
- @Id: The primary key your bean property maps to (primary key classes and composite keys are also possible)
- @GeneratedValue: Defines that this bean property has its value generated using an generator
- @Transient: Bean properties that should not be persistent.
- @Basic: Defines this field as being persistent. Used mostly to define the fetch type of the bean property.
- @Temporal: Additional information about the mapping of Date or Calendar (mapping to DB types date, time, timestamp)
- @Lob: Defines the bean property as being stored as large object (mapped to BLOB or CLOB depending on the Java type)

JPA: Mapping example

```
@Entity
@Table(name="CSC_CUSTOMER")
public class Customer implements Serializable {
    @Id
    @GeneratedValue(strategy=GenerationType.TABLE, generator = "CSCGenerator")
    @TableGenerator(name="CSCGenerator", table="CSC_GENKEY")
    private int id;
    @Column(name="CUSTOMER_NAME")
    private String name;
    @Basic(fetch=FetchType.LAZY)
    private Address address;
    @Transient
    private int internalNumber;
    @Lob
    private byte[] picture;
    @Temporal(TemporalType.TIME)
    private Date lastContact;
    ...
}
```

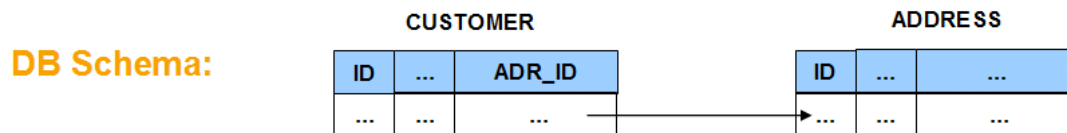
Entity Relationships

There are seven relationship types:

- One-to-one unidirectional
- One-to-one bidirectional
- One-to-many unidirectional
- One-to-many bidirectional / Many-to-one bidirectional
- Many-to-one unidirectional
- Many-to-many unidirectional
- Many-to-many bidirectional

One to one unidirectional example

A Customer has one address:



Programming model

`@Entity`

```
public class Customer {
```

```
//...
```

`@OneToOne`

```
@JoinColumn(name="ADR_ID")
```

```
private Address address;
```

```
//...
```

```
}
```

The address entity has no relation back to the customer, since this is the unidirectional case

One to one bidirectional

An Employee has one parking space

DB Schema:



Programming model

```
@Entity
```

```
public class Employee {
```

```
//...
```

```
@OneToOne
```

```
@JoinColumn(name="PARK_ID")
```

```
private ParkingSpace parkSpace;
```

```
//...
```

```
}
```

```
@Entity
```

```
public class ParkingSpace {
```

```
//...
```

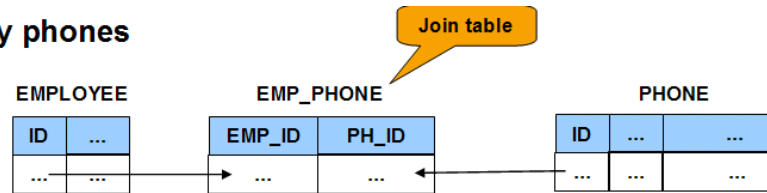
```
@OneToOne(mappedBy="parkSpace")
```

```
private Employee employee ;
```

```
//...
```

```
}
```

One to many unidirectional

An Employee has many phones**DB Schema:****Programming model**`@Entity``public class Employee {``//...``@OneToMany``@JoinTable(name="EMP_PHONE",joinColumns=@JoinColumn(name="EMP_ID"),``inverseJoinColumns=@JoinColumn(name="PH_ID"))``private List<Phone> phones;``//...``}`

The phone entity has no relation back to the employee, since this is the unidirectional case

Note: Some vendor may provide support for an unidirectional one-to-many foreign key mapping, where a FK column in the PHONE table exist. This is not supported in the current version of JPA !

One to many bidirectional

A Department has many Employees

DB Schema:



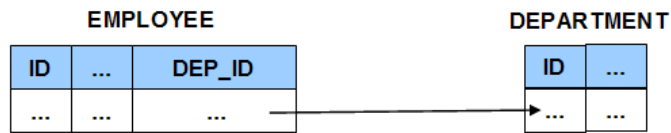
Programming model

`@Entity``public class Department {``//...``@OneToMany(mappedBy="department")``private List<Employee> employees;``//...``}``@Entity``public class Employee {``//...``@ManyToOne``@JoinColumn(name="DEP_ID")``private Department department ;``//...``}`

Many to one unidirectional

Many Employees belong to one Department (but the department does not know its employees)

DB Schema:



Programming model

`@Entity`

```
public class Employee {
```

```
//...
```

`@ManyToOne`

```
@JoinColumn(name="DEP_ID")
```

```
private Department department ;
```

```
//...
```

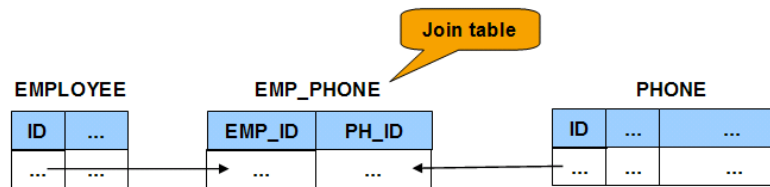
```
}
```

The Department entity has no relation back to the Employee, since this is the unidirectional case.

Many to many unidirectional

Many Employees can have many Phones (the phone entities do not know to which Employee they belong)

DB Schema:



Programming model

@Entity

```
public class Employee {
```

```
//...
```

@ManyToMany

```
@JoinTable(name="EMP_PHONE",joinColumns=@JoinColumn(name="EMP_ID"),
```

```
inverseJoinColumns=@JoinColumn(name="PH_ID"))
```

```
private List<Phone> phones;
```

```
//...
```

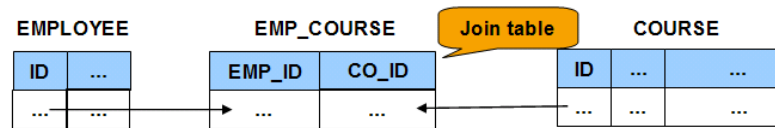
```
}
```

The Phone entities do have no relation back to the Employee, since this is the unidirectional case.

Many to many bidirectional

Many Employees can book many Courses

DB Schema:



Programming model

@Entity

```
public class Employee {
```

```
//...
```

@ManyToMany

```
@JoinTable(name="EMP_COURSE",joinColumns=@JoinColumn(name="EMP_ID"),
```

```
inverseJoinColumns=@JoinColumn(name="CO_ID"))
```

```
private List<Course> courses;
```

```
//...
```

```
}
```

@Entity

```
public class Course {
```

```
//...
```

```
@ManyToMany(mappedBy="courses")
```

```
private List<Employee> employees;
```

```
//...
```

```
}
```

Cascading

```
@OneToOne(cascade={CascadeType.PERSIST})
```

- No cascading by default
- Types:
 - PERSIST, MERGE, REMOVE, REFRESH, ALL

Related Content

<http://java.sun.com/javaee/5/docs/tutorial/doc/>

For more information, visit the [Java homepage](#).

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