Chapter 7 JDBC

Java Database Connectivity

Overview

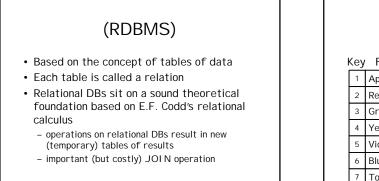
- Database overview
- JDBC

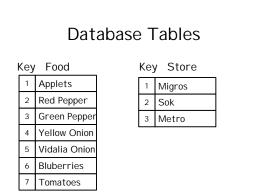
JDBC

Java Database Connectivity

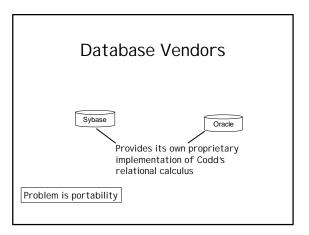
*JDBC Goal

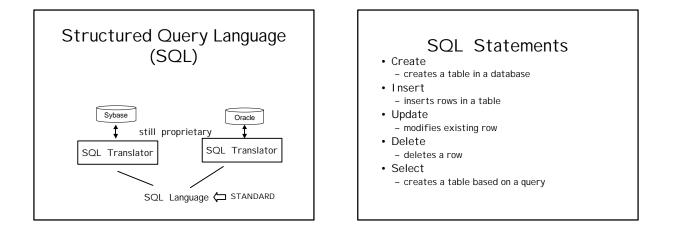
- ???
 Relational databases
- Yet be independent of the actual database, e.g.:
 - ????

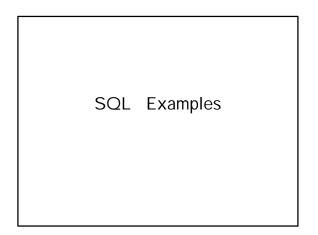


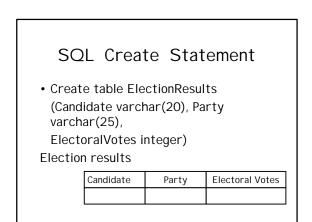


Database Tables Key Store								
Key	Key Food			1]			
1	Applets			2	+	Sok		
2	Red Pepper			3	3 1	Metro	J	
3	Green Pepper	Key Store Food Price Key Key						
4	Yellow Onion						_	
5	Vidalia Onion		1	1	1	350	_	
6	Bluberries		2	2	1	700	_	
7	Tomatoes		3	3	1	500		
	<u> </u>		4	1	2	100		









SQL Type bigint bit char integer time

varchar

Java long boolean String int

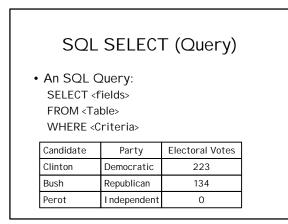
java.sql.Time String

SQL Insert Statement

I nsert into ElectionResults values('Clinton', 'Democratic', 223)

ElectionResults

Candidate	Party	Electoral Votes		
Clinton	Democratic	223		



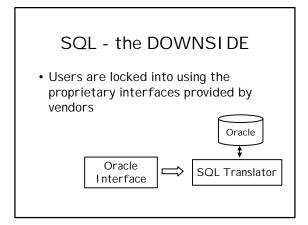
Candidate Party Electoral Votes Clinton Democratic 223 Bush Republican 134 Perot I ndependent 0 SOL: SELECT Candidate, Party Temporary Relation FROM ElectionResults (Result Set)	SELECT									
Bush Republican 134 Perot Independent 0 SQL: SELECT Candidate, Party Temporary Relation		Candidate	Party		Electoral Votes					
Perot Independent 0 SOL: SELECT Candidate, Party Temporary Relation Characteristics		Clinton			223					
SQL: SELECT Candidate, Party Temporary Relation		Bush			134					
SELECT Candidate, Party Temporary Relation		Perot	I ndependent		0					
	SELECT Candidate, Party FROM ElectionResults									
WHERE ElectrolVotes > 0 Candidate Party		WHERE ElectrolVotes > 0		Candidate		Party				
Clinton Democratic				Clinton		Democratic				
Bush Republican				Bush		Republican				

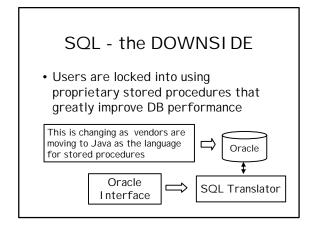
SQL - the UPSI DE

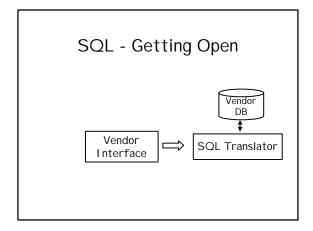
• SQL is a standard accepted by all major vendors

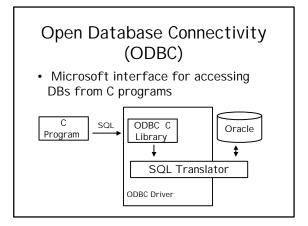
SQL - the DOWNSIDE

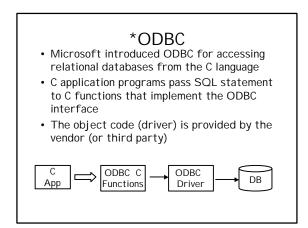
- SQL is not a "full" programming language
- SQL does not have all of the "Big 3"
 - sequence
 - iteration
 - conditional

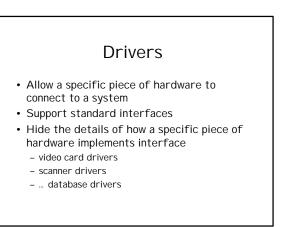


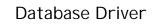








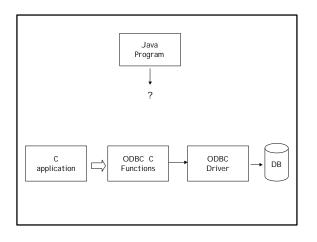


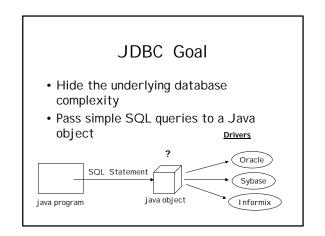


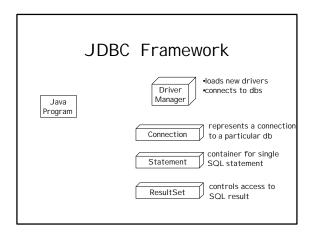
- Accepts standard SQL statements
- Knows how to convert the SQL in database lookups, access and modifications
- Each database has its own proprietary data representation and implementation
 - B-trees, hash-tables, indexes, cache, etc.

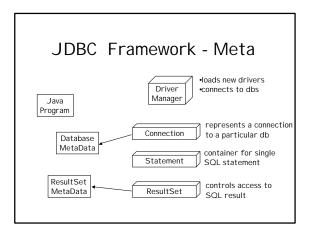
Java and Databases

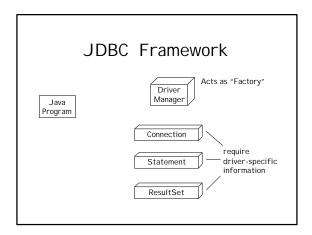
JDBC

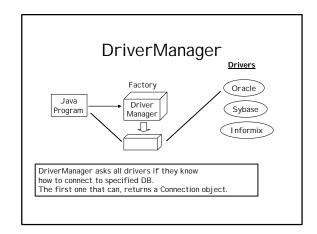






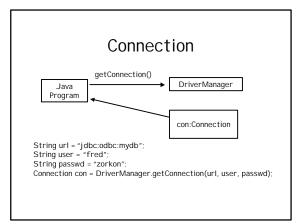


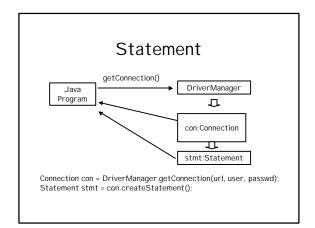


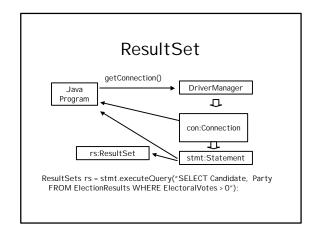


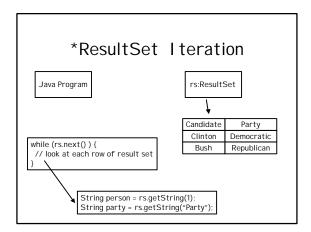


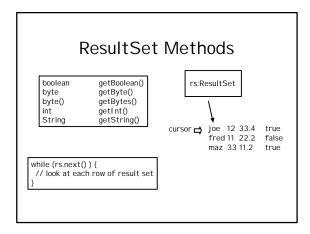
- Class.forName("acme.db.Driver")

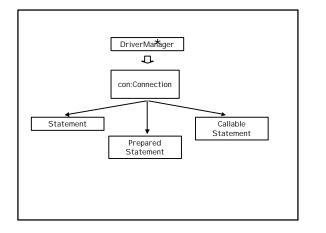


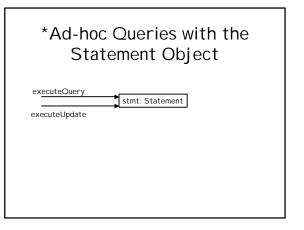


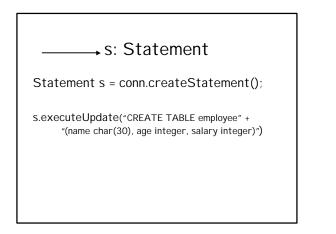


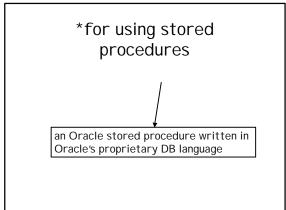


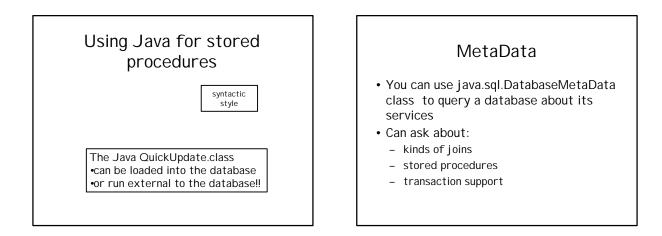


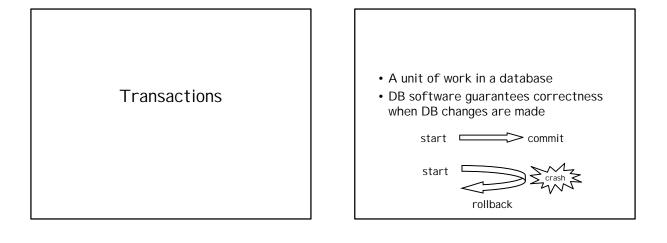


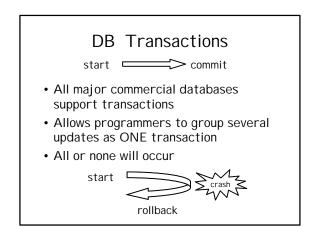








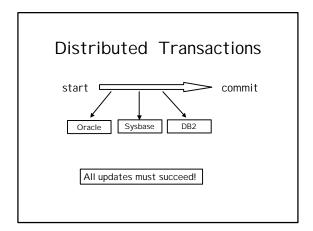


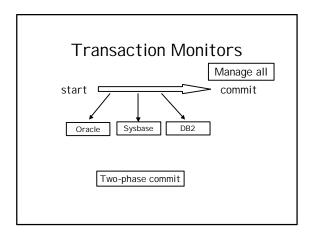


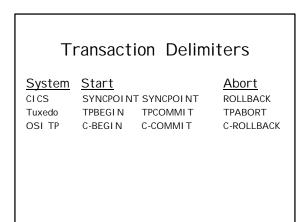
ACID Properties (of transactions)

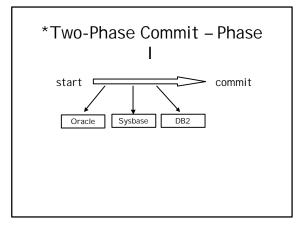
Atomic

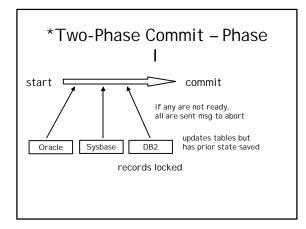
- transaction is indivisable unit of work
- Consistent
 - it it cannot leave system in stable state it must return system to initial state
- I solated
 - runs independently of other transactions
 - effects not seen until it commits
- Durable
 - persistent effect survives system failure

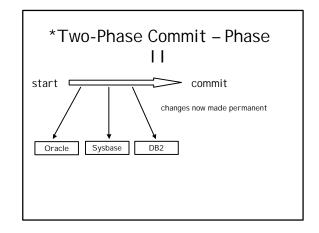


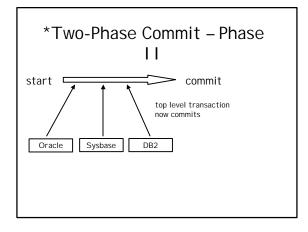


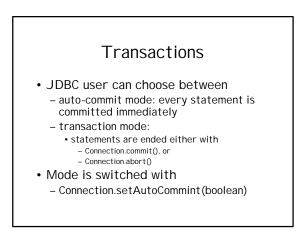








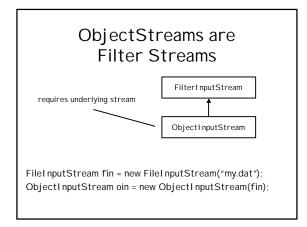


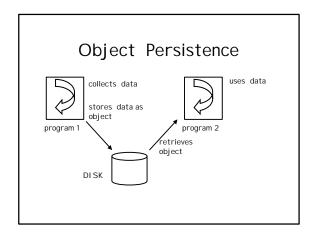


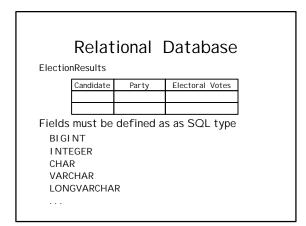
JDBC Example JDBC and Object Serialization Application Servers

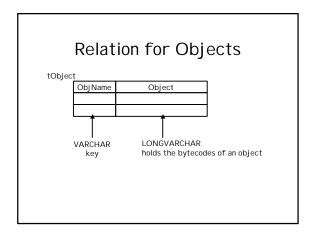
Overview

- Save an object to a database
- Using
 - JDBC connectivity
 - Object serialization
- Code example from Java Developers Journal, vol.2, I ssue 3.
- www.JavaDevelopersJournal.com

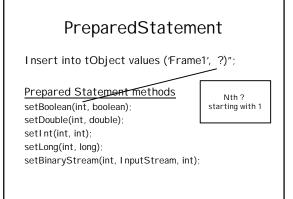




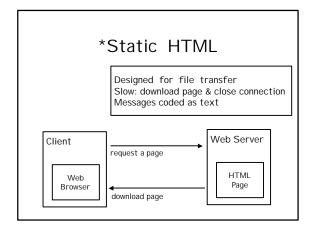


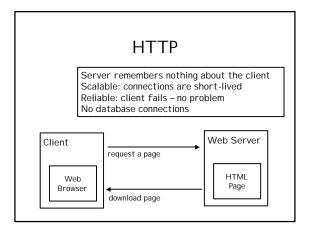


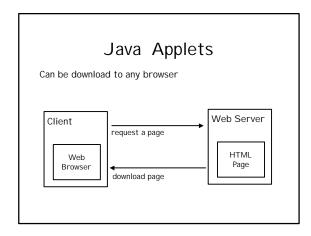
Use PreparedStatement //set up an SQL PreparedStatement String sql ="Insert into tObject values ('Frame1', ?)"; PreparedStatement prep=c.prepareStatement(sql);



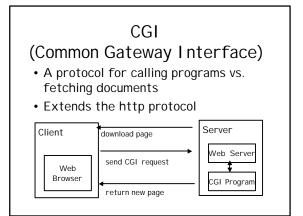
From Web Server to Application Server

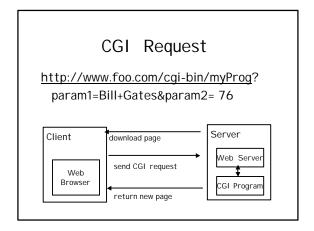


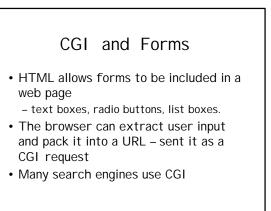


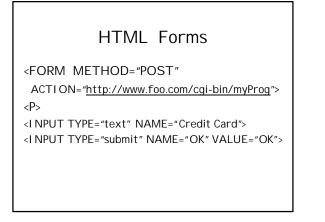


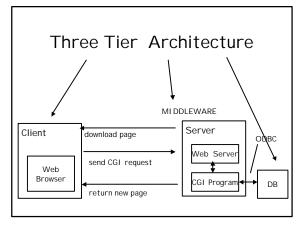
HTML Scripting Languages Code can be nested in HTML useful for consistency checking with data entry JavaScript not related to the JDK originally known as "LiveScript" from Netscape JScript and VBScript from Microsoft

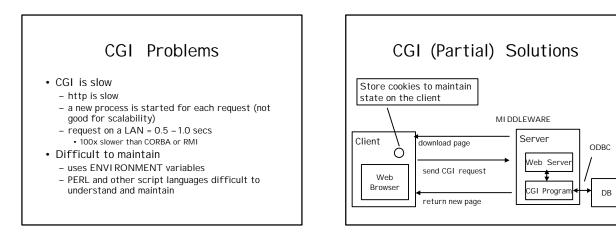










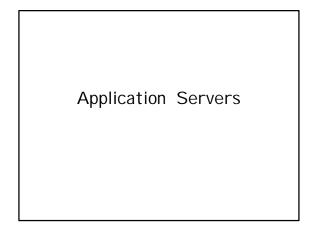


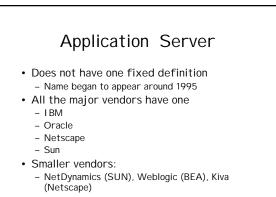
Use CGI for ...

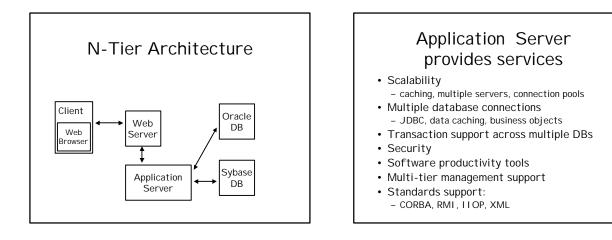
- Simple input via Forms – when HTML GUI is satisfactory
- User submits query and waits for reply
 - database lookup takes a long time

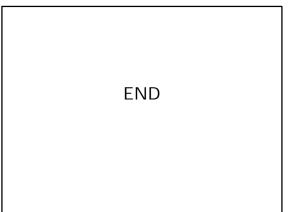


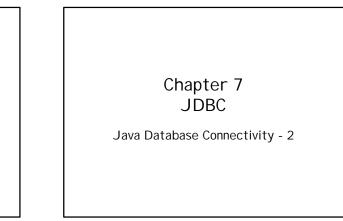
- no state maintained on server
 too slow
- 100 SIOW
- For complex transactions











Data Caching Issues

- Caching all data
- Caching no data
- Intermediate models

Data Caching Issues - 1

JDBC data objects

- can cache all of their data locally
 * appropriate when the data being accessed is fairly stable
 - * is only updated from one client at any given time

Data Caching I ssues - 2

JDBC data objects

- can have no cached data (ie, each request is serviced by generating an SQL query to the database that gets the current data from the source)
 - inappropriate for remote db applications - additional overhead

Data Caching I ssues - 3

JDBC data objects

- intermediate caching schemes
 - involve data updates of varying frequency
 only subset of data served from db is cached

Remote Data Servers

- Keeps the client-side data access lean and free from complex data logic

 client has a simplified data access layer
 - client has a simplified data access
- Helps to provide security
 - prevents the bytecode reverseengineering attempts to determine the proprietary structure of databases
 - prohibits physical access to db server

How can we do this?

- Using message-passing techniques
- Using distributed objects
 implemented in CORBA, Java RMI , ...

1- Message passing with data server

- establish a data server that can respond to messages from clients and access the data referenced in the messages
 - We can model this system after Message and MessageHandler classes and write a Do() method on GetResourceMsg class.

Two-level data caching

Caching occurs both on client agent and in objects on data server.

- Constraints:
- · Frequency of updating each data item on next data level?
- · Caching scheme used in next data level?
- Nature of connection to next data level?
- bandwidth, reliability, and effect on effective throughput
- Allowed frequency of updates on local cache w/o imposing unreasonable overhead on d access times?

More constraints

- On data server
 - Is data server the single entry point for data clients or are there multiple data servers?
- On data clients
 - Are we only the client accessing d server?
 - Can we use network bandwidth issues alone to decide our caching scheme, or do we have to consider updates from others?

