

# Mappings

## Overview on Different Mapping Possibilities With E2E Builder

When to use	Conditions	Remarks
<b>graphical mapping</b>	<ul style="list-style-type: none"><li>Only a few attributes have to be mapped ...</li><li>and you want to document which attributes are used for the mapping.</li></ul>	<ul style="list-style-type: none"><li>Use graphical mapping as long it is well arranged (avoid crossing lines)</li><li>Also a matter of taste<ul style="list-style-type: none"><li>Pro: good graphical view including mapping rules on dependencies</li><li>Con: takes long time to draw, problem when re-importing classes (e.g. Salesforce WSDL)</li></ul></li></ul>
<b>script mapping</b>	You have many attributes or complex mappings with rules and conversions.	When using script mapping, use a class diagram and put the script into the <b>E2ESimple Mapping</b> dependency
<b>mapEqualNames</b>	One use case could be, if the classes are given through a backend (e.g. <b>createCustomerClass</b> and <b>UpdateCustomerClass</b> which are equal but <b>createCustomerClass</b> has <b>custID</b> in addition or they are inherited from the same parent.	Be careful when using it and ask yourself: Are the attribute names of the two classes really the same and have all equal types?
<b>mapping context</b>	You want to map hierarchical objects. Mapping context automatically iterates through the hierarchy defined in the class diagram.	

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## Mapping Using XSLT

Another possibility is mapping using XSLT, but that needs special knowledge.

<b>Advantages</b>	<ul style="list-style-type: none"><li>external specification, therefore, can be tested externally</li><li>changes must not always be re-compiled</li><li>quicker?</li><li>good scaling for big files</li><li>good for structural mappings (deep hierarchies to flat or different hierarchies)</li></ul>
<b>Disadvantages</b>	<ul style="list-style-type: none"><li>mapping documentation only good for those who know the XSLT syntax</li></ul>