

preHandle1

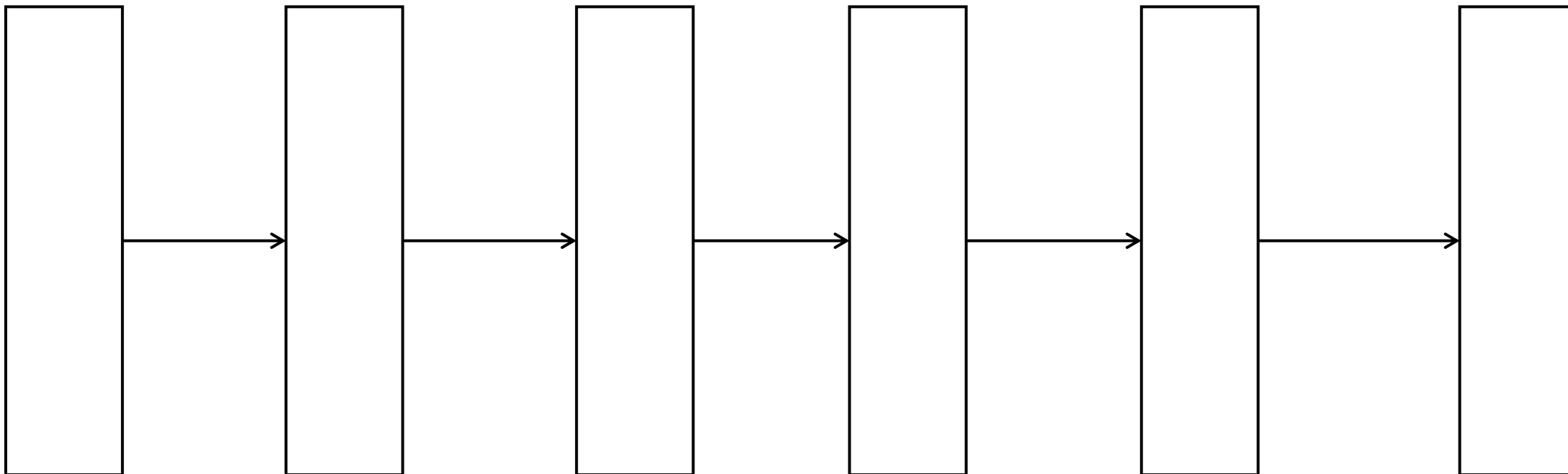
preHandle2

Controller

postHandle2

postHandle1

afterCompletion



Interceptor

