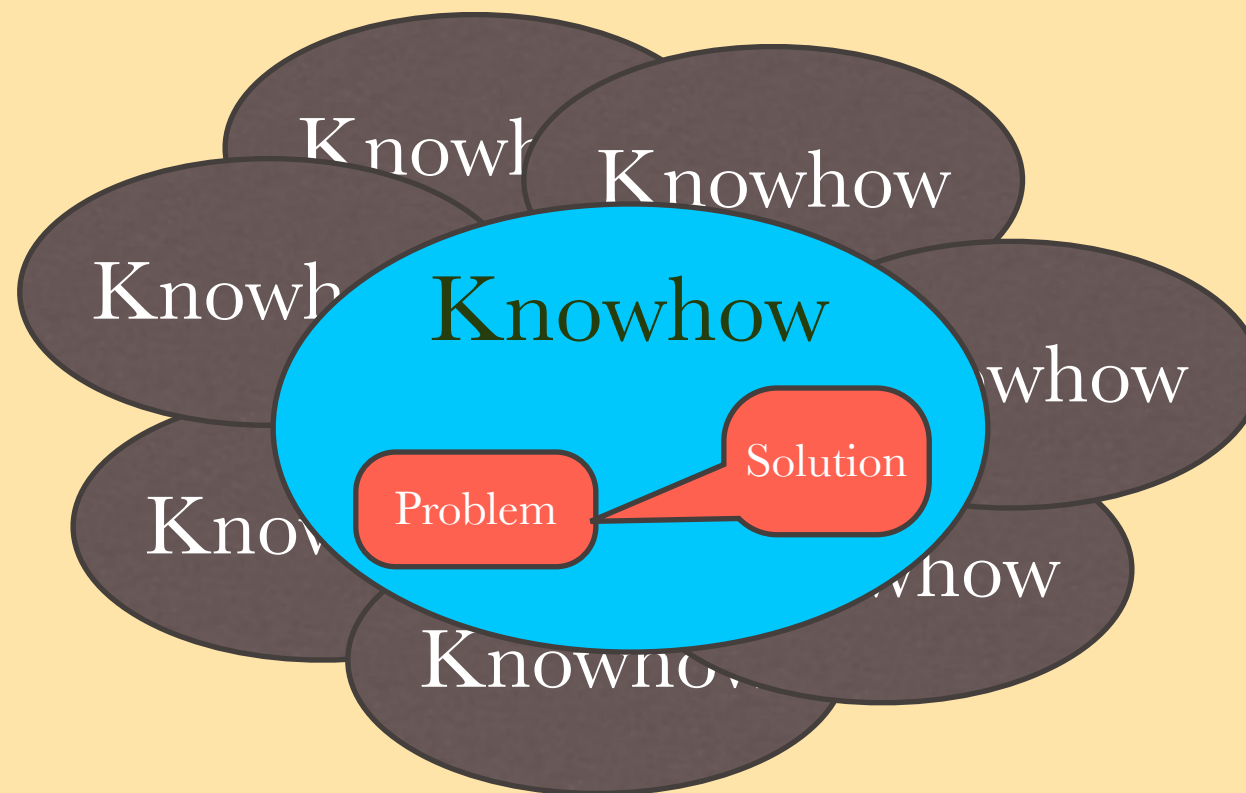


Why Spring



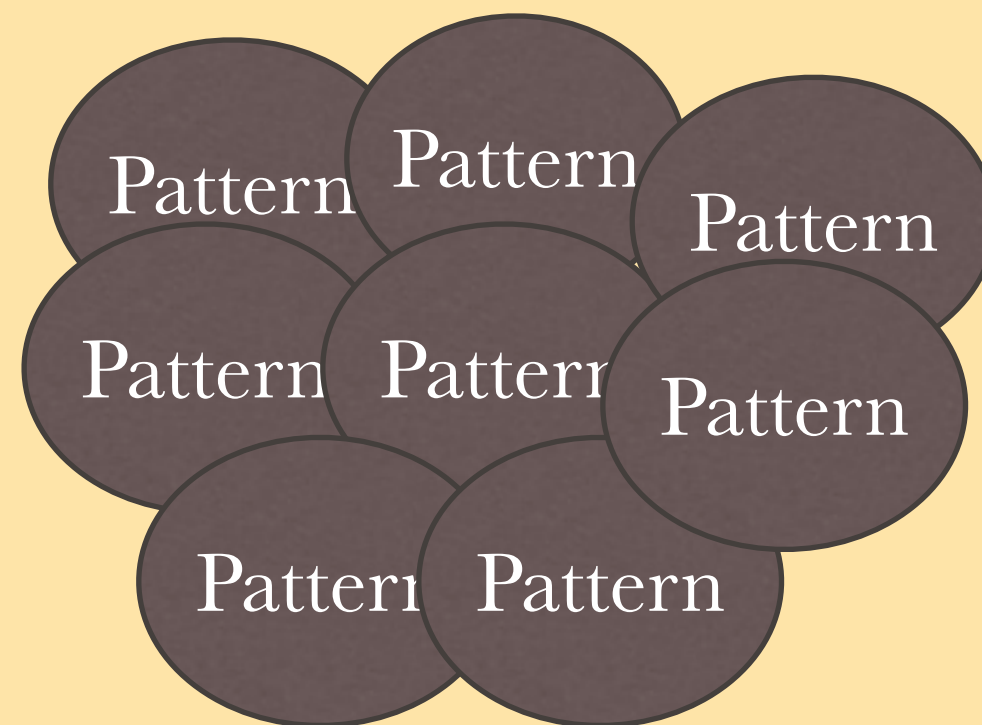
Design Pattern

Pattern (well defined)



Framework

Implementation Objective
(remove common duplication)



Why Spring?

❖ 왜 우리는 Spring 을 사용하지?

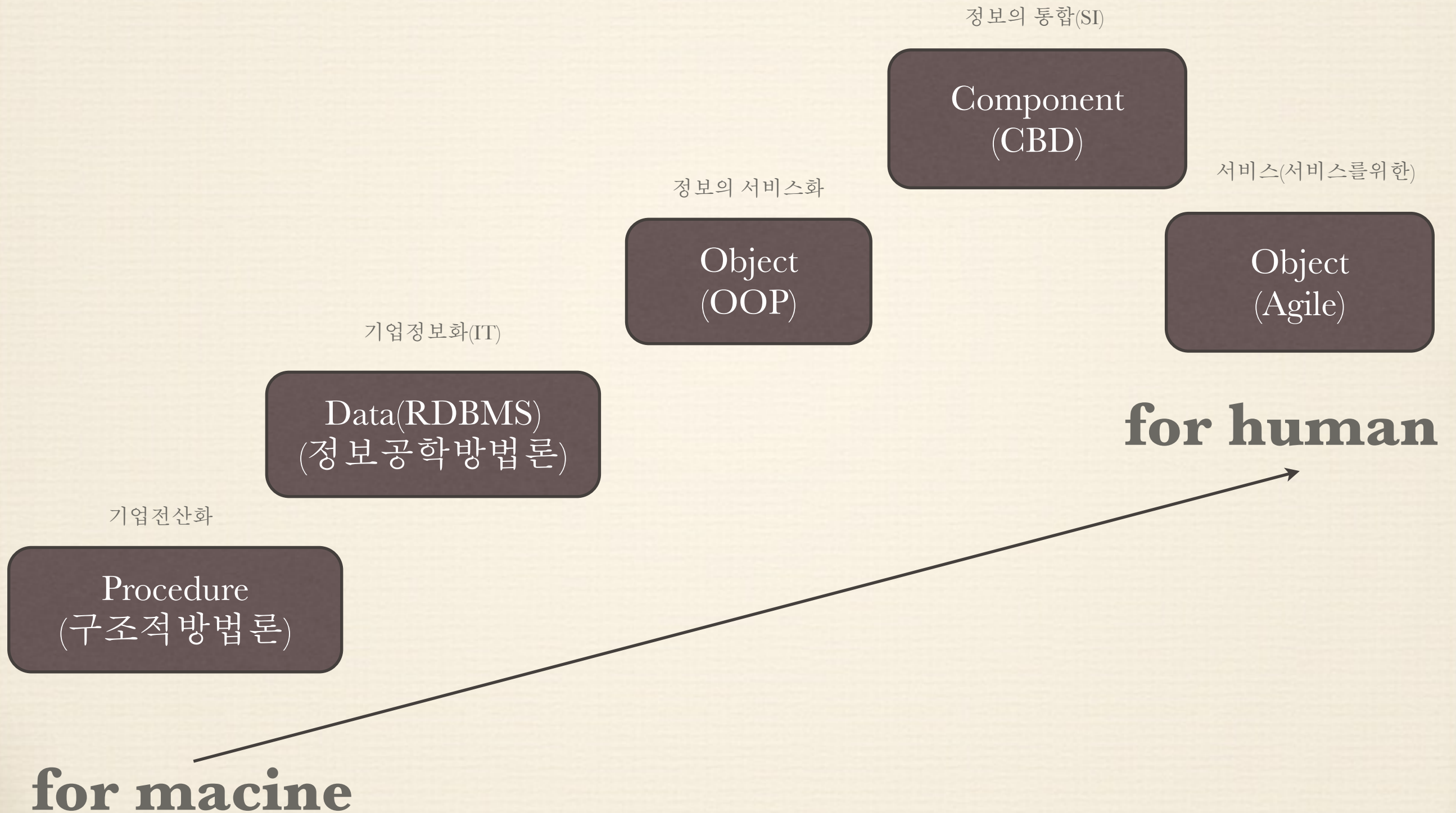
Why Spring?

❖ Trend (유행)

Why Spring?

❖ EJB 의 몰락

Evolution Of Paradigm



POJO(Plain Old Java Object)

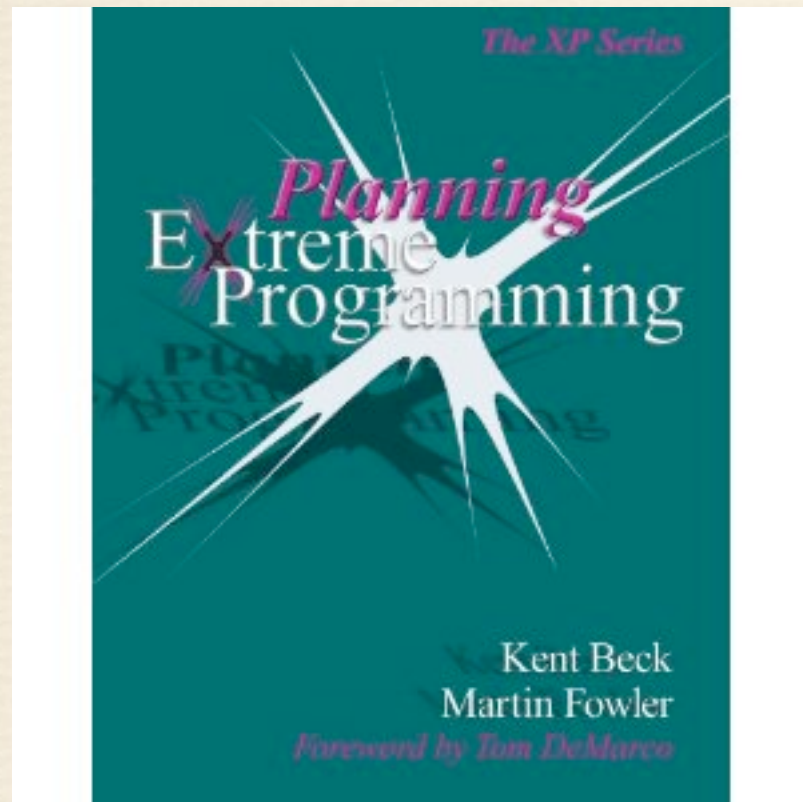
❖ 2000 년 9월 Martin Fowler

- * "We wondered why people were so against using regular objects in their systems and concluded that it was because simple objects lacked a fancy name. So we gave them one, and it's caught on very nicely."
- * “우리는 사람들이 왜 시스템에서 일반적인 객체를 쓰면서도 간단한 객체들의 좋은(fancy) 이름이 없다고 하는지 궁금하다. 그렇다면 우리가 그럴듯한 이름을 붙여보자.”

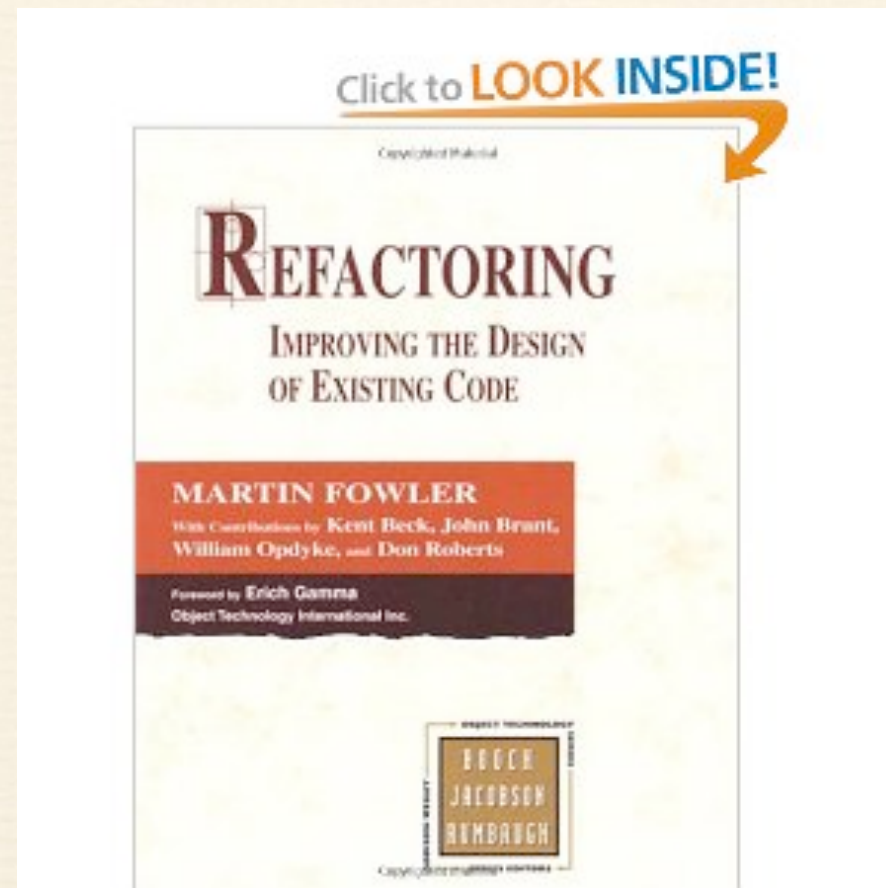
Agile

Kent Beck, Martin Fowler

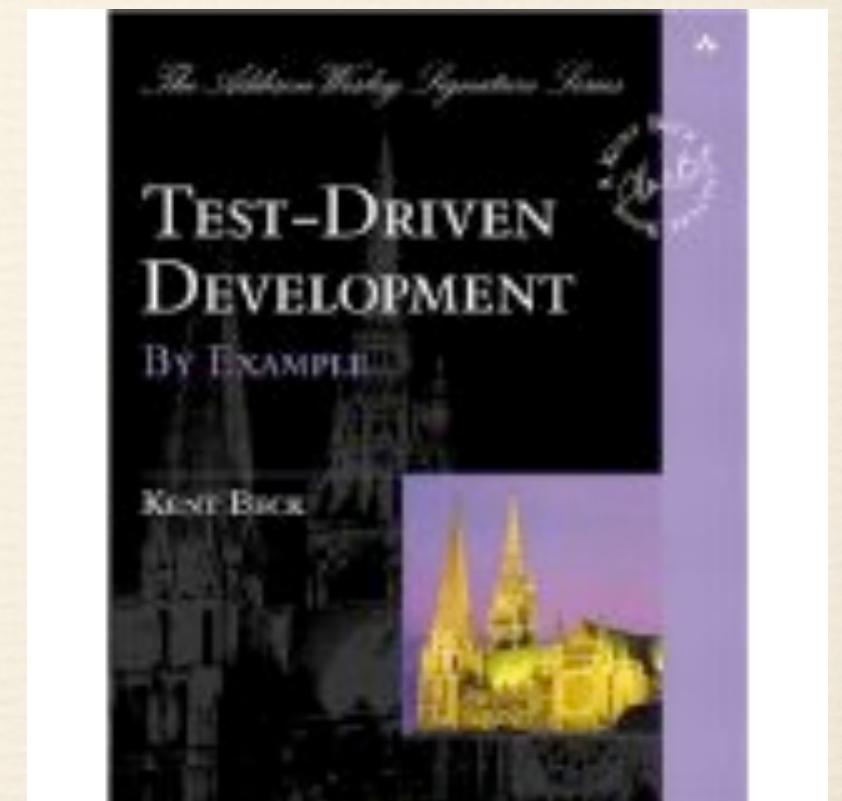
2002



1999



2003



Spring 의 탄생

2002.10



2004.03 : Version 1.0



2003.06 : first milestone

2004.06

