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CST-341-O500

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Activity 3: SpringBeans and DI

**Screenshots assignment3a:**

1. Screenshot of the OrdersBusinessService executing from Controller.

A screenshot of a social media post

Description automatically generated

1. Screenshot of the User Controller code with injection code.

A screenshot of a social media post

Description automatically generated

1. Screenshot of the SpringBean Configuration file.

A screenshot of a social media post

Description automatically generated

1. Screenshot of the AnotherOrdersBusinessService executing from Controller.

A screenshot of a social media post

Description automatically generated

**Screenshots assignment3b:**

1. Screenshot of lifecycle with README.txt.

A screenshot of a social media post

Description automatically generated

The SpringBean’s init method was called twice. The first time instantiated the bean into the WebApplicationContext, and the second call initialized it into the state of the FrameworkServlet (UserController). Every submission of the test form after the first request will use the already-instantiated Bean.

1. Screenshots of scopes with README.txt.

**Screenshots assignment3c:**

1. Screenshot of auto-wire.
2. Screenshots of scopes using Java Annotations.

**Screenshots assignment3d:**

1. Screenshot of Spring based REST Service.
2. Screenshots of JAX-RS based REST Service from your desktop browser.
3. Screenshots of JAX-RS based REST Service from Postman.

**Assignment3e:**

1. An outline of the history of open source computing and technologies.
2. Identification of two predominant companies in the past or present who base their business model on open source technologies. What are the companies? What is the history of each of these companies? What products are they basing their business model on?
3. Identification of two open source libraries that you did not research in Activity 2, that have been used to complete activities in this course. Summarize the following:
   1. What open source license(s) is used?
   2. How and where could a developer download the source code?
   3. How could a developer get involved in contributing?
   4. Who has ownership for any code modifications made?