

Spring Boot Basics

Spring Boot

DEFINITION/WHAT

Built on top of the conventional spring framework.

It is developed by Pivotal Team

NEED/WHY

Need 1 : It is easy to create a stand-alone and production ready spring applications .

Need 2 : Supports embedded servers

Need 3 : Built-in auto-configuration capabilities, it automatically configures both the underlying Spring Framework and third-party packages based on your settings

IMPLEMENTATION/HOW IT INTERNALLY WORKS

Spring Boot automatically configures your application based on the dependencies you have added to the project by using annotation

The entry point of the spring boot application is the class that contains @SpringBootApplication annotation and the main method.

Spring boot main() method calls static run() which is present in Spring Application

ALTERNATIVE/DIFFERENCES

Difference in spring and spring boot

Spring Framework	Spring Boot
Is an open-source lightweight framework widely used to develop enterprise applications	is built on top of the conventional spring framework, widely used to develop REST APIs
It helps to create a loosely coupled application	It helps to create a stand-alone application
The most important feature of the Spring Framework is dependency injection	The most important feature of the Spring Boot is Autoconfiguration
To run the Spring application, we need to set the server explicitly.	Spring Boot provides embedded servers such as Tomcat and Jetty etc
It doesn't provide support for the in-memory database	It provides support for the in-memory database such as H2
To run the Spring application, a deployment descriptor is required	There is no requirement for a deployment descriptor

ADDITIONAL INFORMATION

There are Four ways using which we can create spring boot project

- 1) Create a maven project and add the starter dependencies
- 2) Use spring Initializer
- 3) Use the IDE (Spring Tool Suit or IntelliJ)
- 4) Using Spring boot CLI

Spring Initializer

DEFINITION/WHAT

A web application that helps you to create an initial spring boot project structure

Provides a maven or gradle file to build your code

NEED/WHY

Need 1 : A convenient way to create a Spring Boot project

Need 2 : Creates a skeleton project for us and saves setup time so that we can concentrate on adding business logic

IMPLEMENTATION/HOW IT INTERNALLY WORKS

Go to the Spring Initializr site -<https://start.spring.io/>

Choose a dependency management tool (either Maven or Gradle), a language (Java, Kotlin or Groovy), a packaging scheme (Jar or War), version and dependencies, and download the project.

Even when we use our IDE's (such as STS or Eclipse with STS plugin) new project wizard to create a Spring Boot project, it uses Spring Initializr under the hood.

Spring Boot Annotations

@SpringBootApplication

DEFINITION/WHAT

The java class annotated with @SpringBootApplication is the main class of a Spring Boot application and application starts from here.

ADDITIONAL INFORMATION

It is a combination of three annotations @EnableAutoConfiguration, @ComponentScan, and @Configuration.

@EnableAutoConfiguration

DEFINITION/WHAT

enable auto-configuration mechanism.

@ComponentScan

DEFINITION/WHAT

searching packages for Components

The process of discovering Spring Components within classpath of the application

IMPLEMENTATION/HOW IT INTERNALLY WORKS

@ComonentScan without attribute tells that Spring to discover components in current package and within it's sub packages.

@ComonentScan with attribute tells that Spring to which packages to scan specifically by using basePackages attribute

@Configuration

DEFINITION/WHAT

The class annotated with @Configuration used by Spring Containers as a source of bean definitions.

IMPLEMENTATION/HOW IT INTERNALLY WORKS

@Configuration annotation indicates that a class declares one or more @Bean methods and may be processed by the Spring container to generate bean definitions and service requests for those beans at runtime

REAL TIME EXAMPLE

```
@Configuration  
public class HelloWorldConfig {  
  
    @Bean  
    public HelloWorld helloWorld(){  
        return new HelloWorld();  
    }  
}
```