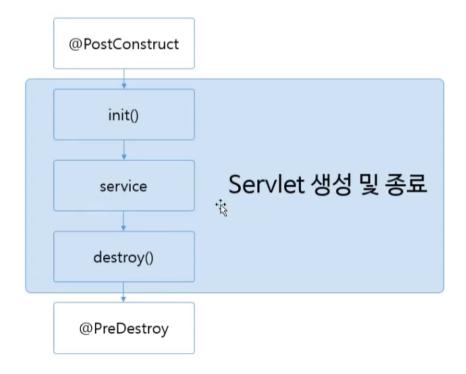
## **Servlet Life-Cycle**

사용자의 요청에 의해서 생성된 Sevelt 생명 주기(생성,실행, 종료) 까지



서블릿 준비 단계 init - 처음 생성되는 과정 service - 일하는 단계 destory - 종료하는 단계 서블릿 종료 단계

```
@WebServlet("/ms1")
public class MServlet1 extends HttpServlet {
  private static final long serialVersionUID = 1L;
```

Servlet Life-Cycle 1

```
@PostConstruct
  public void postConstruct() {
    System.out.println(">>>>>> postConstruct <<<<<<");</pre>
  @Override
  public void init() throws ServletException {
    System.out.println(">>>>> init <<<<<");</pre>
  @Override
  protected void service(HttpServletRequest req, HttpServletResponse resp) throws ServletException, IOException {
    System.out.println(">>>>> service <<<<<");</pre>
  @Override
  public void destroy() {
    System.out.println(">>>>> destroy <<<<<");</pre>
  @PreDestroy
  public void preDestory() {
    System.out.println(">>>>> preDestory <<<<<");</pre>
  protected\ void\ doGet(HttpServletRequest\ req,\ HttpServletResponse\ resp)\ throws\ ServletException,\ IOException\ \{a,b,c\}, b,c\}
    System.out.println(">>>>> doGet <<<<<");</pre>
  @Override
  protected\ void\ doPost(HttpServletRequest\ req,\ HttpServletResponse\ resp)\ throws\ ServletException,\ IOException\ \{protected\ void\ doPost(HttpServletRequest\ req,\ HttpServletResponse\ resp)\}
    System.out.println(">>>>> doPost <<<<<");</pre>
}
```

서블릿 맵핑에 의해서 찾아오면 생명 주기가 실행 되어 진다. 제거에 대상 된다면 destroy 등 호출 되어 진다.

Servlet Life-Cycle 2