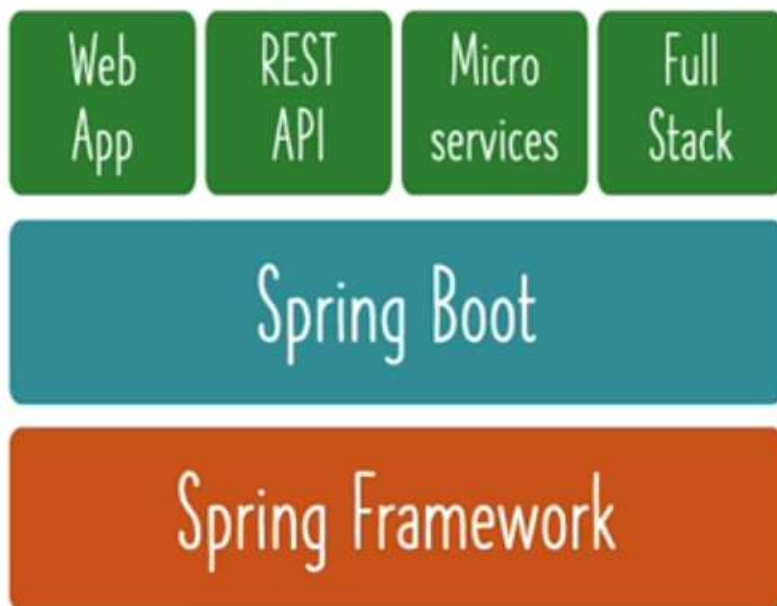


# GETTING STARTED WITH JAVA SPRING FRAMEWORK

## Why Spring Framework?

1. You can build a **variety of applications using Java Spring and Spring Boot**:
  - Web
  - REST API
  - Full Stack
  - Microservices
2. Irrespective of the app you are building:
  - a. Spring framework provides all the **core features**.
    - i. Understanding Spring **helps you learn Spring Boot** easily.
    - ii. Helps in **debugging** problems quickly.



Let's start working with **Spring Framework**

## Design Approach:

**Design Game Runner to run games (Mario, SuperContra, Pacman etc) in an iterative approach:**

1. **Iteration 1:** Tightly Coupled Java Code
  - GameRunner class
  - Game classes: Mario, SuperContra, Pacman etc
2. **Iteration 2:** Loose Coupling - Interfaces
  - GameRunner class
  - GamingConsole interface
    - Game classes: Mario, SuperContra, Pacman etc
3. **Iteration 3:** Loose Coupling - Spring Level 1
  - Spring Beans
  - Spring framework will manage objects and wiring.
4. **Iteration 4:** Loose Coupling - Spring Level 2
  - Spring Annotations
  - Spring framework will create, manage and auto-wire objects.

