



# Spring Framework

## spring

# Content



Spring Core

Spring Data  
Integration

Spring WEB

Spring Other Important Modules

# Prerequisite of course



Core java

JDBC

Servlet &  
JSP

Important Web and Database related terms

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What <sup>leaf</sup>spring ng?

# What is Spring?



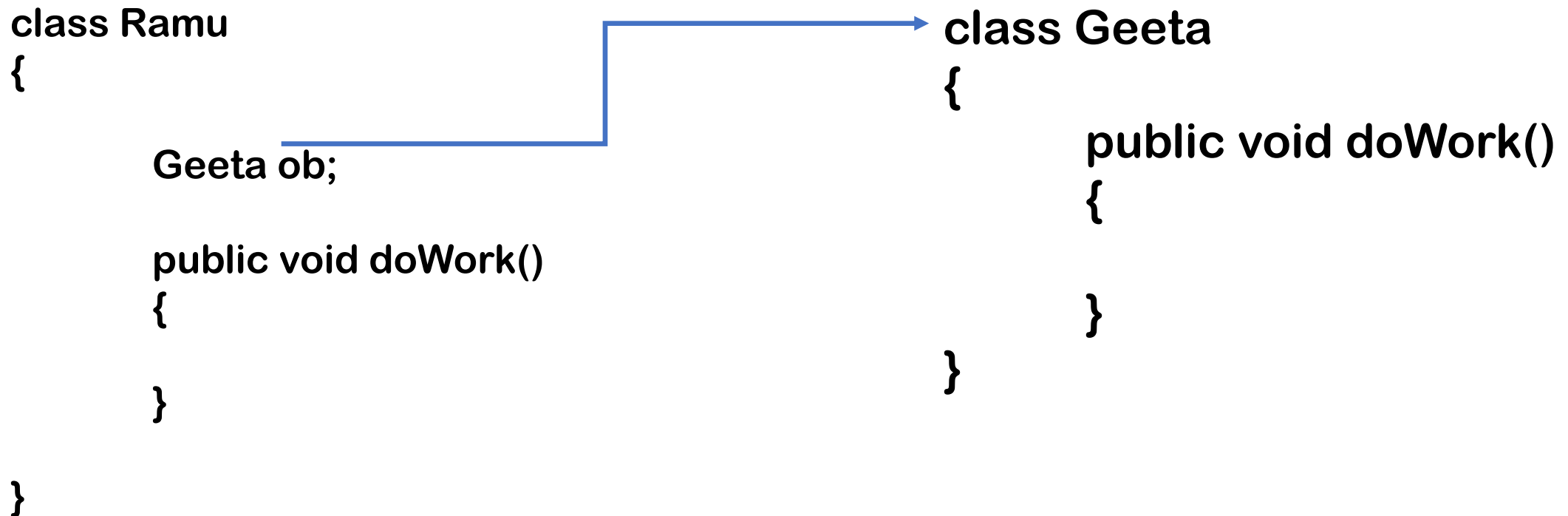
**Spring is a Dependency Injection framework to make java application loosely coupled.**

**Spring framework makes the easy development of JavaEE application.**

**It was developed by Rod Johnson in 2003**

# Dependency Injection

It is design pattern



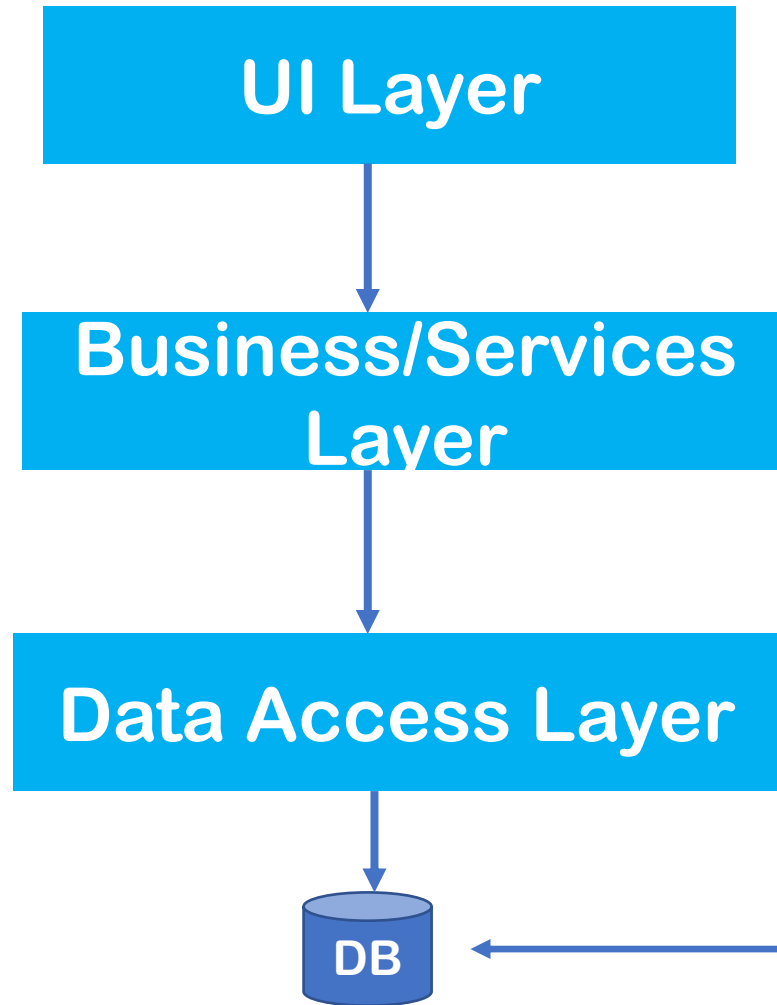
Inversion Of Control (IOC)



# Spring and JEE



Strut / JSF  
Spring MVC  
Security  
Transaction Management  
Spring JDBC  
Spring ORM



ProductController

ProductService

ProductDao

inject

inject

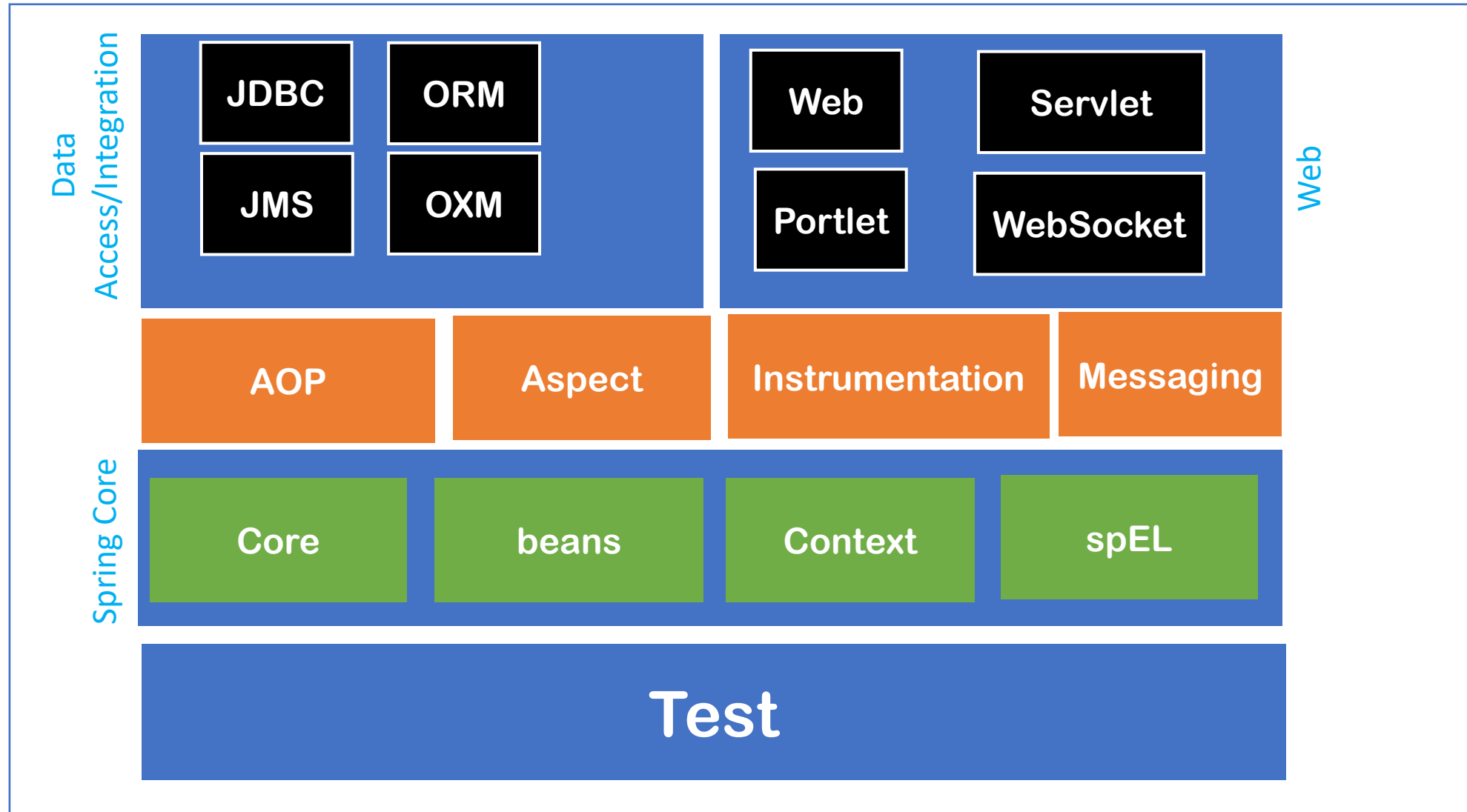


Spr<sup>ing</sup> rules

# Spring Modules



## Spring Framework

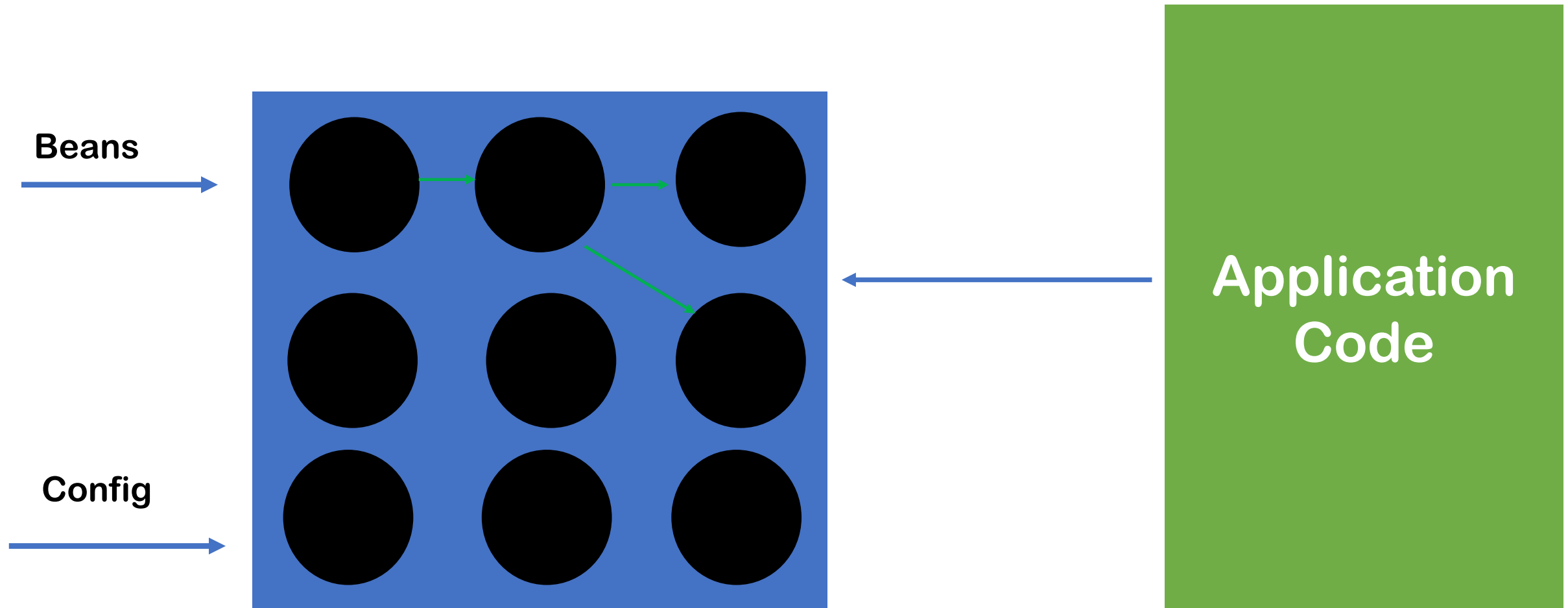




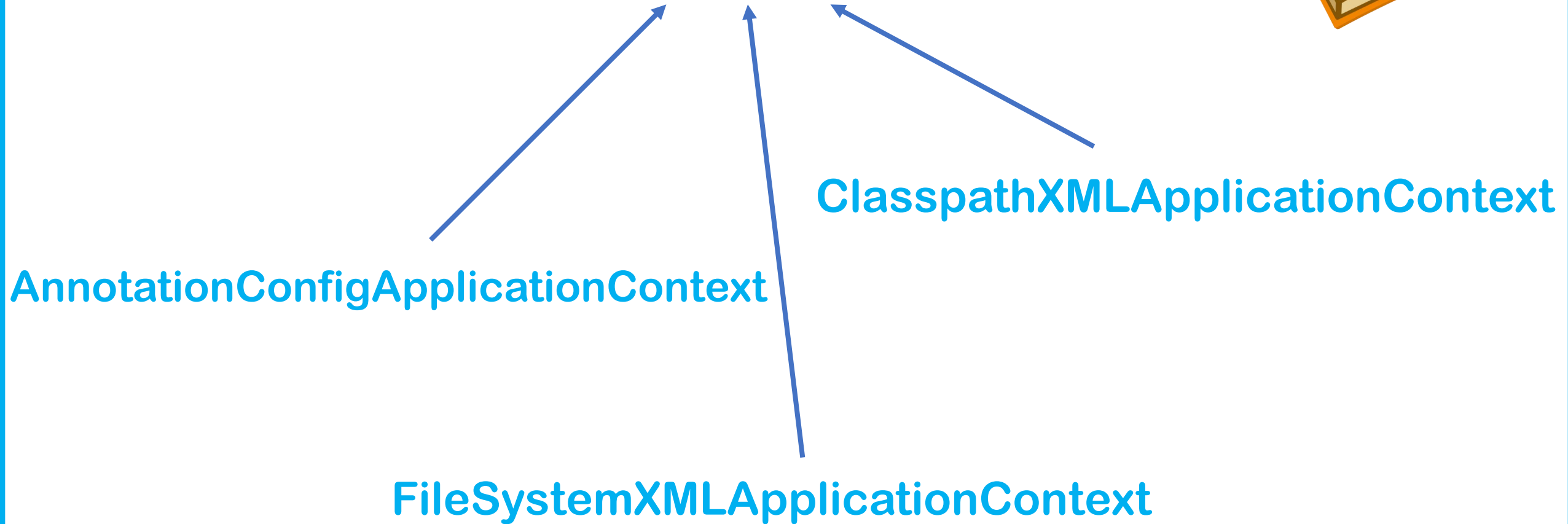


Spring  spring ntainer

# Spring IoC Container



# ApplicationContext





# Deper spring njection



# Dependency Injection



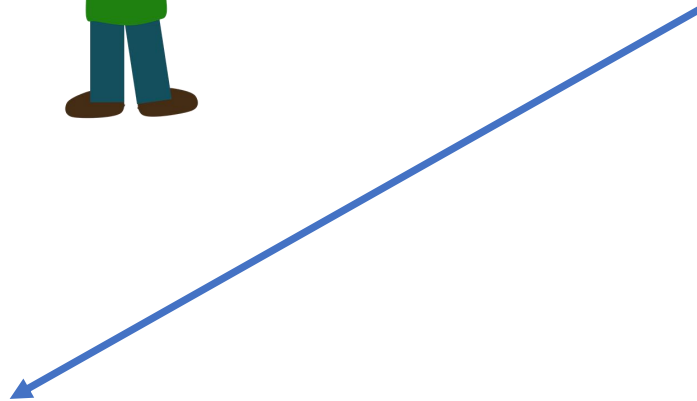
```
class Student  
{
```

```
    → int id;  
    → String name;  
    Address address;  
}
```

```
class Address  
{
```

```
    String street; ←  
    String city; ←  
    String state; ←  
    String country; ←
```

```
}
```



# Dependency Injection Can be done in 2 ways



## Using Setter Injection

## Using Constructor Injection



# Setter Injection



```
class Student
{
    id,name,address

    setId(id){ }

    setName(name){ }

    setAddress(address){ }

}
```



```
class Address
{
    street,city,state,country
    setStreet(street)
    setCity(city)
    setState(state)
    setCountry(country)

}
```

# Constructor Injection



```
class Student
{
    String id,name,address;

    Student(id,name,address)
    {

    }
}
```



```
class Address
{
    String street,city,state,country;
    Address(street,city,state,country)
    {

    }
}
```

# Configuration File



Where we declare beans  
and its dependency



# Data Types( Dependencies)



## 1) Primitive DataTypes



Byte , short , char , int , float , double , long , boolean

# Data Types



## 2)Collection Type



List , Set , Map and Properties

# Life Cycle Methods



Spring provide two important methods to every bean

Initialization  
code  
Loading  
config,  
Connecting db,  
Webservice etc

```
public void init()
```

```
public void destroy()
```

Clean up code

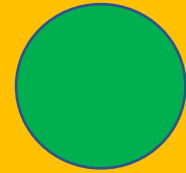
We can change the  
name of these  
method  
But signature must  
be  
same



# Life Cycle



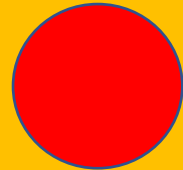
Spring bean



init()

Then we Read and use the bean

destroy()



Configuration  
Xml File



# Configure Technique



Xml

Spring Interface

Annotation



# Using Interfaces



InitializingBean

DisposableBean



# Using Annotations



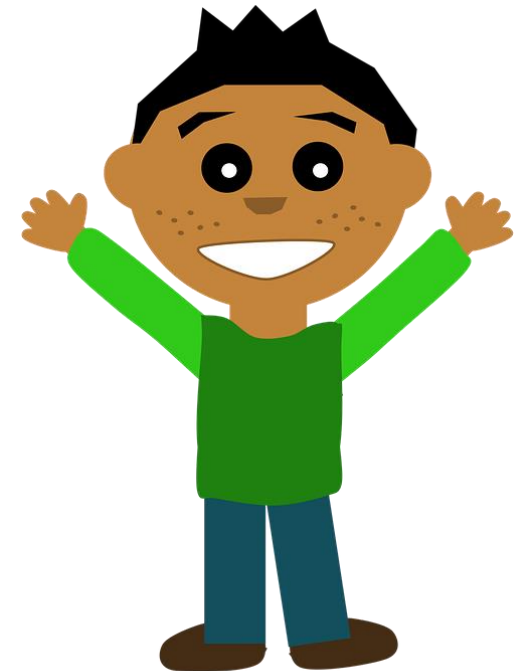
@PostConstruct

@PreDestroy



# Autowiring in Spring

- Feature of spring Framework in which spring container inject the dependencies automatically .
- Autowiring can't be used to inject primitive and string values. It works with reference only.



A



B

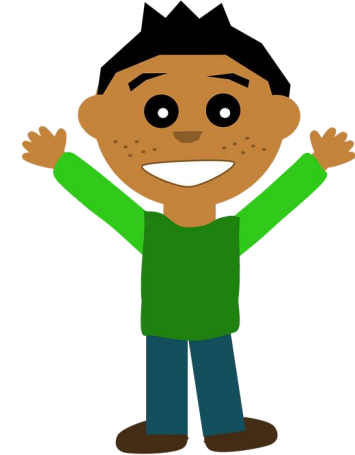
Manually

`<ref bean="" />`



Programmer

Automatically



Spring container

# Autowiring

```
graph TD; A[Autowiring] --> B[XML]; A --> C[Annotations];
```

XML

Annotations

## Autowiring Modes

no

byName

byType

constructor

autodetect

*It is deprecated since Spring 3.*

@Autowired

# Autowiring Advantages

- **Automatic**
- **less code**

# Autowiring Disadvantages

- **No control of programmer.**
- **It can't be used for primitive and string values.**



# Stereotype Annotations

- XML

<bean />

**@Component**

Class Student

{

}



<context:component-scan base-package=" " />



# Stereotype Annotation

**@Component**

Class Student

{

}

Student student=new Student()



# Bean Scope

Singleton

prototype

request

session

globalsession



# Configure bean scope

```
<bean class=" " name=" " scope=" " />
```

```
@Component  
@Scope( " ")  
Class Student  
{  
  
}
```



# SpEL Spring Expression Language

Supports Parsing and executing expression with the help of @Value annotations

Expression

@Value

Classes, Variable, Methods, Constructors and Objects

and symbols

char, numerics, operators, keywords and special symbols which return a value



# SpEL

```
@value("#{11+22}")
```

```
@value("#{ 8>6 ? 88 : 55"}")
```

static methods

object methods

variables



# How to invoke static method and variable?

**T(class).method(param)**

**T(class).variable**



# How to create objects?

**new Object(value)**

