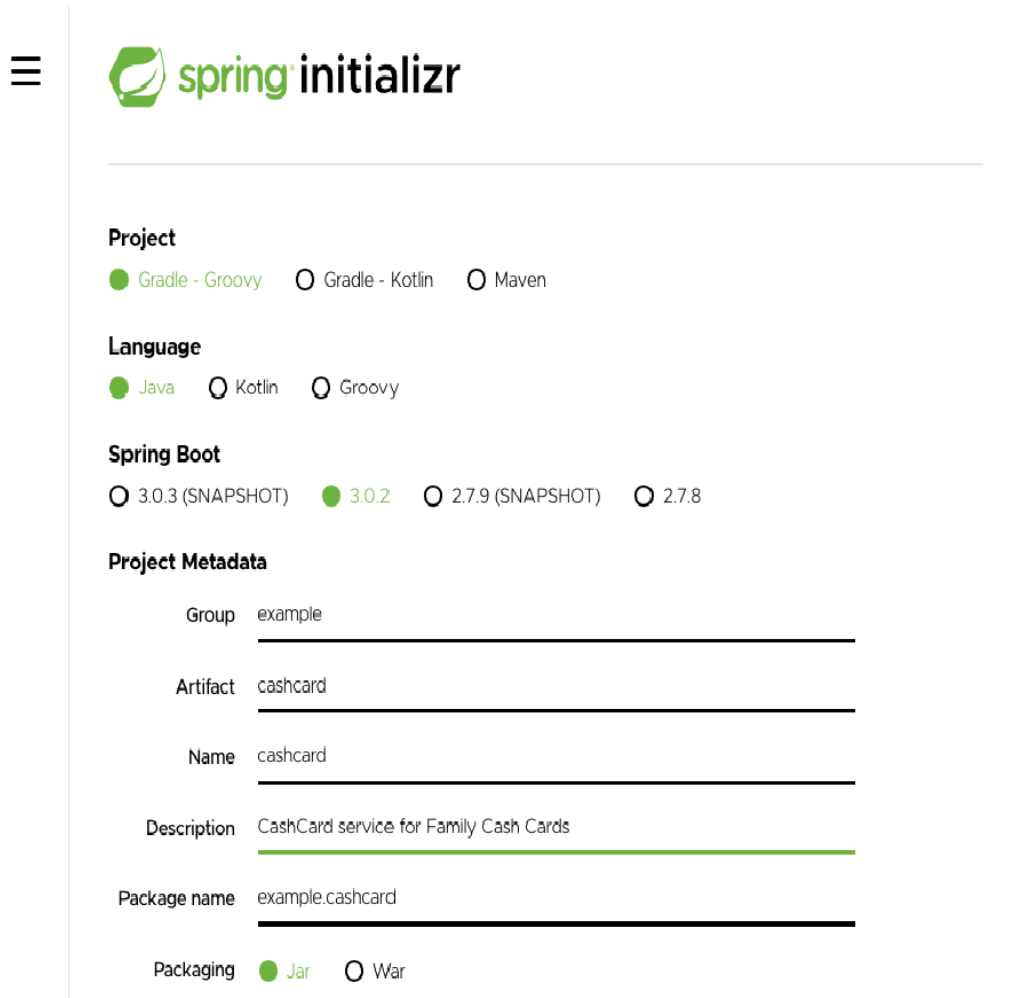


# Lab: Spring Initializr

Complete the following steps to use Spring Initializr to set up the Family Cash Card REST API application.

1. Open **Spring Initializr** in web browser: `https://start.spring.io/`



The screenshot shows the Spring Initializr web interface. On the left is a hamburger menu icon. The main header features the Spring logo and the text "spring initializr". Below the header, there are four sections for configuration:

- Project:** Three radio buttons are shown: "Gradle - Groovy" (selected), "Gradle - Kotlin", and "Maven".
- Language:** Three radio buttons are shown: "Java" (selected), "Kotlin", and "Groovy".
- Spring Boot:** Four radio buttons are shown: "3.0.3 (SNAPSHOT)", "3.0.2" (selected), "2.7.9 (SNAPSHOT)", and "2.7.8".
- Project Metadata:** A series of input fields with labels on the left:
  - Group:** The input field contains "example".
  - Artifact:** The input field contains "cashcard".
  - Name:** The input field contains "cashcard".
  - Description:** The input field contains "CashCard service for Family Cash Cards".
  - Package name:** The input field contains "example.cashcard".
  - Packaging:** Two radio buttons are shown: "Jar" (selected) and "War".

2. Select the following options:

Project: **Gradle - Groovy**

Language: **Java**

SpringBoot: **Choose the latest 3.0X version**

3. Enter the following values next the corresponding Project Metadata fields:

Group: `example`

Artifact: `cashcard`

Name: `CashCard`

Description: `CashCard service for Family Cash Cards`

Packaging: Jar

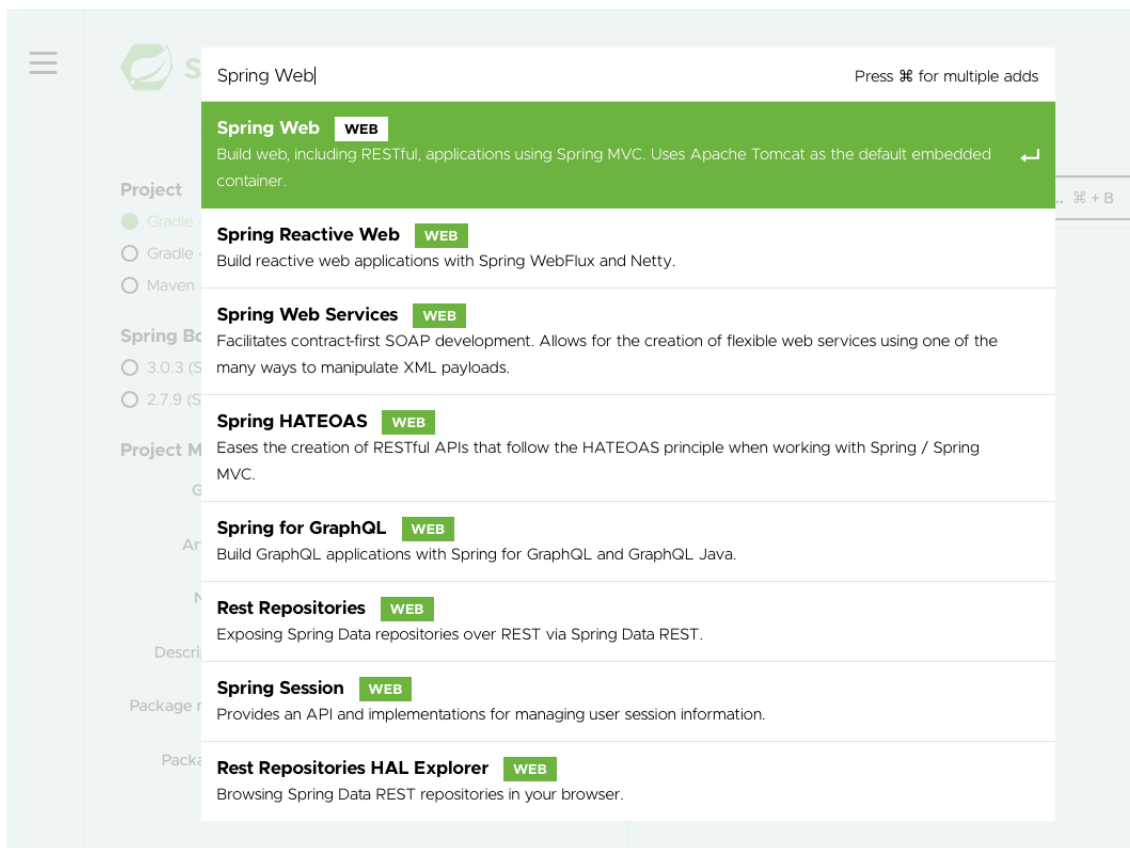
Java: 17

**Note:** You do not have to enter the "Package name" field -- Spring Initializr will fill this in for you!

4. Select the **ADD DEPENDENCIES...** button from the **Dependencies** panel.
5. Select the following option, since we know that we will be creating a web application:

Web options: **Spring Web**

Later on in the course, you will be adding additional dependencies without using Spring Initializr.



6. Click the **GENERATE** button. Spring Initializr generates a zip file of code and download it.
7. **Note** run the below command in your terminal to download above project.

```
curl -o 'cashcard.zip' 'https://start.spring.io/starter.zip?type=gradle-  
project&language=java&dependencies=web&name=CashCard&groupId=example&artifactId=cashcard'  
&& unzip -d 'cashcard' 'cashcard.zip'
```

8. From the command line in the Terminal tab, enter the following commands to use the gradle wrapper to build and test the generated application.

Go to the cashcard directory in the Terminal dashboard tab.

```
[~] $ cd cashcard
[~/cashcard] $
```

Next, run the `./gradlew build` command:

```
[~/cashcard] $ ./gradlew build
```

The output shows that the application passed the tests and was successfully built.

```
Downloading https://services.gradle.org/distributions/...`
...10%...20%...30%...40%...50%...60%...70%...80%...90%...100%

> Task :test
2022-10-26 20:41:09.313 INFO 329 --- [ionShutdownHook]
com.zaxxer.hikari.HikariDataSource      : HikariPool-1 - Shutdown initiated...
2022-10-26 20:41:09.317 INFO 329 --- [ionShutdownHook]
com.zaxxer.hikari.HikariDataSource      : HikariPool-1 - Shutdown completed.

BUILD SUCCESSFUL in 45s
7 actionable tasks: 7 executed
```

## Summary

Congrats! You've just learned how to quickly and easily bootstrap a Spring Boot codebase using Spring Initializr.