

Spring Cache

What Is Spring Cache?

- ▶ A caching abstraction provided by Spring Framework.
- ▶ Helps reduce expensive operations (like DB calls or computations).
- ▶ Transparent: Just annotate methods; Spring handles the caching.
- ▶ Supports multiple providers (e.g., ConcurrentMap, EhCache, Redis, Caffeine).

Why Use Caching in Spring?

- ▶ Improved performance – Avoid repeated costly operations.
- ▶ Declarative and flexible – Annotations make caching easy to control.
- ▶ Out-of-the-box support – Comes integrated with Spring Boot Starter.
- ▶ Extensible – Switch providers without code changes.

Key Annotations

- ▶ `@EnableCaching` - Activates Spring's caching support.
- ▶ `@Cacheable` - Marks a method to cache the result.
- ▶ `@CacheEvict` - Removes entries from the cache.
- ▶ `@CachePut` - Updates the cache with a fresh value.

How Spring Cache Works

- ▶ 1. Spring checks the cache before method execution.
- ▶ 2. If a cached value is found, it's returned directly.
- ▶ 3. Otherwise, the method runs, and the result is stored in the cache.

Demo 1 - Spring Cache

- ▶ Using Spring Cache
- ▶ Using annotations like `@EnableCaching`, `@Cacheable` and `@CacheEvict`

Exercise 1.1 - Spring Cache

- ▶ Reuse the solution from Managing Beans And Dependency Injection
- ▶ In the sum method of the Calculator class, add code like this example before returning from the method to make the method less efficient:
- ▶ Then run the project and call a Controller method and it should take at least 5 seconds to reply

```
try {  
    Thread.sleep( millis: 5000 );  
} catch (InterruptedException e) {  
    throw new RuntimeException(e);  
}
```

Exercise 1.2 - Spring Cache

- ▶ Now speed up the functionality by enabling caching to the sum method
- ▶ Add the `@EnableCaching` annotation to the Calculator class
- ▶ Add the `@Cacheable("myCache")` annotation to the sum method
- ▶ Now try to run the application and you should notice that the first time you calculate two numbers it takes 5 seconds, but the second time you calculate the same numbers it will now go very fast since the return value of these two numbers is now automatically cached