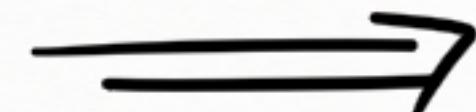
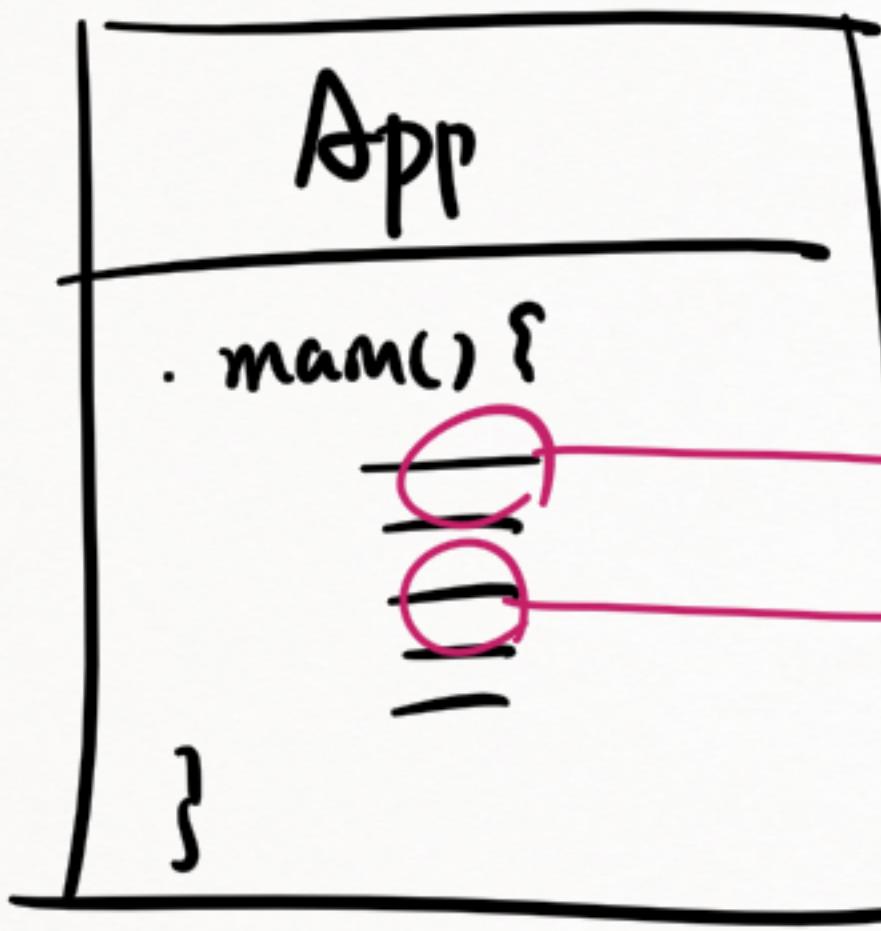
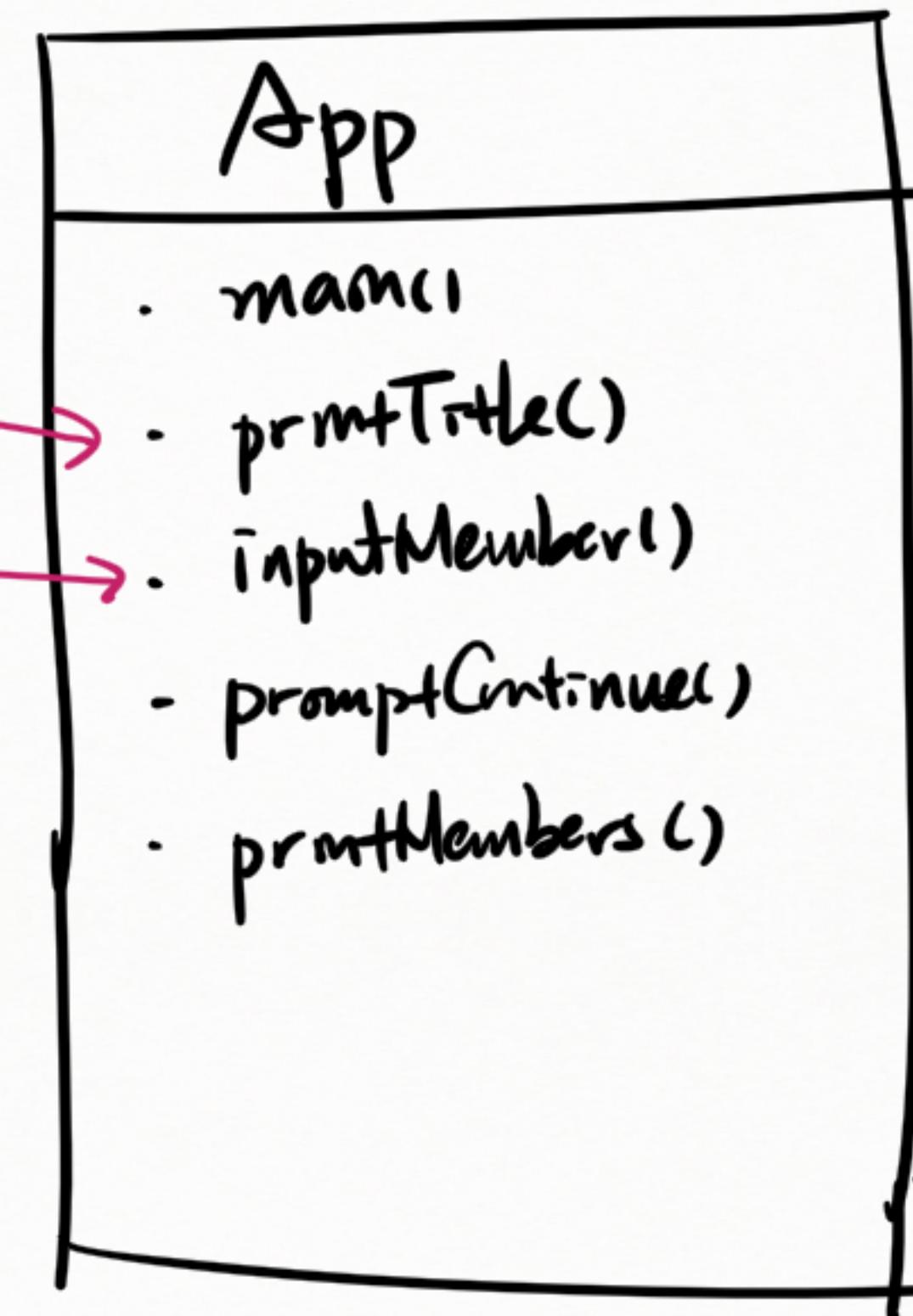


* 1. 디렉트 사용법

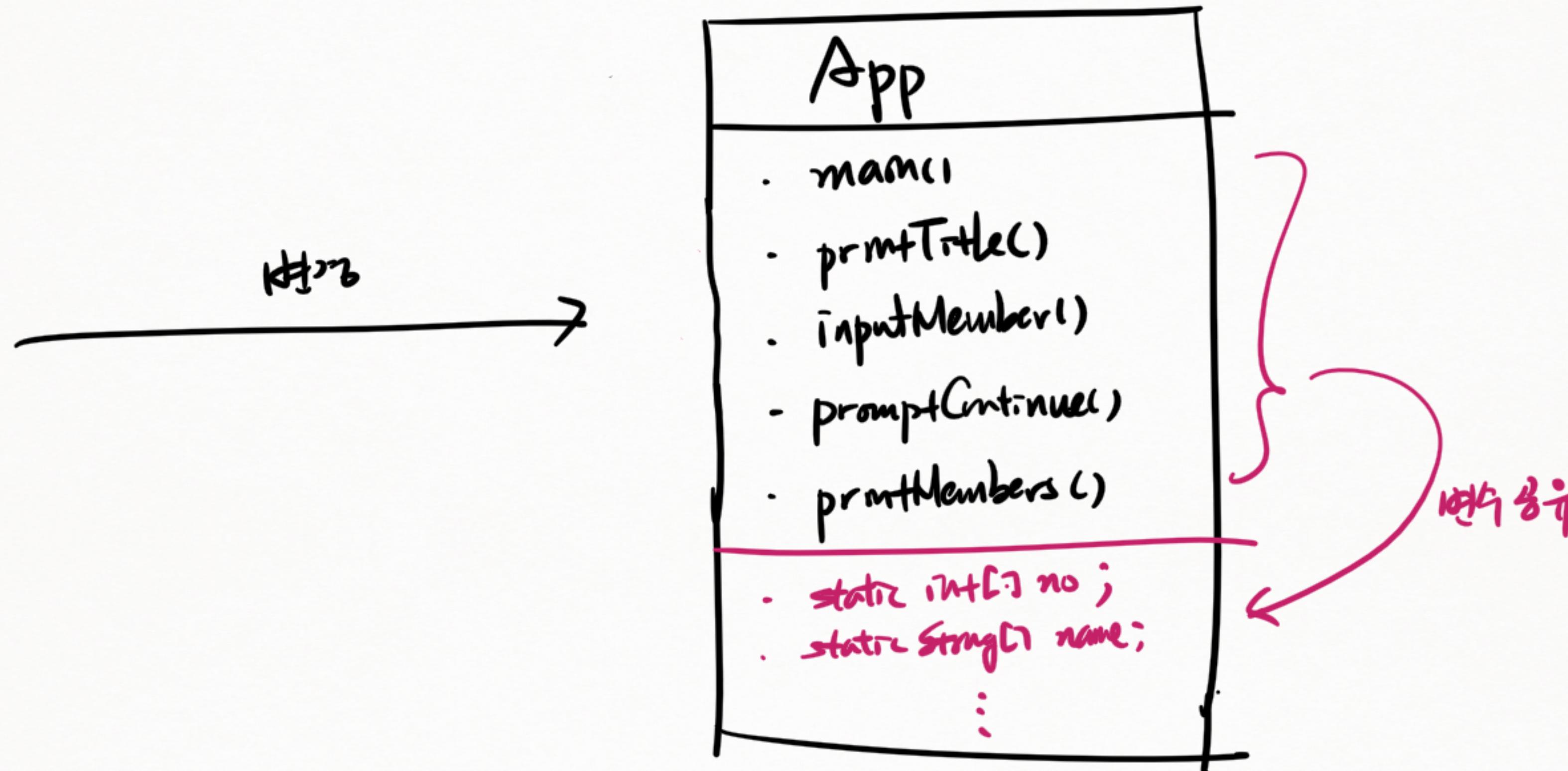
이전



변경

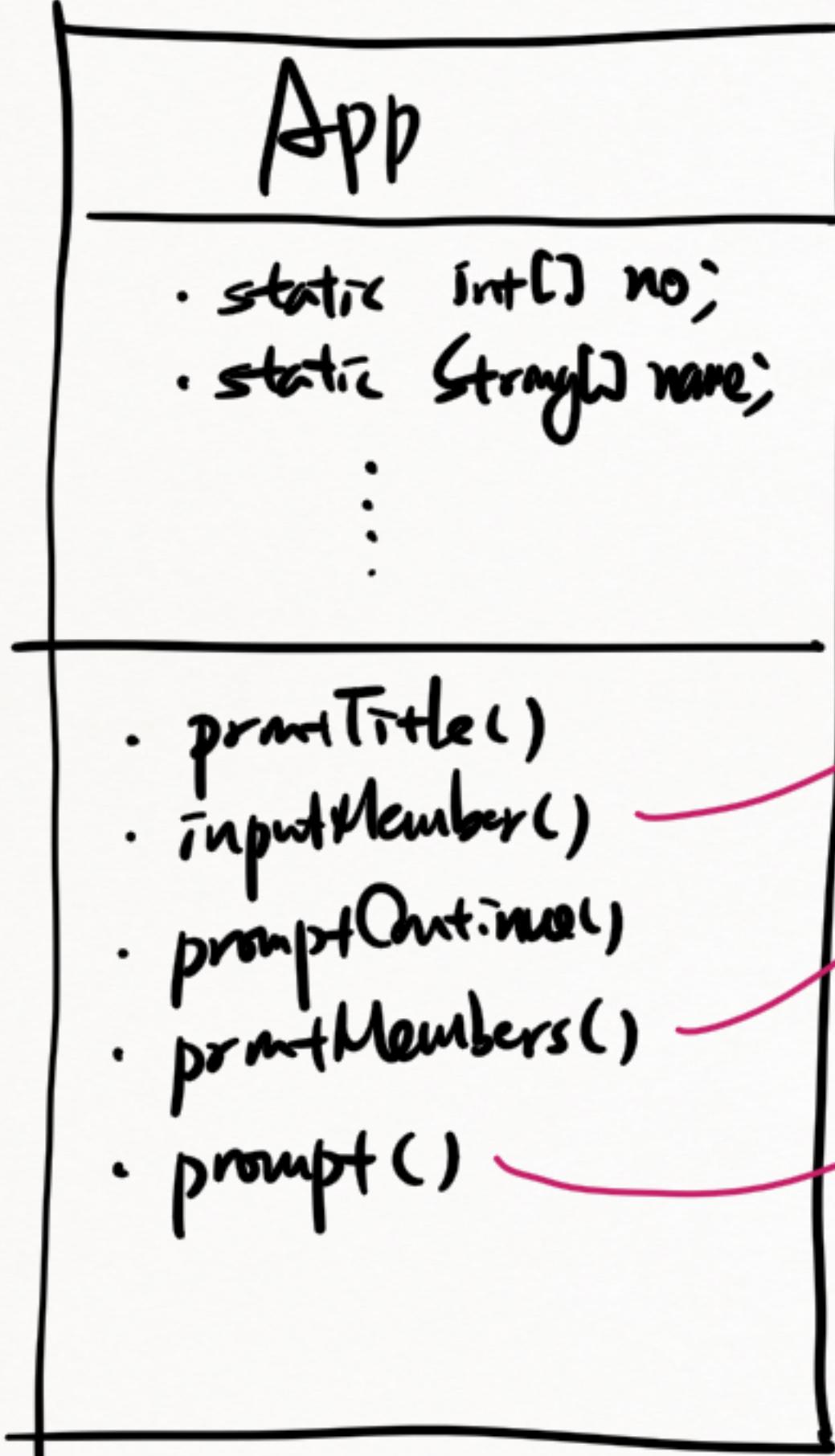


* Q. Lession with Array

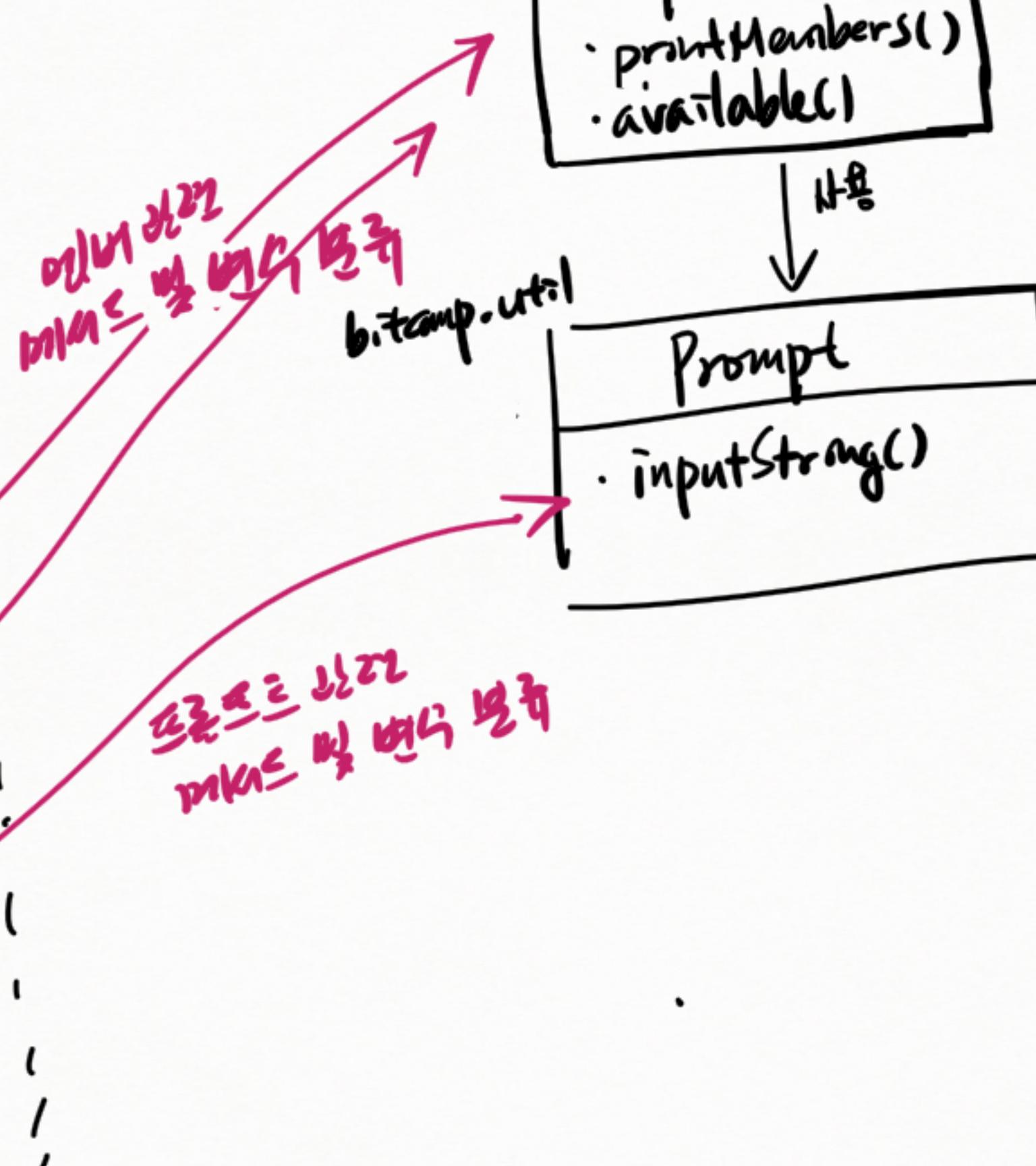
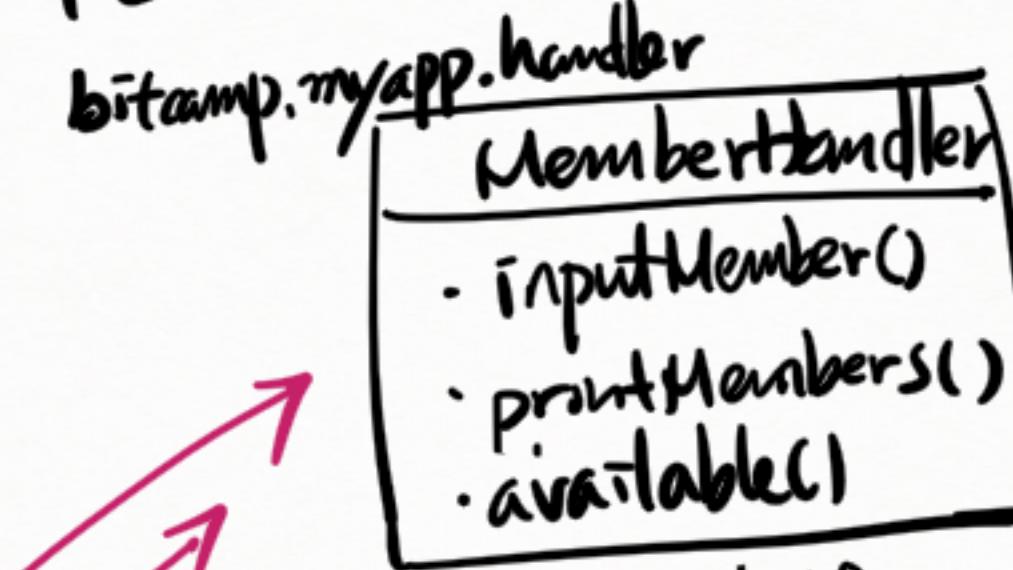


* 9. 클래스 및 패턴 학습

이전 구조
~
Architecture

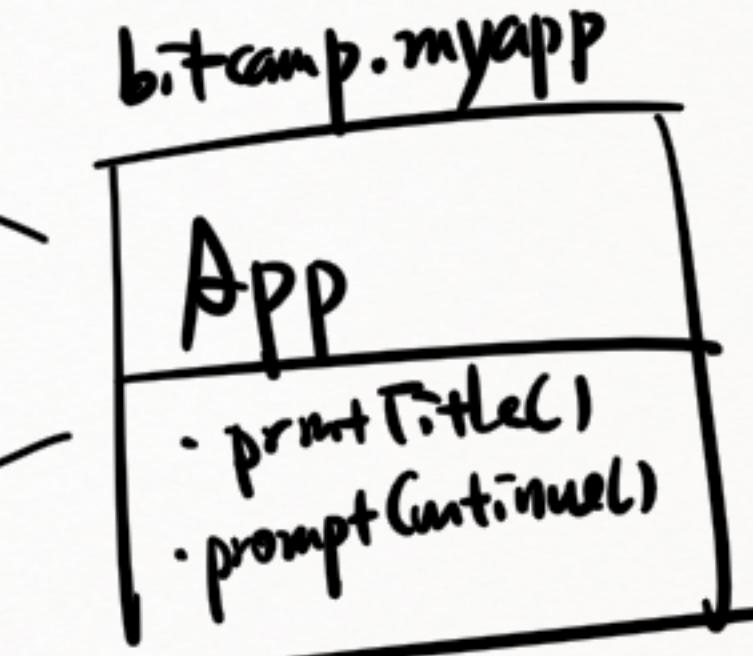


내 구조



MemberHandler를
인스턴스에
따라
분류 →
이유?
유지보수를
쉽게.

(
다른
속도를
얻을
수 있다.
메모리
节约.
})

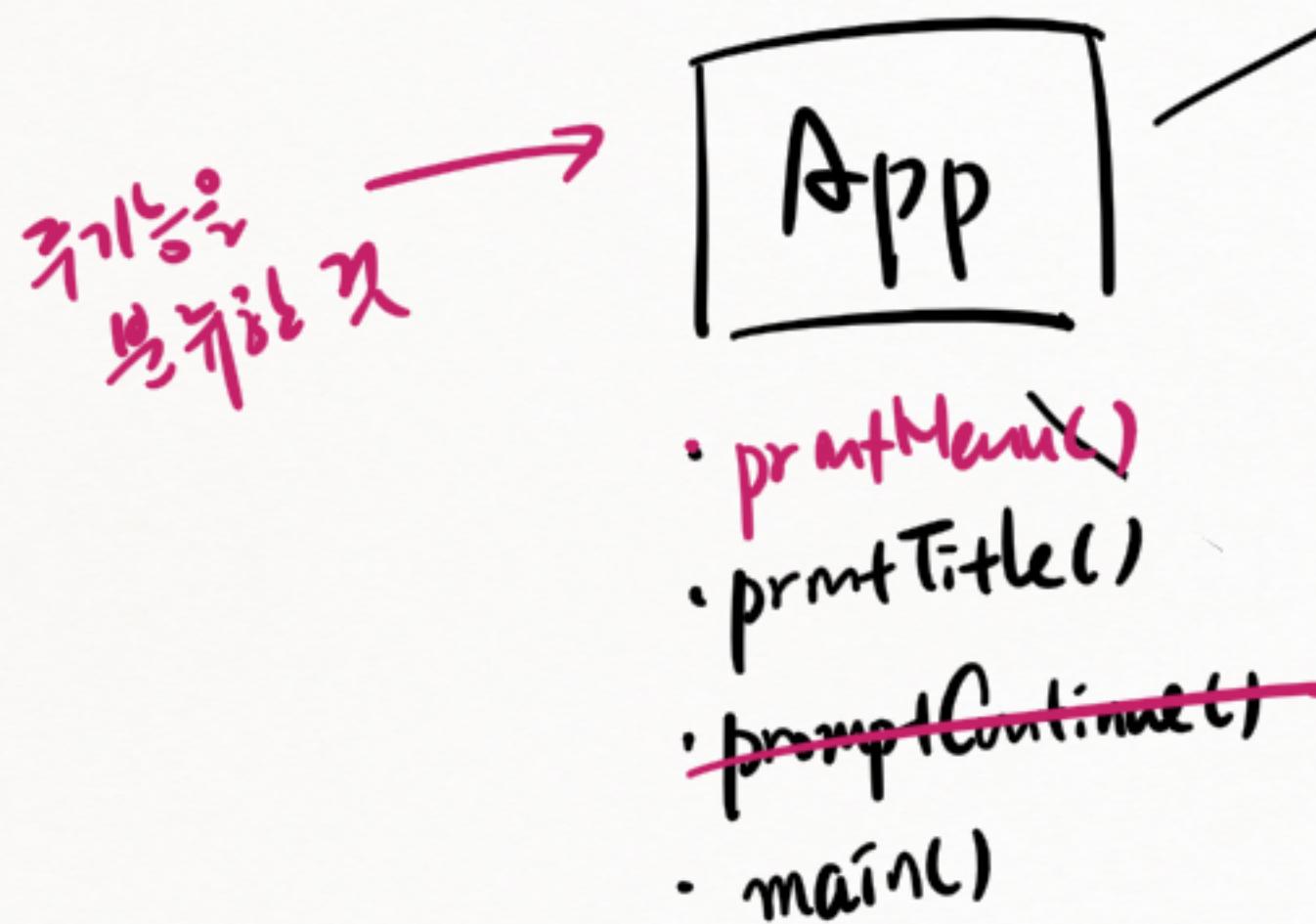


내부
비용
절감
→
H/W
환경으로
제작

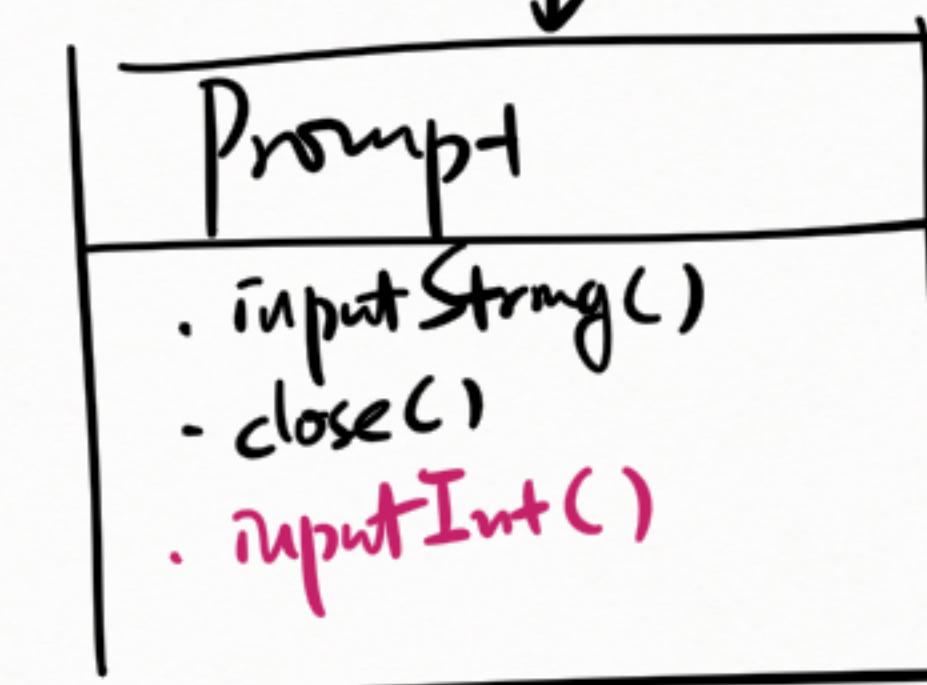
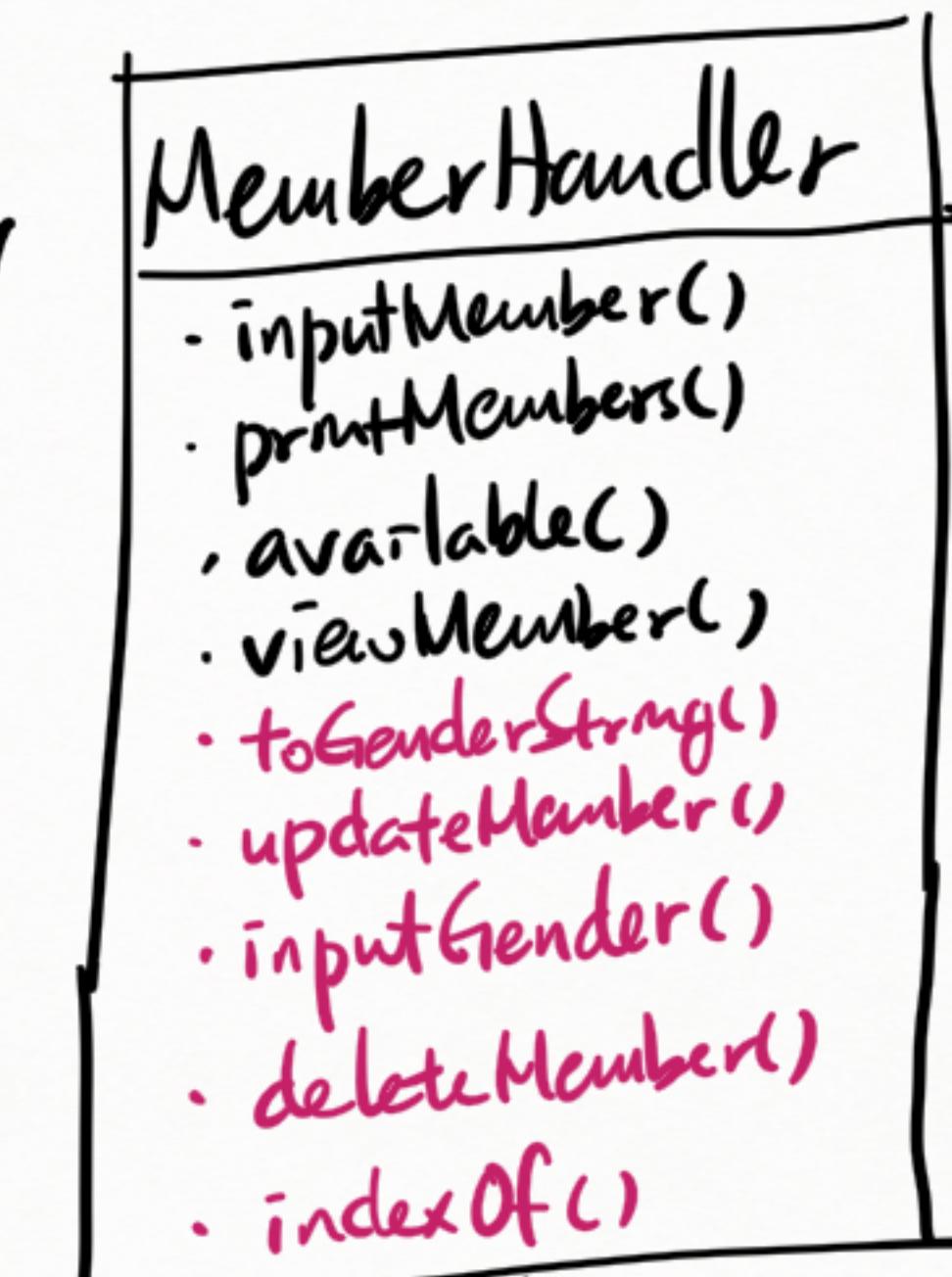
* 10. 멤버 및 CRUD 구현

* 클래스
↳ 애플리케이션 메서드를 분류할 것

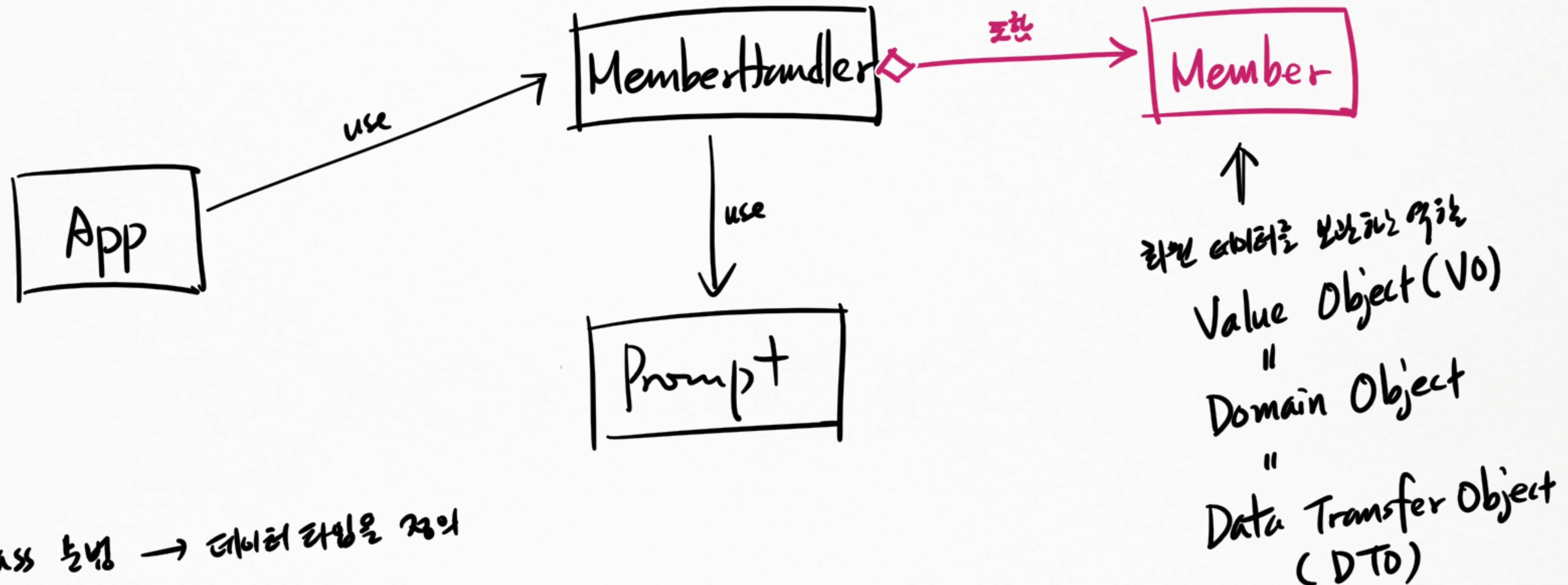
* 패키지
↳ 클래스를 분류할 것.



class 분류 → 메서드를 찾는 용도

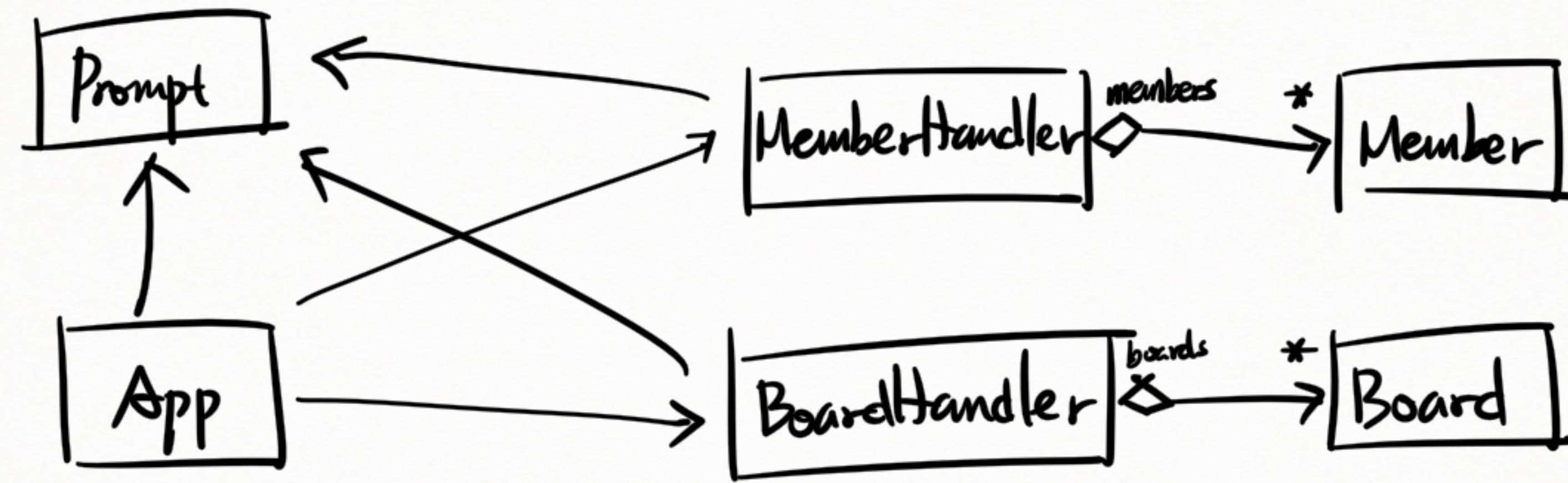


11. 사용자 정의 데이터 타입 만들기

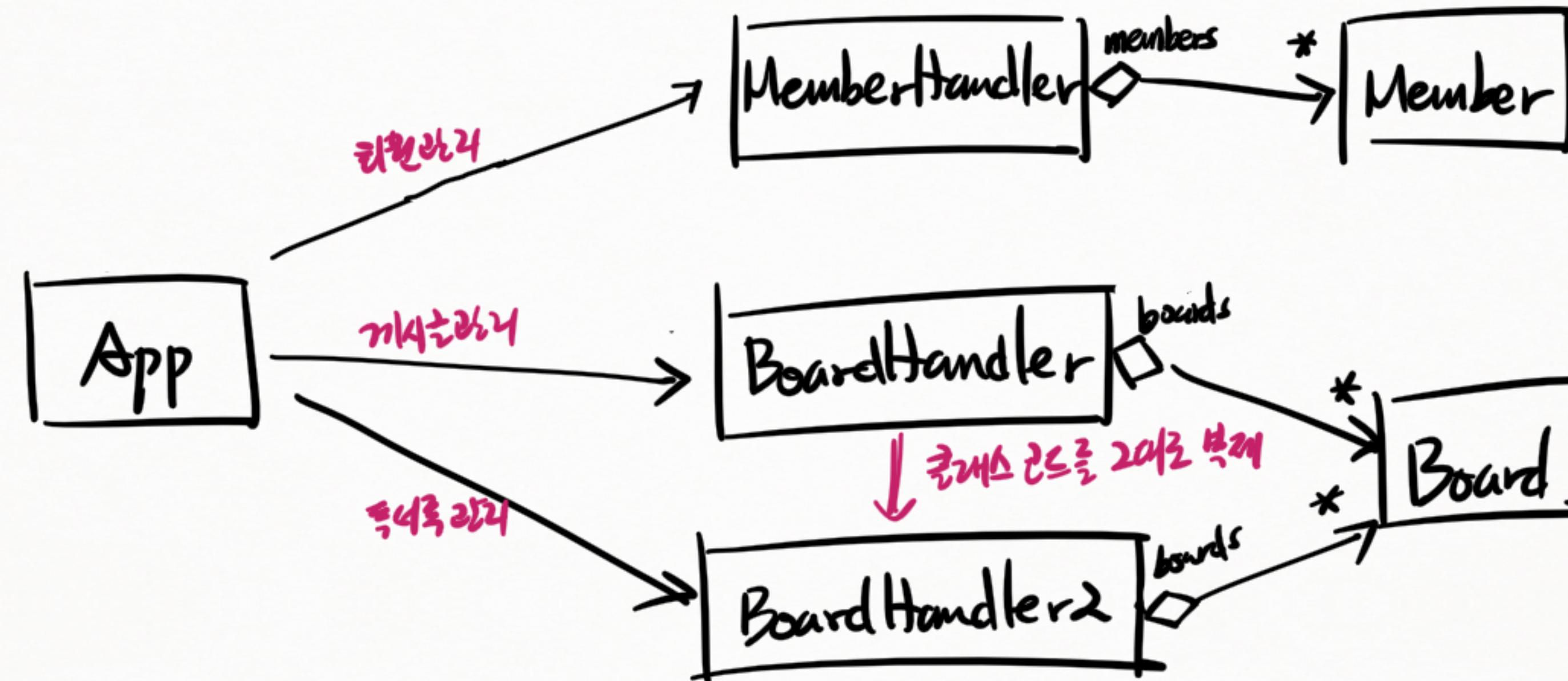


* class 늘기 → 데이터 타입을 확장

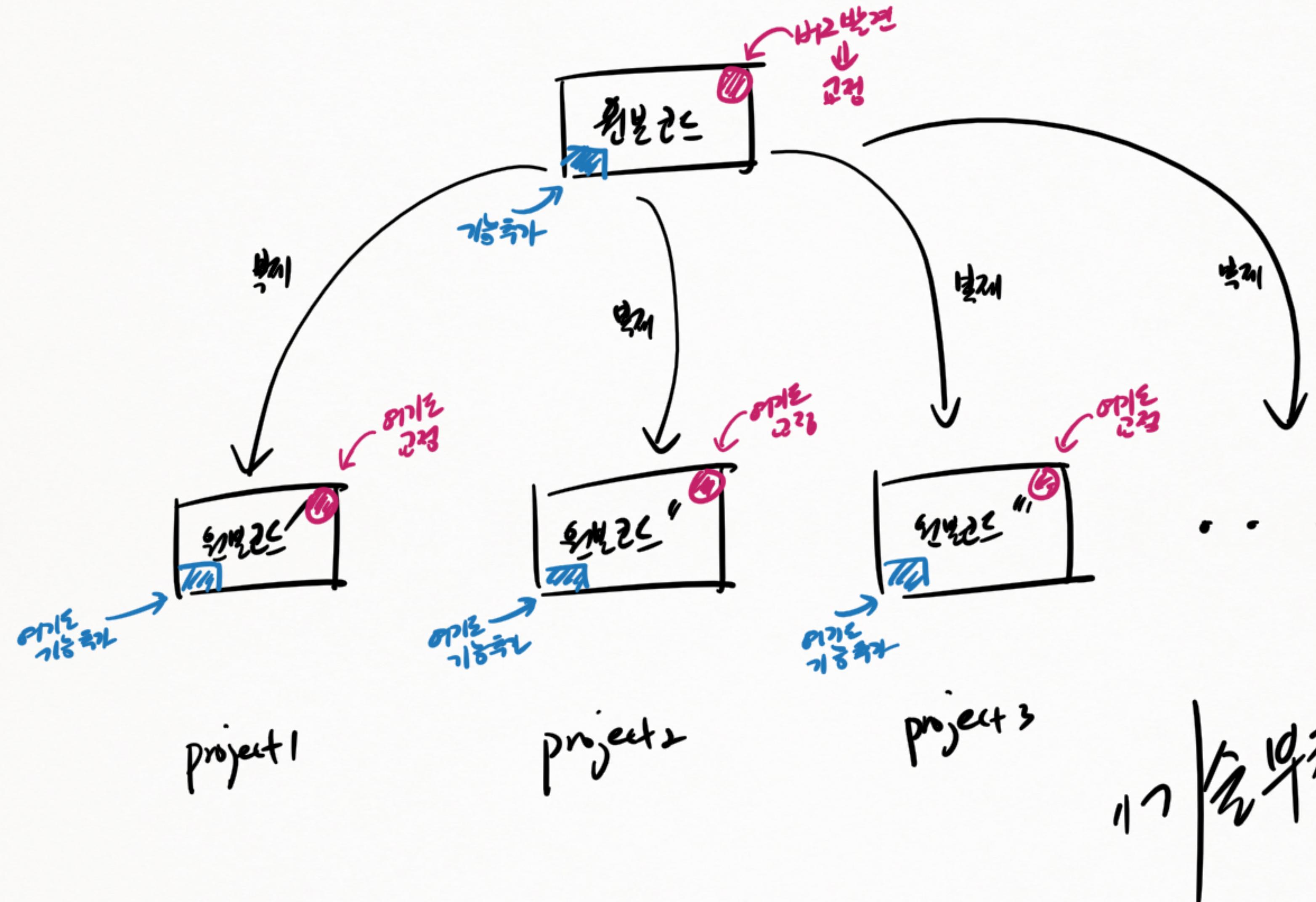
13. 깃허브 CRUD 추가



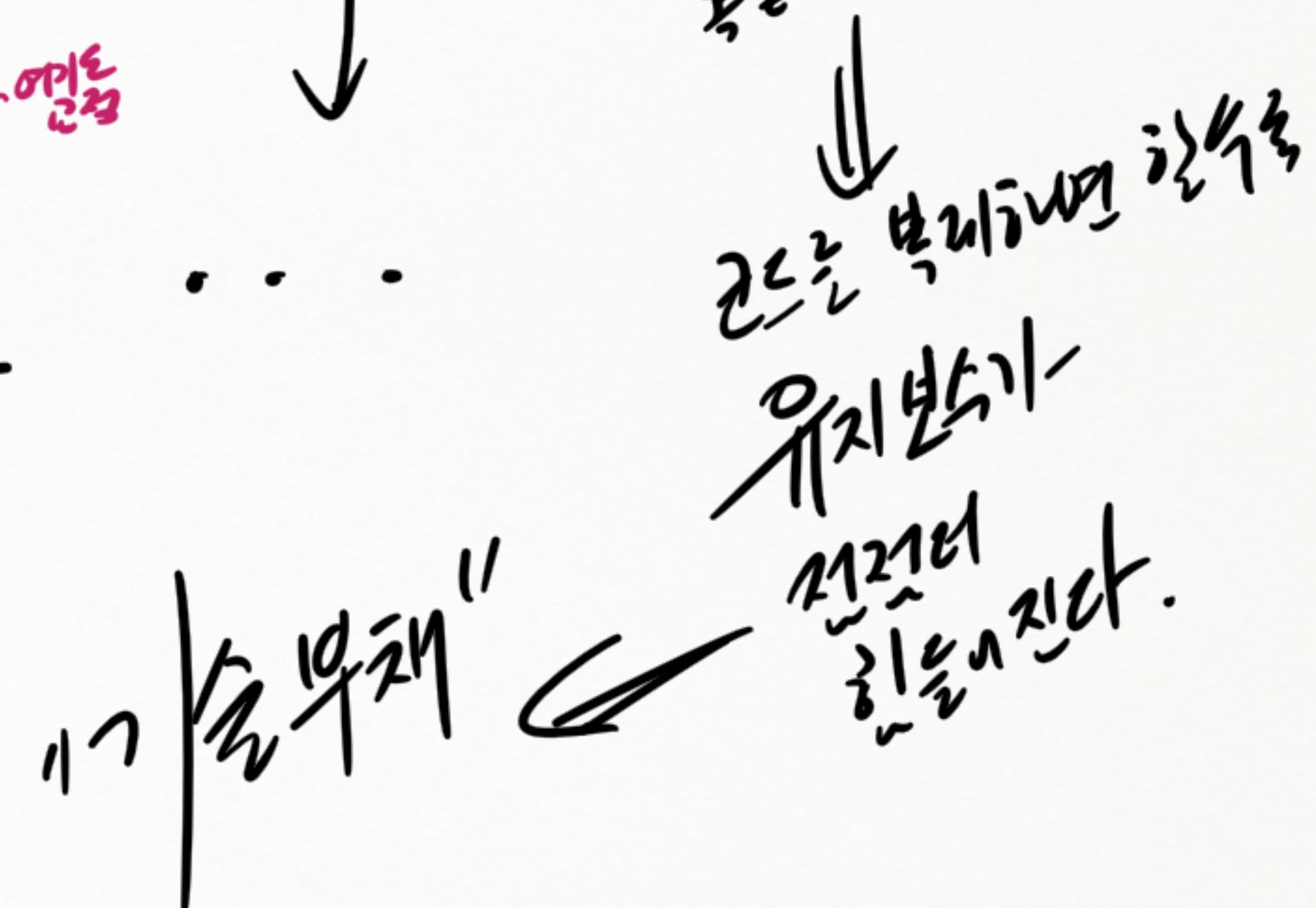
14. 토커를 CRUD 추가



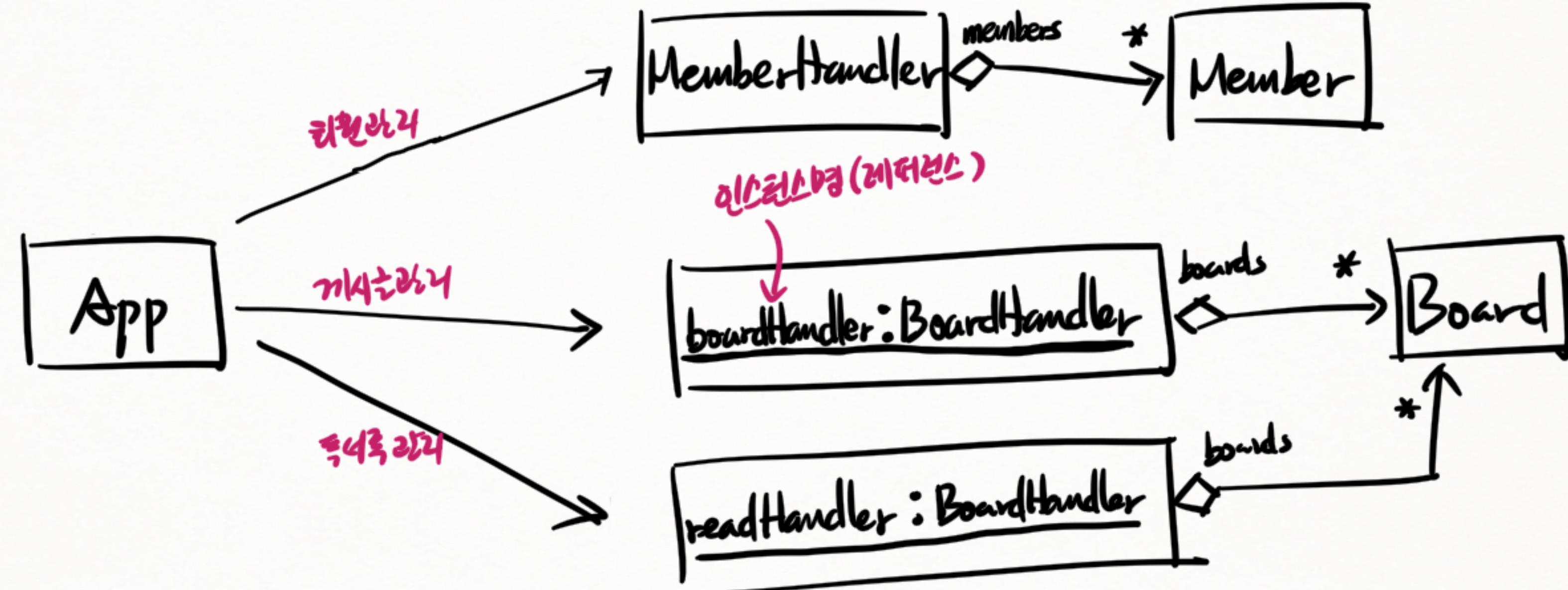
* 가로관 복제로써 새기능을 주입하는 예



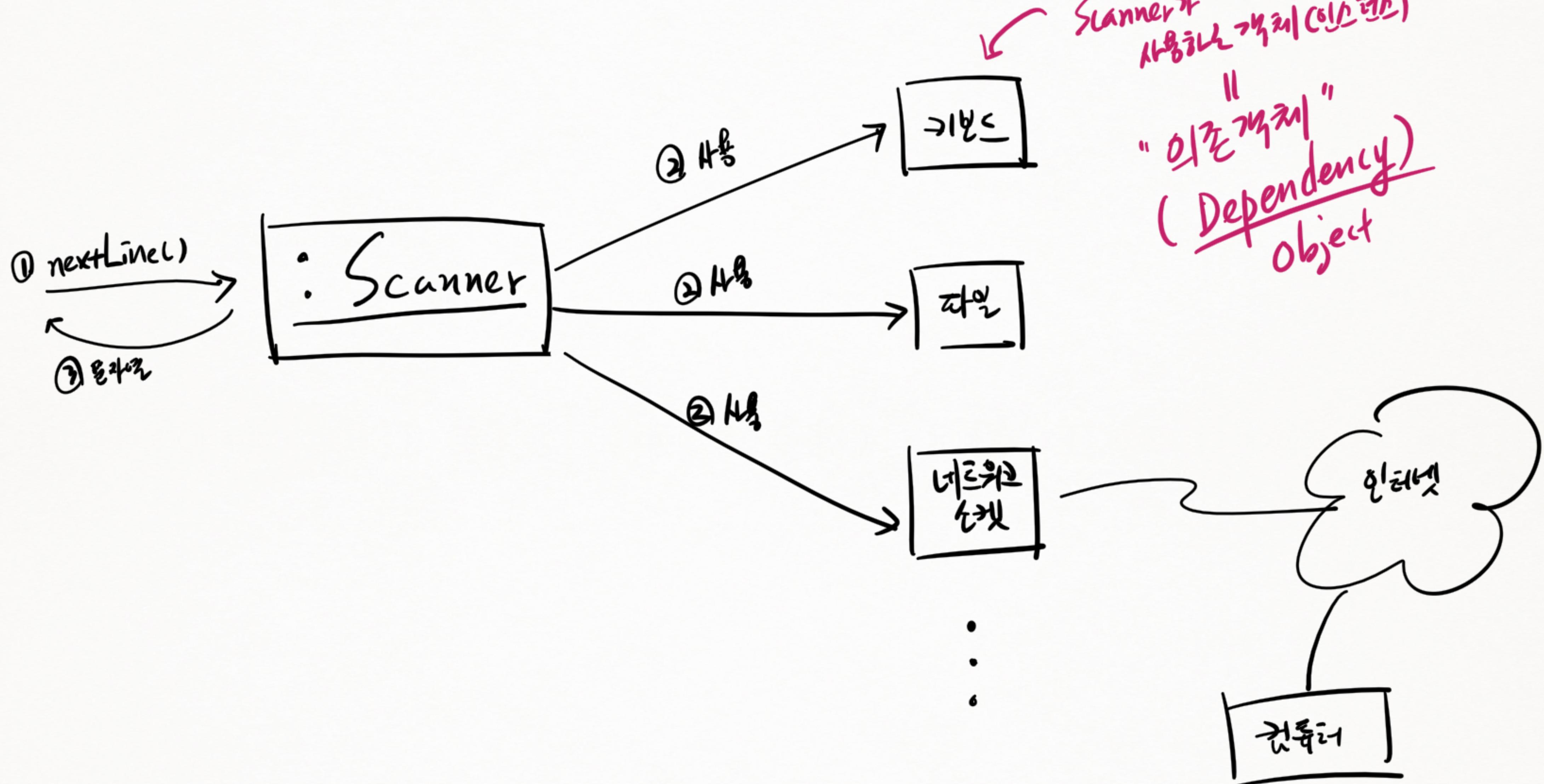
* API를 고정하여 기능을 추가하여 API를 복제한 코드의 디자인은 동일한 일을 수행하는 코드다



15. 인스턴스 있는 B2M에서 학습



Scanner 와 의존 객체



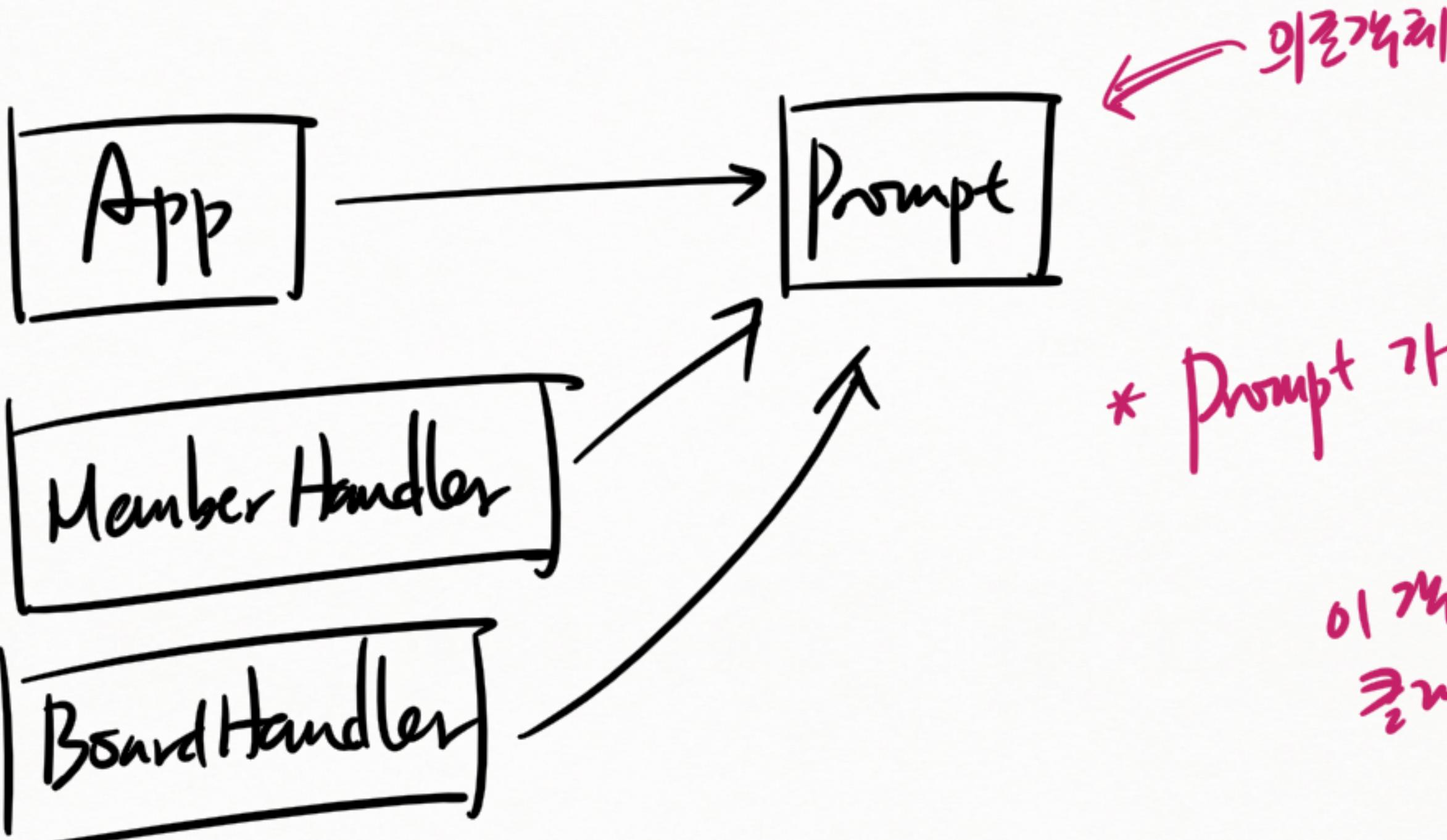
App, MemberHandler, BoardHandler et prompt

생성자 주입!



부모에
속해
하는가?

"생성자 주입"
Dependency Injection
(DI)

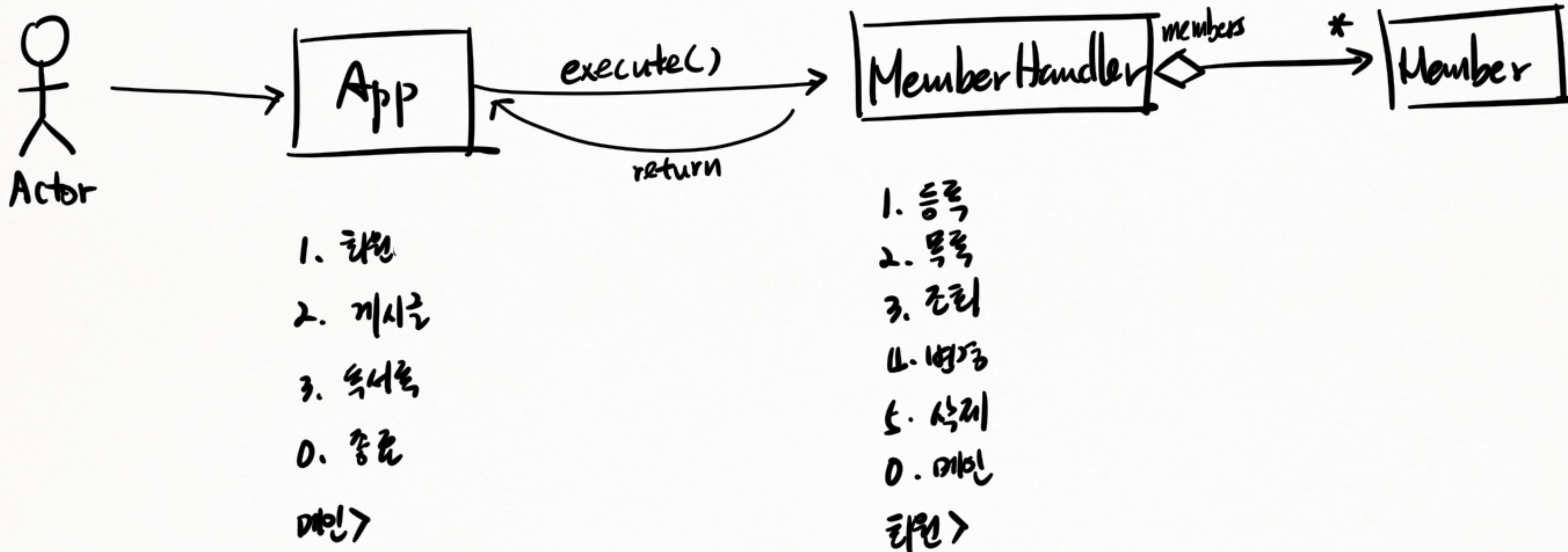


* Prompt 가 인스턴스 별로 만들기
의존주입

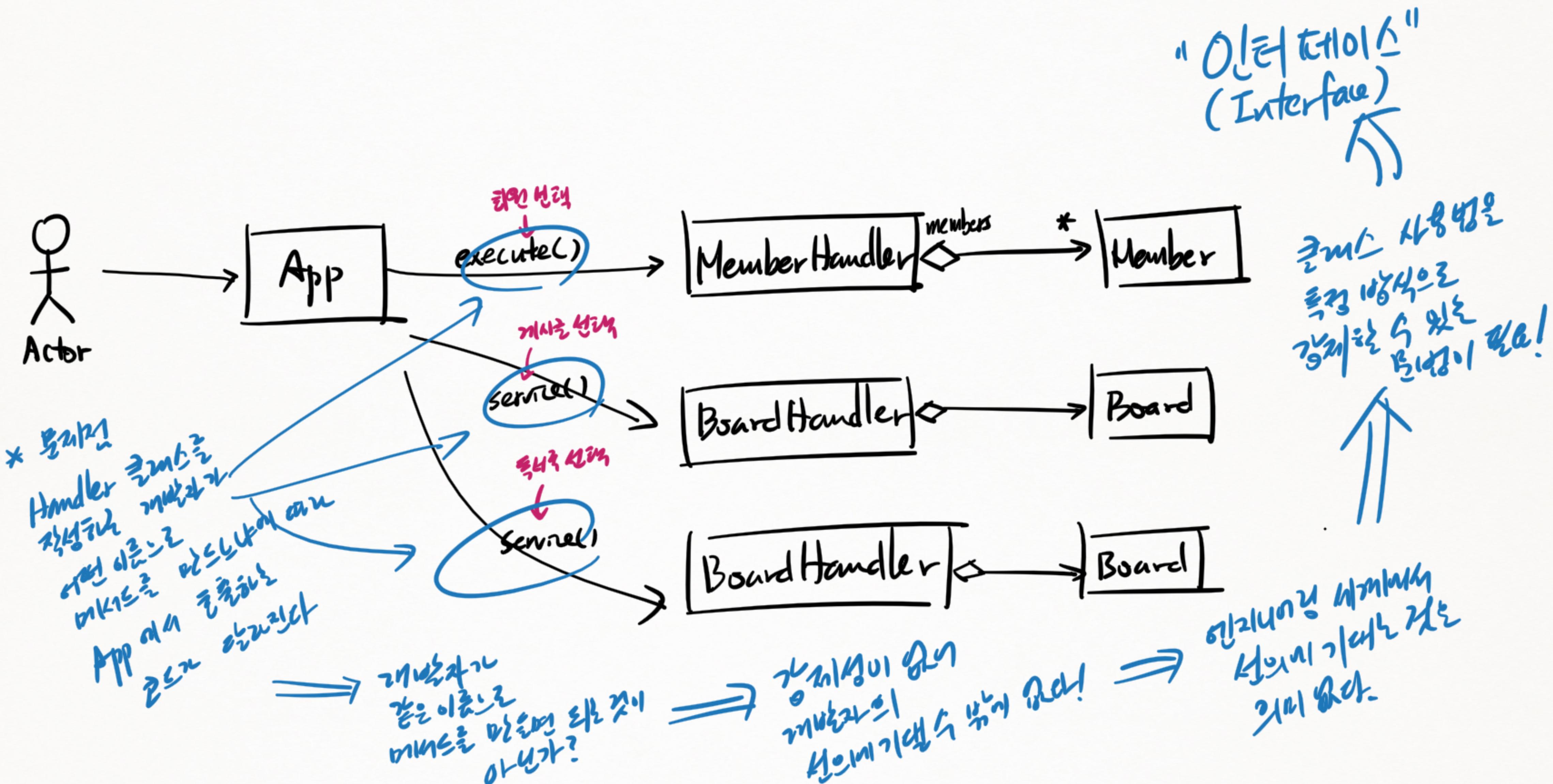
이 개체를 알고
있으면
생각해보면 된다.

생성자를 통해
의존주입(Prompt)
주입!
Injection

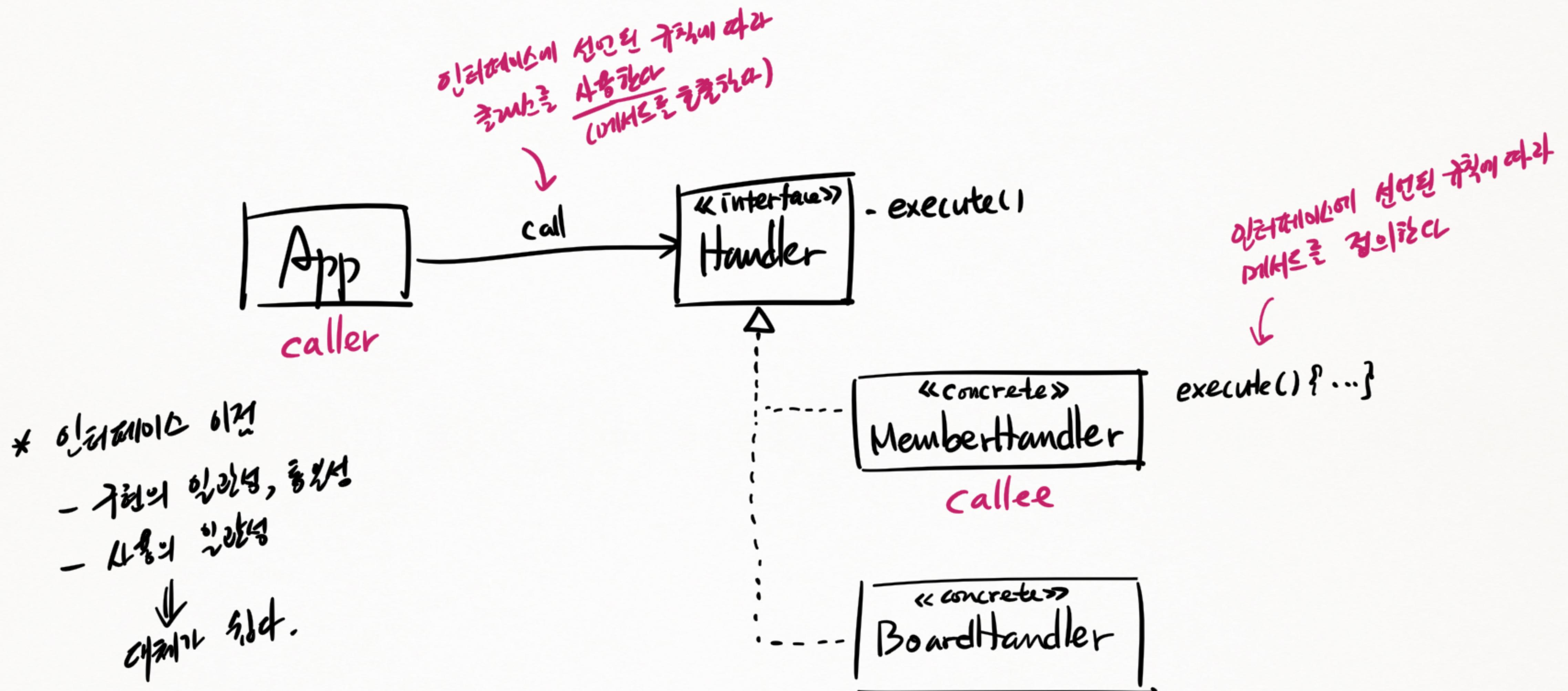
16. Handler에게 메뉴 기능을 위임



16. Handler에게 메뉴 기능을 위임



III. Handler의 사용 구조를 인터페이스로 정의하기



18. 인스턴스 목록을 다수로 코드를 빼는 층짜스로 처리

