

Spring Boot Fundamentals

The Spring Boot Fundamentals course provides a comprehensive, developer's eye understanding of the Spring and Spring Boot ecosystem. It covers everything from basic Spring concepts, to advanced Spring Boot configuration, to creating and consuming REST applications connected to databases. It addresses testing at various degrees of resolution, and looks at framework support for monitoring Spring Boot applications. Along the way it explores various tricks and techniques to use Spring Boot effectively.

Prerequisites:

- Familiarity with Java and basic OO concepts; Encapsulation, Inheritance, Generalization, Instance vs Static Features
- Java 8 features like lambdas and Streams

This Class Does Include:

- Spring
- Spring Boot
- REST services
- Database Access
- Spring Boot Monitoring
- Introduction to Reactive Programming

This Class Does Not Include:

- Java, including Java 8 concepts like Lambdas and Streams

Course Duration: This course will be delivered in 3 Days

Course Outline:

Introduction to Spring

- Capabilities of the modern Spring ecosystem
- Spring v. Spring Boot
- Factory Pattern
- Dependency Injection and Inversion of Control
- The Application Context and Spring Beans

- Xml and Java Configuration
- Dependency Injection Techniques
- Profiles
- Testing concepts for Spring and Dependency Injection

Spring Boot

- Advantage of using Spring Boot for Spring Applications
- start.spring.io
- application.properties and application.yaml
- Logging - Logback/Log4j
- Externalize Configuration - @ConfigurationProperties
- Testing with Spring Boot.

REST Services

- What is REST?
- Controllers and RestControllers
- Configuration
- Content Negotiation
- Controller Mappings
- Customizing Controller Responses
- Testing Rest Services

Consuming REST Services

- RestTemplate
- HttpClient (Java 11+)

Spring Data

- Overview of JDBC and JPA/Hibernate
- Spring Boot and databases
- DataSource configuration
- Initializing Databases for testing
- Spring Data Repositories
- Testing Spring Data

Spring Boot Actuators

- Exploring available Endpoints
- Configuring Endpoint availability
- Securing Endpoints
- Creating custom Endpoints

Optional: Introduction to Reactive Programming

- Why Reactive
- Reactive Interfaces - Publisher, Subscriber, Subscription, Processor
- Project Reactor Interfaces - Flux, Mono
- Reactive REST services - WebFlux, WebClient