## 스프링부트



## **Entity**

```
@Entity
@Data
@AllArgsConstructor
@NoArgsConstructor
@Builder
public class Message extends BaseEntity{
    @Id
    @GeneratedValue(strategy = GenerationType.IDENTITY)
    @Column(name = "message_idx")
    private Long id;
    @ManyToOne(fetch = FetchType.LAZY)
    @JoinColumn(name = "user_idx")
    private User user;
                                                                                                   상태 메시지
                                               message
                                                   메시지id
                                                                   message_idx
                                                                               Long
                                                                                           NOT NULL
                                                o 유저 idx
                                                                   user_idx
                                                                               Long
                                                                                           NOT NULL
                                                   내용
                                                                   content
                                                                               VARCHAR(255) NOT NULL
    private String content;
                                                   생성 시각
                                                                   created_at
                                                                               VARCHAR(255) NOT NULL
                                                   활성화 여부
                                                                   is_active
                                                                               BOOLEAN
                                                                                           NOT NULL
    private Boolean isActive;
                                                   부적절한 메시지 여부
                                                                  is_inappropriate
                                                                                           NOT NULL
                                                                              BOOLEAN
    private Boolean isInappropriate;
```

## loC (Inversion of Control) 제어의 역전

DI (Dependency Injection) 의존성 주입

```
class Chef {
        BurgerRecipe burgerRecipe
           = new BurgerRecipe();
        cook() {
                 burgerRecipe.getStep();
                // 버거 요리 하기
```

```
class BurgerRecipe {
        List < Step > steps = ...;
        getSteps() {
                 return steps;
```

```
class PizzaRecipe {
    List < Step > steps = ...;
    getSteps() {
        return steps;
    }
}
```

메서드가 매우 많아진다면?

Spring Container 스프링 컨테이너

```
class Chef {

Recipe recipe = new Recipe();

cook() {

recipe.getSteps();

// 요리 하기
}
```

**Spring Container** 

Recipe: BurgerRecipe Bean

Singleton 싱글톤

## Singleton의 문제

```
public class Person {
    private static Person instance;
    private Person() {
       throw new IllegalStateException("Private Constructor");
    public static Person getInstance() {
       if (instance == null) {
            instance = new Person();
       return instance;
```

```
public class Person {
    private static Person instance;
    private Person() {
        throw new IllegalStateException("Private Constructor");
    public static Person getInstance() {
        if (instance == null) {
            instance = new Person();
        return instance;
```

