```
# Java Spring-Course-Project
Project is about starting a simple spring application.

**Project Steps:**

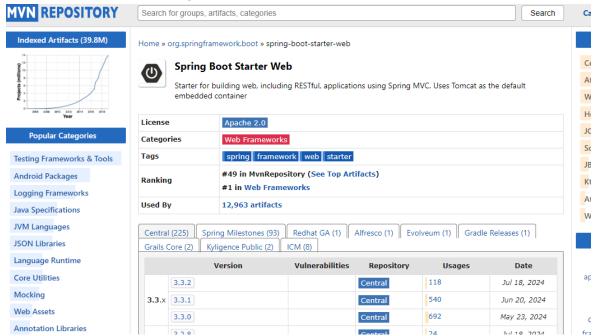
1. Go to web and search Spring boot start web maven central
2. Select latest
```

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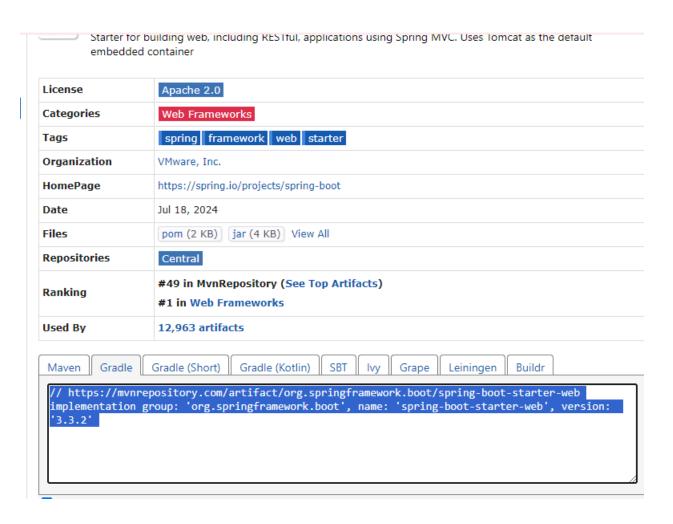
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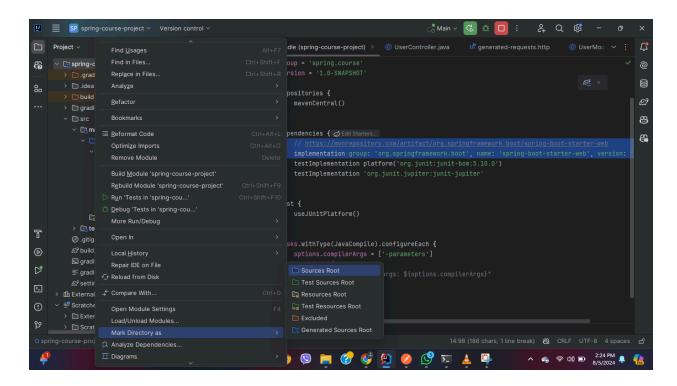


2. Click on the latest version, then copy the Gradle text.

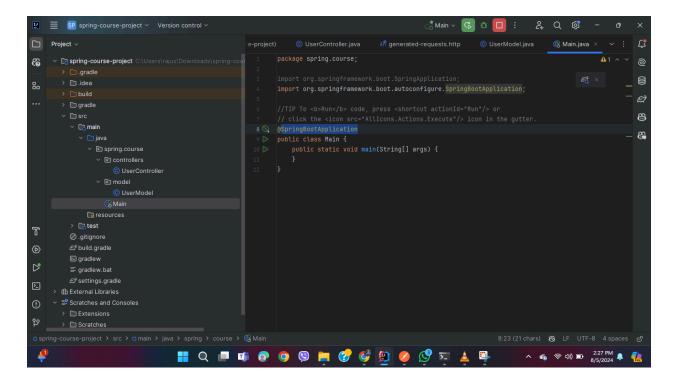


3. Paste in build.gradle file in **dependency** section:

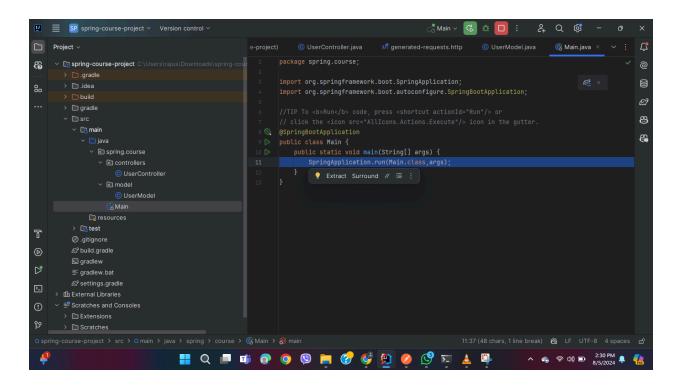
4. Mark the directory as source root



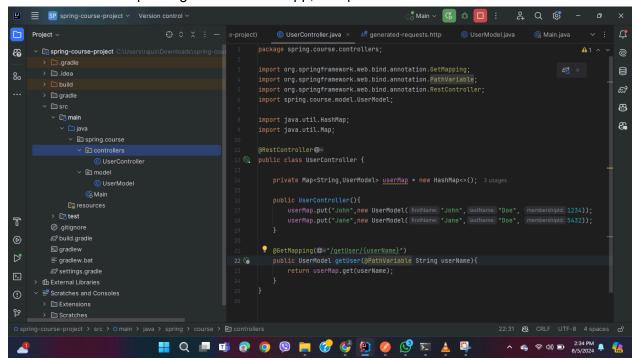
Go to main.java and write this annotation:
 @SpringBootApplication. -> It is like an entry point for spring boot app.



6. Go inside body of main class and write **SpringApplication.run(Main.class,args)**; -> It starts the application.



7. Create a package called controller and create class called **UserController**. When clients are requesting for data in the app, it requests hit the controller first.

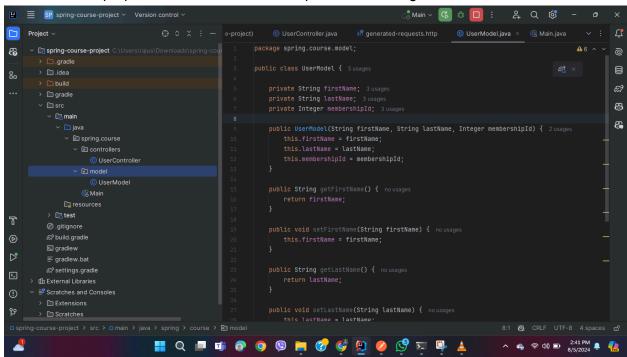


- @RestController annotation should be used first as done before the UserController constructor.
- @GetMapping annotation is used for get operations.

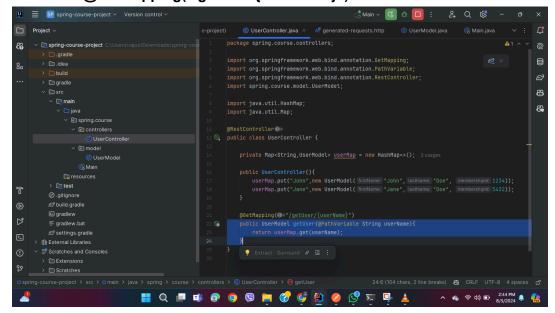
The @GetMapping("/getuser/{userName}") gives us the format of the api requests the client sends. Here

The client can send get requests like **localhost:8080/getuser/John** and we can get answer accordingly.

Create a new package called model and create a class called UserModel.
 Then, write the properties for UserModel, then put constructor, getter, setter.



9. Then ,make a function that returns UserModel object given the userName . Put this annotation @GetMapping("/getuser/{userName}") before that function.



As we said before, controller is the the first point of access to the application. So, in controller we write api methods like

- @GetMapping("/getUser/userName") //@GetMapping is the annotation we need. After that we make a function that returns UserModel object given the userName.
- 10. Then, call the controller using the api pattern we made in controller. i.e.

