***New Features in Spring Boot 3***

**1. Java 17+ Baseline**

* Spring Boot 3 now requires Java 17 or higher. This aligns with the modern Java development practices, offering improvements in performance, syntax, and garbage collection.

**2. Spring Framework 6 Support**

* Spring Boot 3 is built on top of Spring Framework 6, which includes new features such as improved observability, support for Java 17, and Jakarta EE 9.

**3. Jakarta EE 9 Compatibility**

* With the migration from javax.\* to jakarta.\*, Spring Boot 3 fully supports Jakarta EE 9. This shift is essential for compatibility with newer enterprise Java specifications.

**4. Native Image Support with GraalVM**

* Native image support is now much more mature, enabling Spring Boot applications to be compiled into native executables using GraalVM. This leads to faster startup times and reduced memory footprint, ideal for cloud-native and serverless environments.

**5. Improved Observability**

* Enhanced observability features are introduced, including the integration with Micrometer and support for OpenTelemetry. This makes it easier to monitor and trace Spring Boot applications.

**6. Updated Dependency Management**

* Spring Boot 3 brings updates to many dependencies, including Hibernate 6, Thymeleaf 3.1, and Tomcat 10. This ensures that applications are using the latest, most secure, and performant libraries.

**7. Improved Security**

* Security features have been enhanced with improved OAuth 2.0 and OIDC support, better default configurations, and new security-related annotations.

**8. AOT Processing**

* Ahead-of-Time (AOT) processing has been introduced, optimizing applications at build time. This reduces the amount of runtime reflection, improving startup time and memory usage.

**9. Kotlin Enhancements**

* Kotlin support has been enhanced, including better integration with Coroutines and more idiomatic Kotlin APIs.

**10. New @AutoConfiguration Annotation**

* A new @AutoConfiguration annotation simplifies the creation of custom auto-configuration classes, making it easier to develop reusable components.