



# G-CAMP WORKSHOP

BUILD THE RIGHT THING  
BUILD THING RIGHT  
SHIP FAST

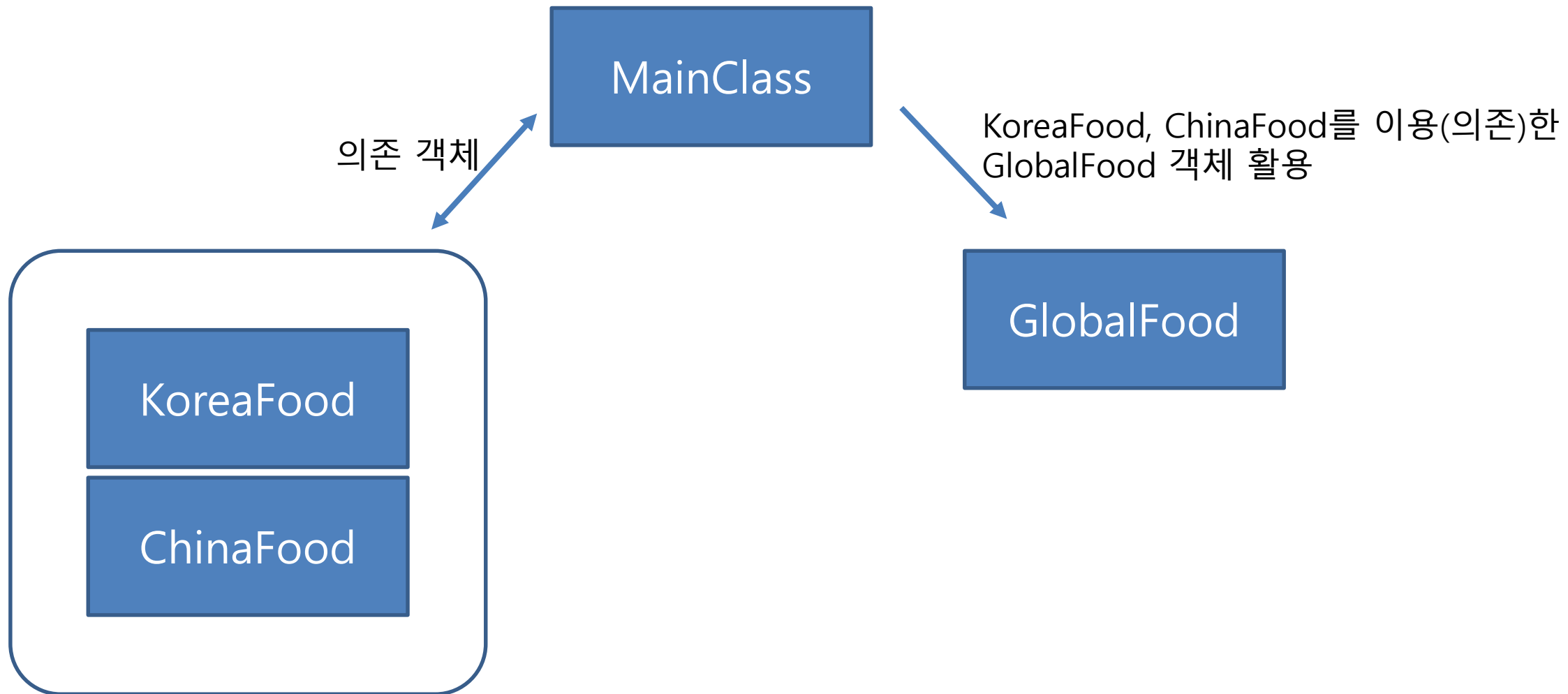
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## 2강\_의존 객체 와 스프링 컨테이너

- 의존 객체
- 스프링 컨테이너
- 스프링 모듈

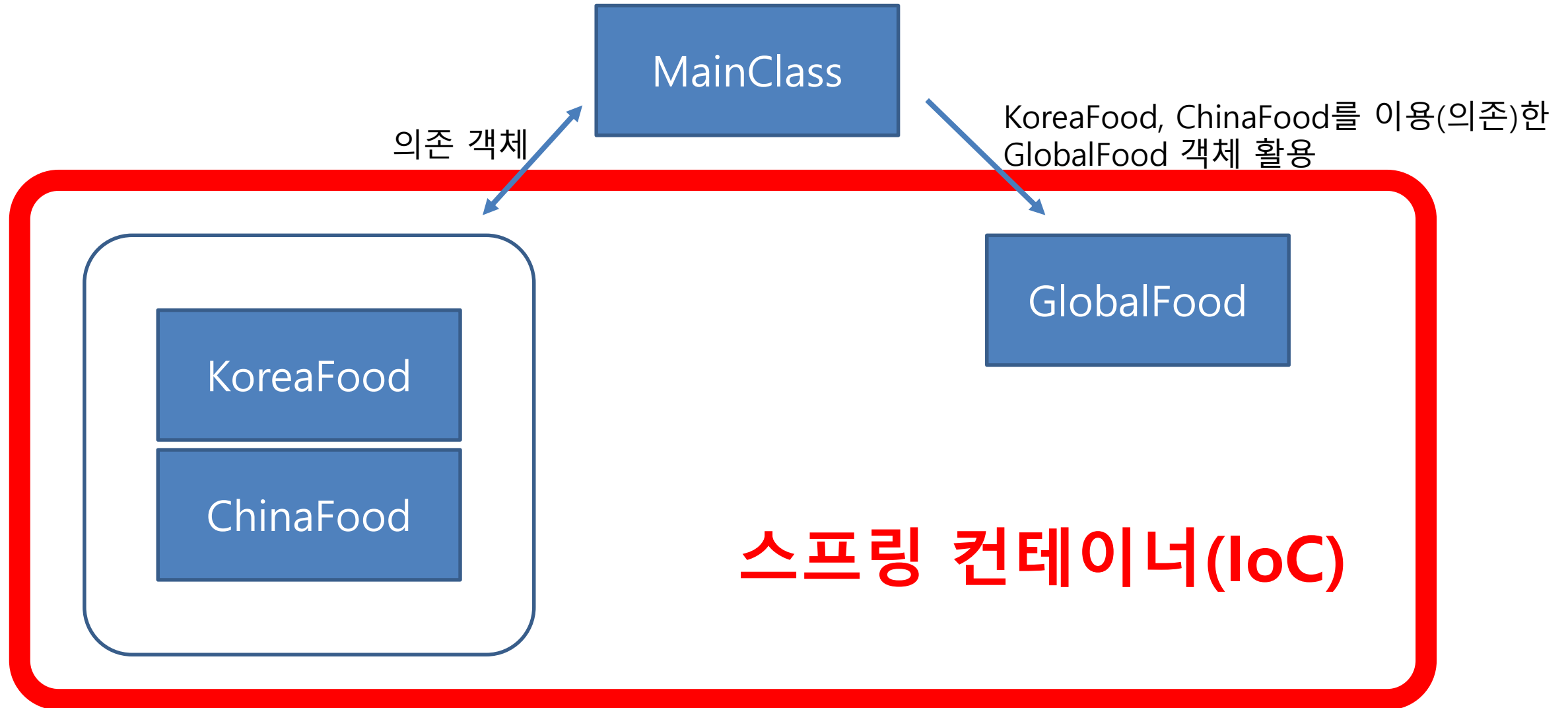


## 2-1. 의존 객체





## 2-2. 스프링 컨테이너





## 2-3. 스프링 모듈

