

JAWAS AND SPRING

Latest Java + Spring Framework

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Snowflake

Developers are masochist



Compilation errors



Nonpassing tests



Runtime errors



Customer

Wow, a different
error message...
Finally some progress!



20.6 sec

What if code could speak?

What would it tell about You?





Switch


```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
  
        }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
  
            }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
            case NEUTRAL:  
                score = 3;  
                break;  
  
        }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
            case NEUTRAL:  
                score = 3;  
                break;  
            case GREAT:  
            case NICE: {  
                System.out.println("Impressive!");  
                score = 5;  
                break;  
            }  
        }  
  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```



```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
            case NEUTRAL:  
                score = 3;  
                break;  
            case GREAT:  
            case NICE: {  
                System.out.println("Impressive!");  
                score = 5;  
                break;  
            }  
            default:  
                throw new IllegalStateException("Unexpected value: " + grade);  
        }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

SWITCH EXPRESSIONS

New way



```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case WORST_EVER: 1;  
            case BAD: 2;  
            case NEUTRAL: 3;  
            case GREAT: 4;  
            case NICE: 5;  
            default: 0;  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
  
            };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Impressive!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
            case NEUTRAL:  
                score = 3;  
                break;  
            case GREAT:  
            case NICE: {  
                System.out.println("Impressive!");  
                score = 5;  
                break;  
            }  
            default:  
                throw new IllegalStateException("Unexpected value: " + grade);  
        }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

18 lines

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Impressive!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

8 lines

**How many planets are there
in the solar system?**



REMOVAL OF NASHORN JAVASCRIPT



**Do You need PhD to write
multiline strings in Java?**


```
String str =
  "Litwo! Ojczyzno moja! Ty jeste\u015B jak zdrowie,\n" +
  "Ile ci\u0119 trzeba ceni\u0107, ten tylko si\u0119 dowie,\n" +
  "Kto ci\u0119 straci\u0142. Dzi\u015B pi\u0119kno\u015B\u0107 tw\u0105 w ca\u0142ej ozdobie\n" +
  "Widz\u0119 i opisuj\u0119, bo t\u0119skni\u0119 po tobie\n" +
  "Panno \u015Bwi\u0119ta, co Jasnej bronisz Cz\u0119stochowy\n" +
  "I w Ostrej \u015Bwiecisz Bramie! Ty, co gr\u00F3d zamkowy\n" +
  "Nowogr\u00F3dzki ochraniasz z jego wiernym ludem!\n" +
  "Jak mnie dziecko do zdrowia powr\u00F3ci\u0142a\u015B cudem,\n" +
  "(Gdy od p\u0142acz\u0105cej matki pod Tw\u0105 opiek\u0119\n" +
  "Ofiarowany, martw\u0105 podnios\u0142em powiek\u0119\n" +
  "I zaraz mog\u0142em pieszo do Twych \u015Bwi\u0105ty\u0144 progu\n" +
  "I \u015B\u0107 za wr\u00F3cone \u017Cycie podzi\u0119kowa\u0107 Bogu),\n" +
  "Tak nas powr\u00F3ci\u015B cudem na Ojczyzn\u0142o.\n" +
  "Tymczasem przeno\u015B moj\u0105 dusz\u0119 ut\u0119sknion\u0105\n" +
  "Do tych pag\u00F3rk\u00F3w le\u015Bnych, do tych \u0142\u0105k zielonych,\n" +
  "Szeroko nad b\u0142\u0119kitnym Niemnem rozci\u0105gnionych;\n" +
  "Do tych p\u00F3l malowanych zbo\u017Cem rozmaitem,\n" +
  "Wyz\u0142aczanych pszenic\u0105, posrebrzanych \u017Cytem;\n" +
  "Gdzie bursztynowy \u015Bwierzop, gryka jak \u015Bnieg bia\u0142a,\n" +
  "Gdzie panie\u0144skim rumie\u0144cem dzi\u0119cielina pa\u0142a,\n" +
  "A wszystko przepasane jakby wst\u0119g\u0105, miedz\u0105\n" +
  "Zielon\u0105, na niej z rzadka ciche grusze siedz\u0105.";
```

TEXTBLOCKS

instanceof

```
/**  
 * simulates blackbox - we don't know what exactly will come out  
 *  
 * @return either String or BigDecimal  
 */  
private static Object blackbox() {
```



```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof String) {
        String result = (String) obj;
        System.out.println("input is String");
        System.out.println(result.toUpperCase());
    } else if (obj instanceof BigDecimal) {
        BigDecimal result = (BigDecimal) obj;

    }

    System.out.println("Fin");
}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof String) {
        String result = (String) obj;
        System.out.println("input is String");
        System.out.println(result.toUpperCase());
    } else if (obj instanceof BigDecimal) {
        BigDecimal result = (BigDecimal) obj;
        if (result.equals(BigDecimal.ONE)) {

        }
    }

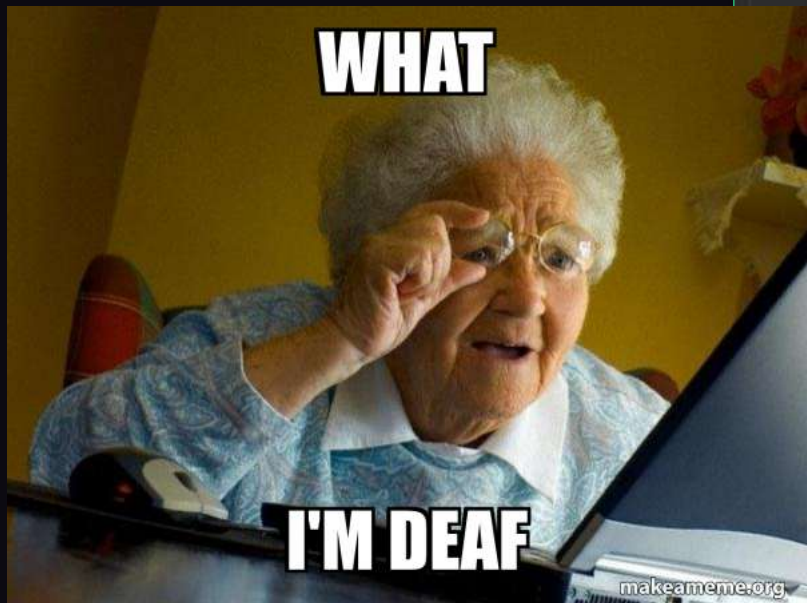
    System.out.println("Fin");
}
```



```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof String) {
        String result = (String) obj;
        System.out.println("input is String");
        System.out.println(result.toUpperCase());
    } else if (obj instanceof BigDecimal) {
        BigDecimal result = (BigDecimal) obj;
        if (result.equals(BigDecimal.ONE)) {
            System.out.println("input is BigDecimal");
            System.out.println(result.add(BigDecimal.ONE));
        }
    }

    System.out.println("Fin");
}
```



```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof String) {  
        String result = (String) obj;  
        System.out.println("input is String");  
        System.out.println(result.toUpperCase());  
    } else if (obj instanceof BigDecimal) {  
        BigDecimal result = (BigDecimal) obj;  
        if (result.equals(BigDecimal.ONE)) {  
            System.out.println("input is BigDecimal");  
            System.out.println(result.add(BigDecimal.ONE));  
        }  
    }  
  
    System.out.println("Fin");  
}
```

**instanceof
without casting?**

PATTERN MATCHING



```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof String result) {  
        System.out.println("input is String");  
        System.out.println(result.toUpperCase());  
    }  
  
    System.out.println("Fin");  
}
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof String result) {  
        System.out.println("input is String");  
        System.out.println(result.toUpperCase());  
    }  
  
    System.out.println("Fin");  
}
```


Data class

We're approaching record

RECORD




```
public record New(boolean isAwesome, String title) {  
  
    public static void main(String[] args) {  
        New instance = new New(true, "Awesome record");  
        System.out.println(instance.title());  
    }  
}
```

**What's the record in the
number of children born?**


Fiodorowa Wasiljewa

69

What does that have to do
with Java?

Inheritance

final



SEALED CLASSES

Contraception for Java

sealed

non-sealed

permits

What kind of music do Java's classes listen to?

final class



sealed class



non-sealed class



class

```
class Parent { }
```


class

```
class Parent { }  
class UnexpectedChild extends Parent { }
```



But the kid is not my son...

FINALIZERS





RECORD PATTERNS



```
record Point(int x, int y) {}
```

```
record Rectangle(Point topLeft, Point bottomRight) {}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {

    }

    System.out.println("Fin");
}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {

        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {
        var topLeft = rect.topLeft();
        var bottomRight = rect.bottomRight();

        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}
```



```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {
        var topLeft = rect.topLeft();
        var bottomRight = rect.bottomRight();
        var left = topLeft.x();
        var right = bottomRight.x();

        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle rect) {  
        var topLeft = rect.topLeft();  
        var bottomRight = rect.bottomRight();  
        var left = topLeft.x();  
        var right = bottomRight.x();  
        var width = right - left;  
  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {
        var topLeft = rect.topLeft();
        var bottomRight = rect.bottomRight();
        var left = topLeft.x();
        var right = bottomRight.x();
        var width = right - left;

        var top = topLeft.y();
        var bottom = bottomRight.y();
        var height = bottom - top;
        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle rect) {  
        var topLeft = rect.topLeft();  
        var bottomRight = rect.bottomRight();  
        var left = topLeft.x();  
        var right = bottomRight.x();  
        var width = right - left;  
        var top = topLeft.y();  
        var bottom = bottomRight.y();  
        var height = bottom - top;  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```

10 lines



What about squeezing to 4 lines?

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle           ) {

        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}
```

```
record Point(int x, int y) { }
```

```
record Rectangle(Point topLeft, Point bottomRight) { }
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle ) {  
  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```

```
record Point(int x, int y) { }
```

```
record Rectangle(Point topLeft, Point bottomRight) { }
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle ) {  
        var width = rightX - leftX;  
        var height = bottomY - topY;  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```



```
record Point(int x, int y) { }
```

```
record Rectangle(Point topLeft, Point bottomRight) { }
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle(Point(int leftX, int topY), Point(int rightX, int bottomY))) {  
        var width = rightX - leftX;  
        var height = bottomY - topY;  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```

```
record Point(int x, int y) { }
```

```
record Rectangle(Point topLeft, Point bottomRight) { }
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle(Point(int leftX, int topY), Point(int rightX, int bottomY))) {  
        var width = rightX - leftX;  
        var height = bottomY - topY;  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```





SWITCH ENHACEMENTS

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Impressive!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        if (grade == null) {  
            System.out.println("Unfortunately grade is null");  
            return;  
        }  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Wow!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(null);  
    }  
}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case null, BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Wow!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(null);  
    }  
}
```



SWITCH ENHANCEMENTS

pattern matching

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    switch(obj) {  
        case BigDecimal bigDecimal ->  
            System.out.println("Big decimal: " + bigDecimal.add(BigDecimal.ONE));  
  
    }  
}
```



```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    switch(obj) {  
        case BigDecimal bigDecimal ->  
            System.out.println("Big decimal: " + bigDecimal.add(BigDecimal.ONE));  
        case String str ->  
            System.out.println("String: " + str.toUpperCase());  
  
    }  
}
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    switch(obj) {  
        case BigDecimal bigDecimal ->  
            System.out.println("Big decimal: " + bigDecimal.add(BigDecimal.ONE));  
        case String str ->  
            System.out.println("String: " + str.toUpperCase());  
        case null, default ->  
            System.out.println("World is unexpected!");  
    }  
}
```



SWITCH ENHACEMENTS

cases order

```
static void error(Object o) {  
    switch (o) {  
  
  
  
  
  
  
  
  
  
    }  
}
```

```
static void error(Object o) {  
    switch (o) {  
  
        default -> {}  
    }  
}
```

```
static void error(Object o) {  
    switch (o) {  
        case CharSequence cs ->  
            System.out.println("A sequence of length " + cs.length());  
  
        default -> {}  
    }  
}
```

```
static void error(Object o) {  
    switch (o) {  
        case CharSequence cs ->  
            System.out.println("A sequence of length " + cs.length());  
        case String s ->  
            System.out.println("A string: " + s);  
        default -> {}  
    }  
}
```

```
static void error(Object o) {  
    switch (o) {  
        case CharSequence cs ->  
            System.out.println("A sequence of length " + cs.length());  
        case String s ->                                     // won't compile  
            System.out.println("A string: " + s);  
        default -> {}  
    }  
}
```




```
static void error(Object o) {  
    switch (o) {  
        case String s ->  
            System.out.println("A string: " + s);  
        case CharSequence cs ->  
            System.out.println("A sequence of length " + cs.length());  
        default -> {}  
    }  
}
```



SWITCH ENHACEMENTS

Sealed classes

```
sealed interface Animal permits Cat, Dog, Fish { }
```

```
final class Cat implements Animal { }
```

```
final class Dog implements Animal { }
```

```
final class Fish implements Animal { }
```

```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
  
    }  
}
```

```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
        case Cat ignored -> System.out.println("just cat");  
  
    }  
}
```

```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
        case Cat ignored -> System.out.println("just cat");  
        case Dog ignored -> System.out.println("just dog");  
    }  
}
```

```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
        case Cat ignored -> System.out.println("just cat");  
        case Dog ignored -> System.out.println("just dog");  
        case Fish ignored -> System.out.println("just fish");  
    }  
}
```

```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
        case Cat ignored -> System.out.println("just cat");  
        case Dog ignored -> System.out.println("just dog");  
        case Fish ignored -> System.out.println("just fish");  
    }  
}
```

```
sealed interface Animal permits Cat, Dog, Fish { }
```

```
final class Cat implements Animal { }
```

```
final class Dog implements Animal { }
```

```
final class Fish implements Animal { }
```


Threads

Thread

threads in Java

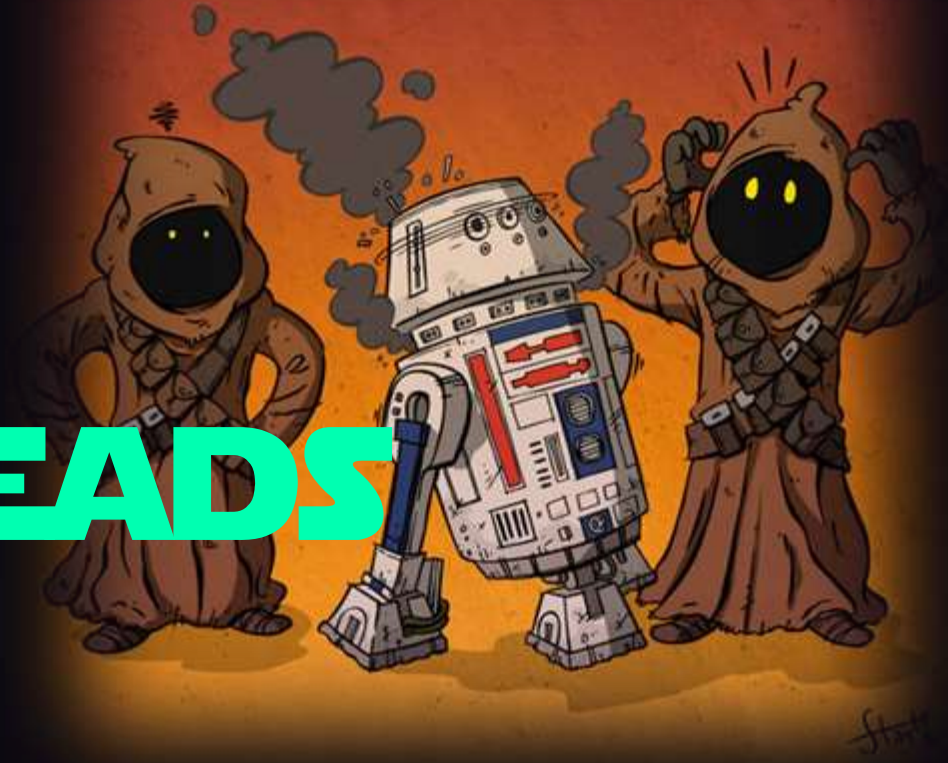
=

os threads

<=

MAX # os threads

VIRTUAL THREADS



Virtual thread

threads in Java



MAX # os threads

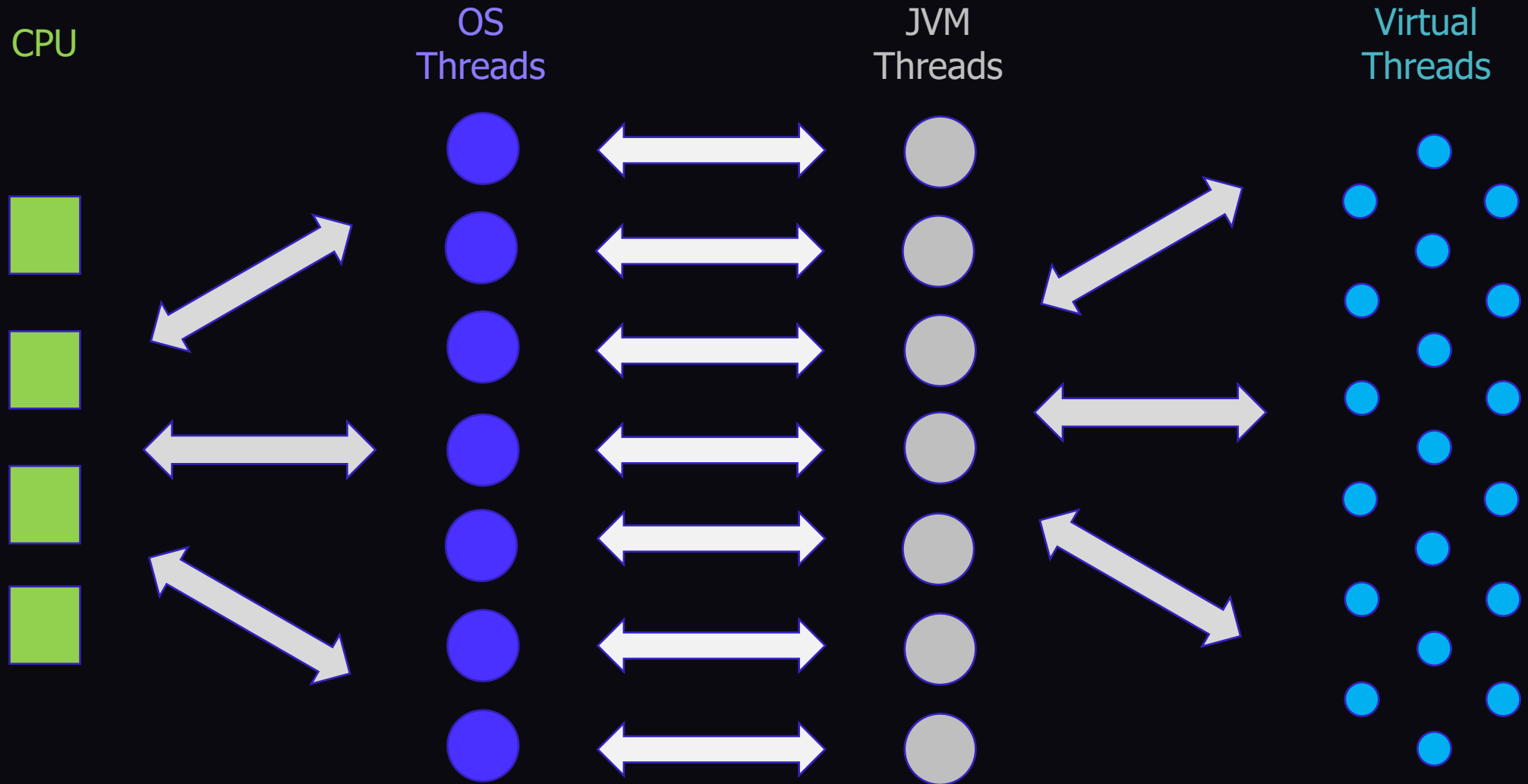
Virtual thread

threads in Java

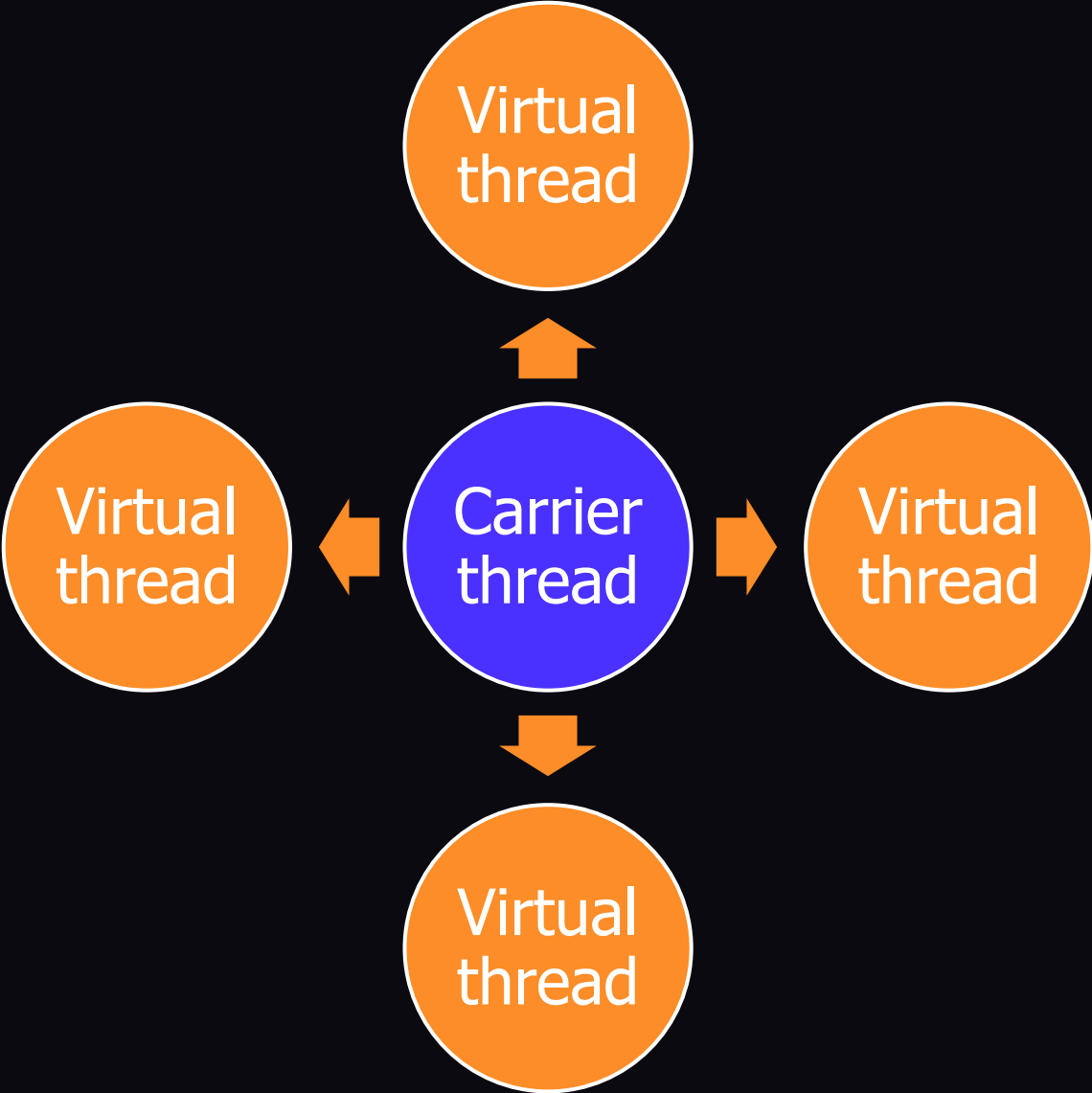


MAX # os threads

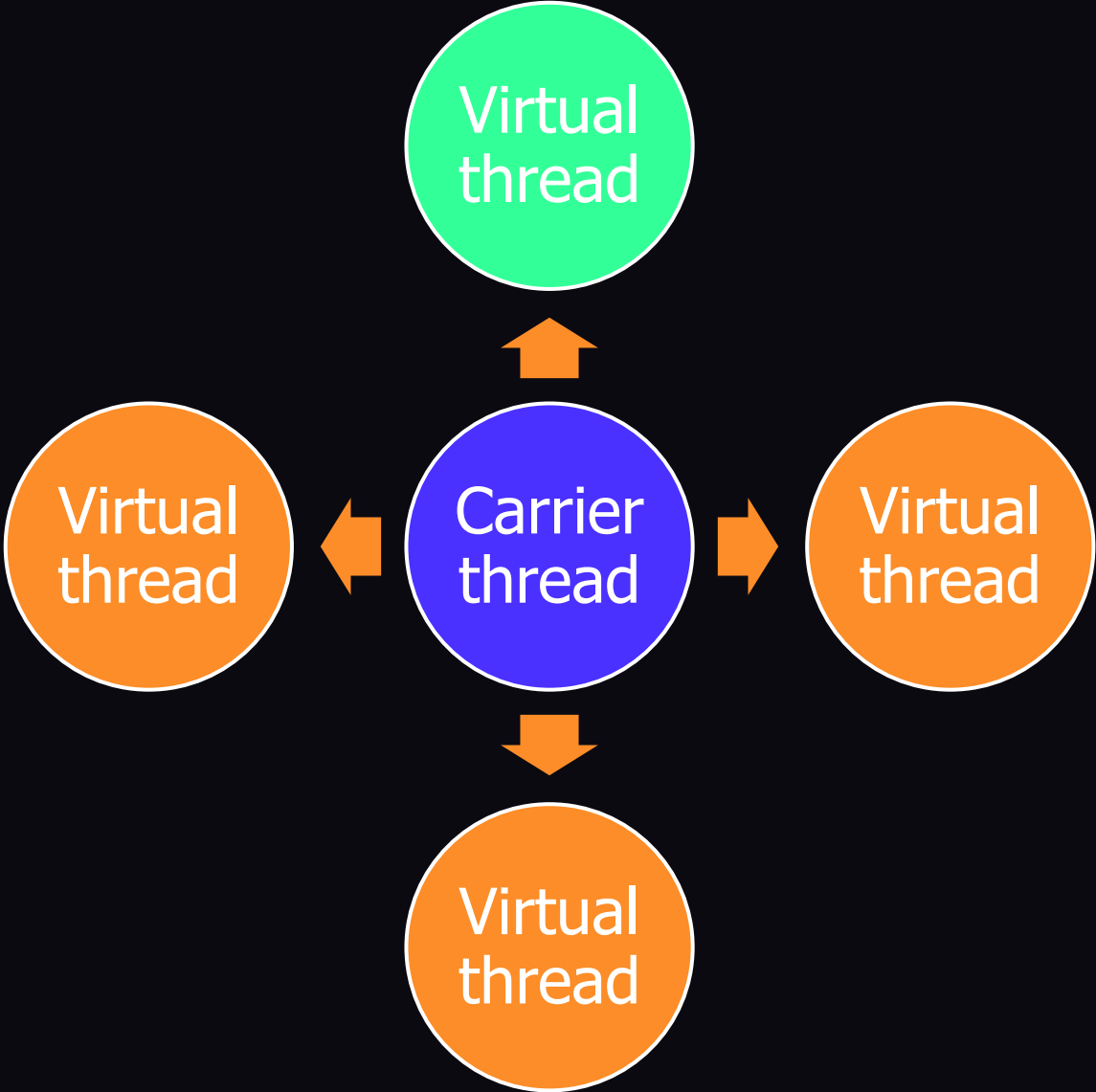
Virtual thread



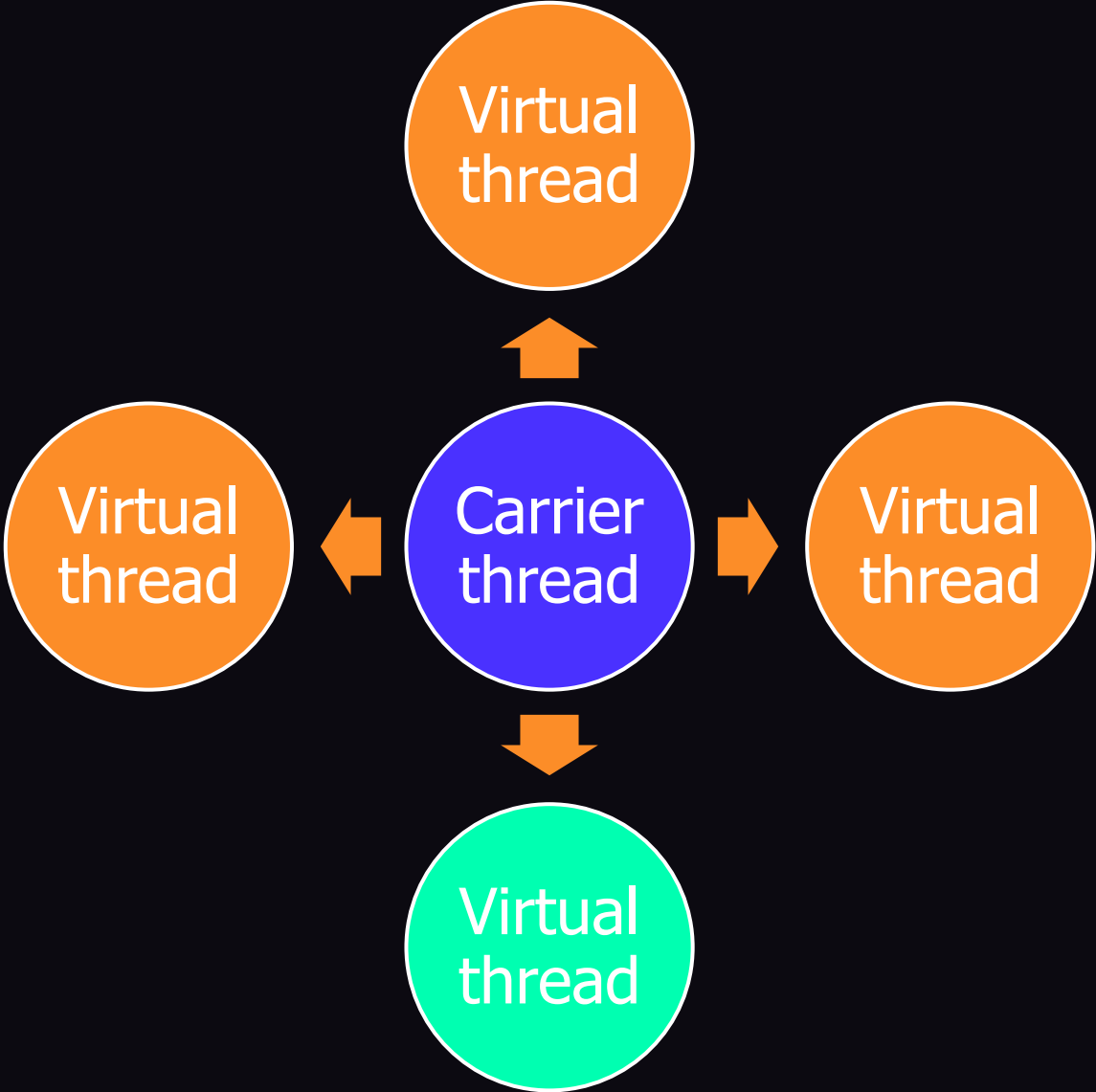
Virtual thread



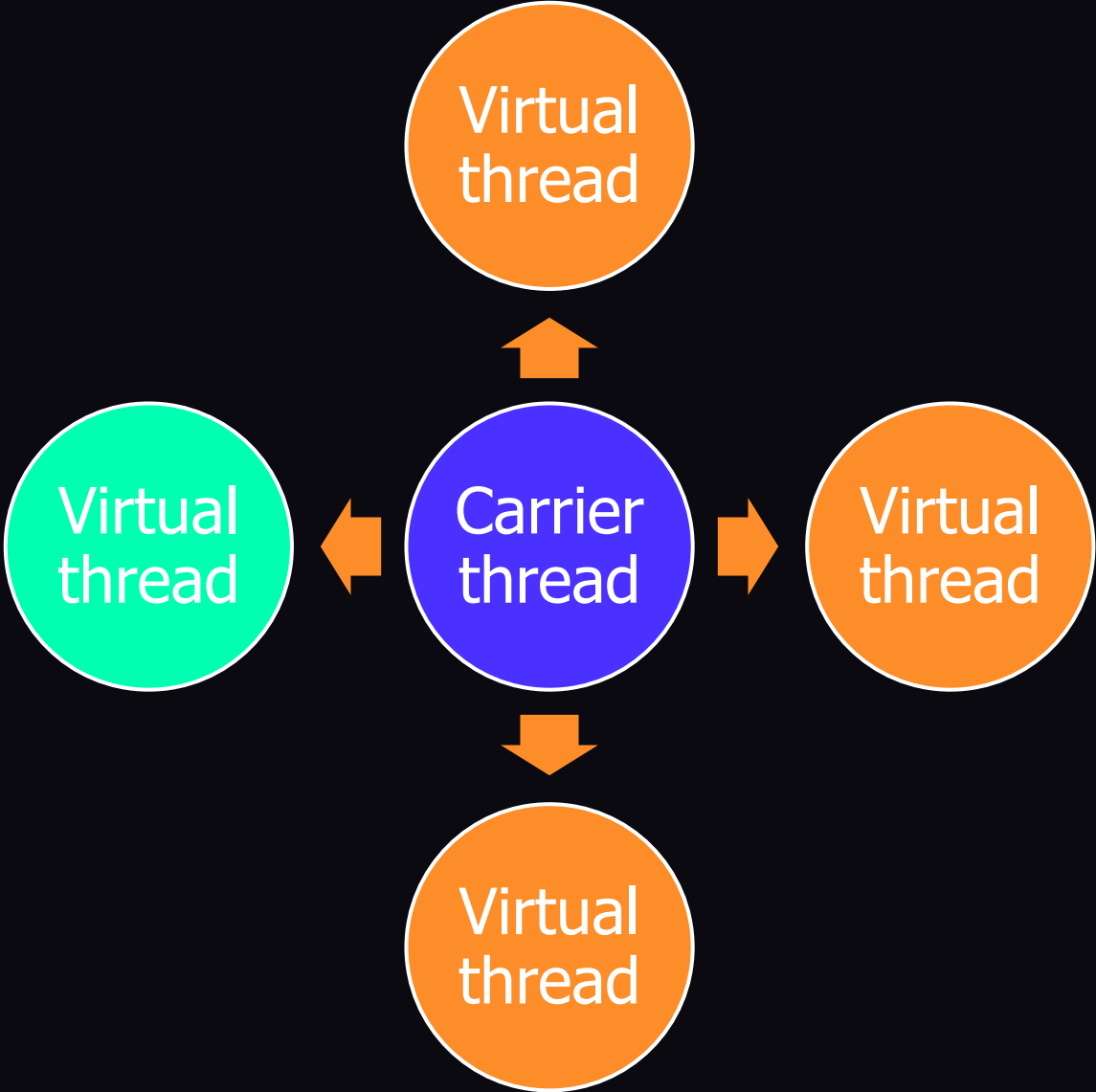
Virtual thread



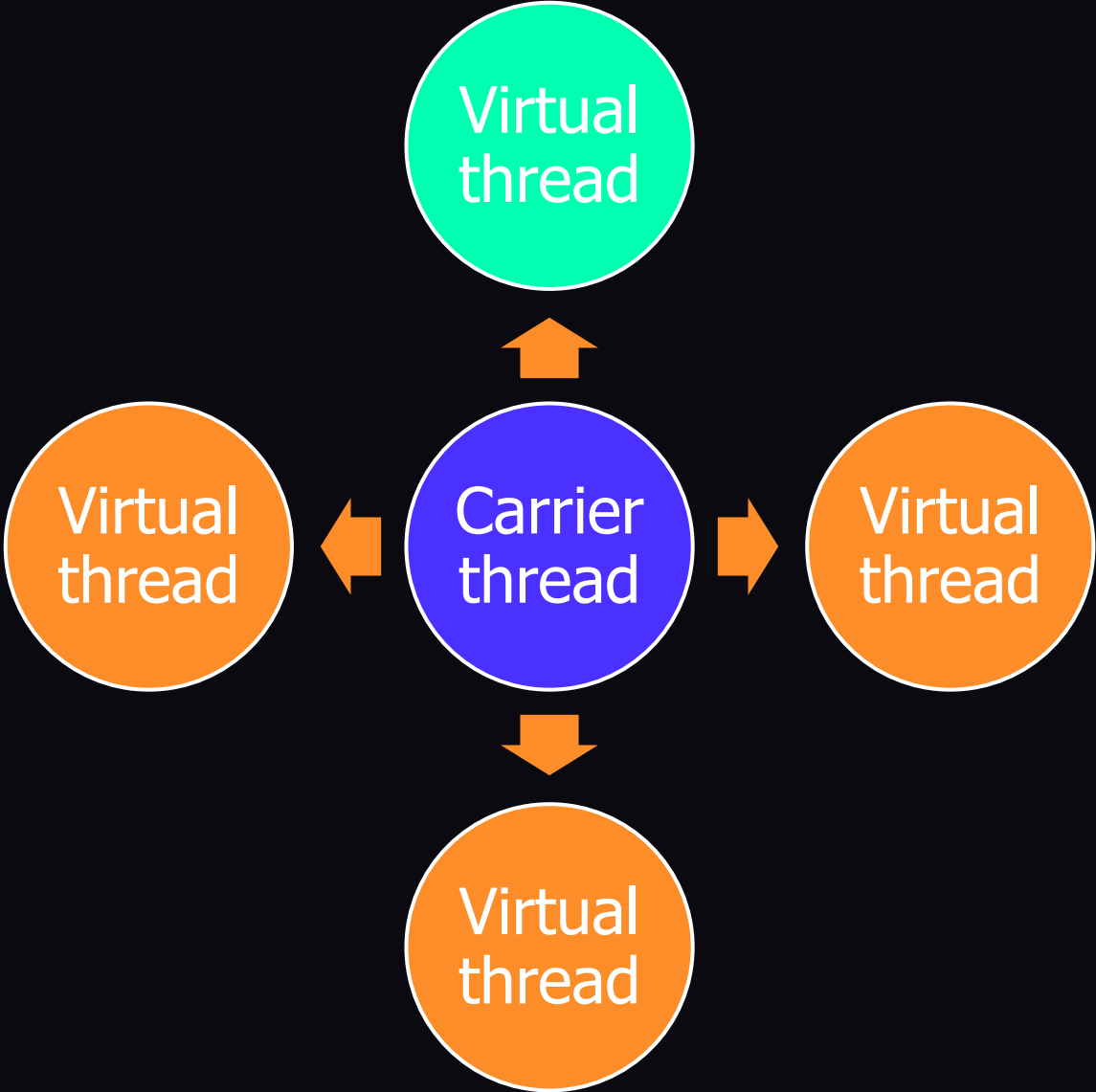
Virtual thread



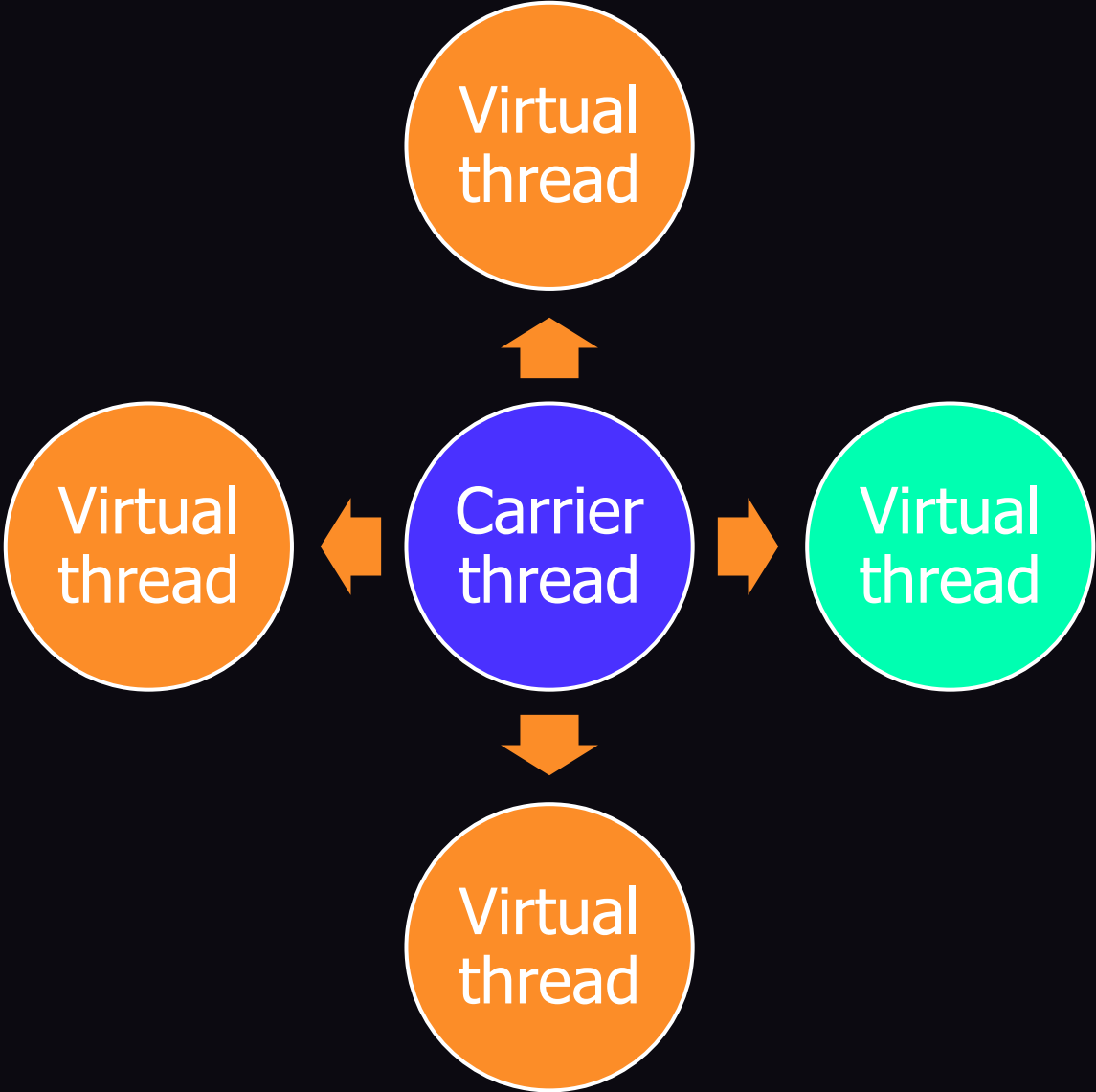
Virtual thread



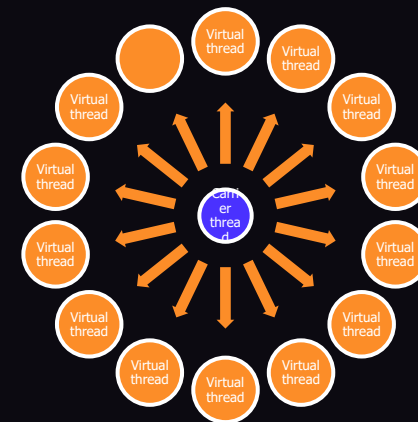
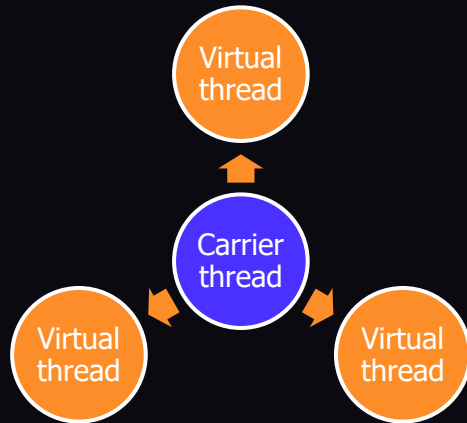
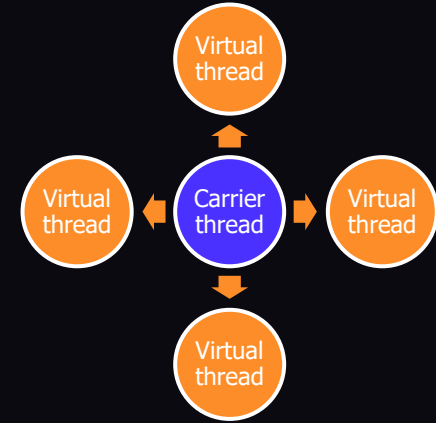
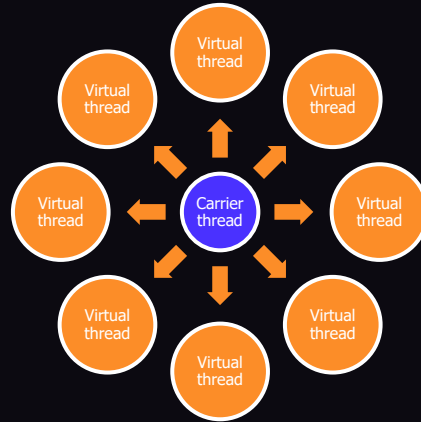
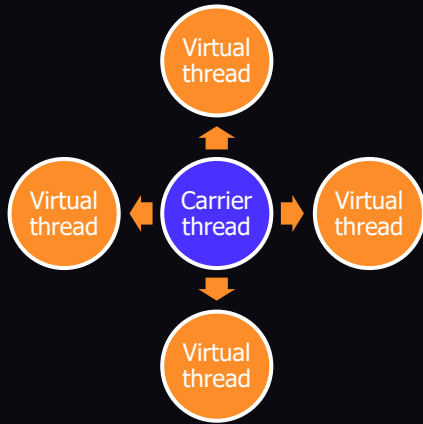
Virtual thread



Virtual thread



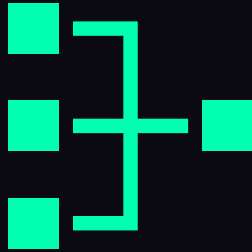
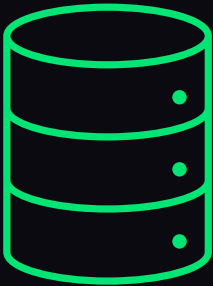
Virtual thread



Virtual thread

**Which operations block
thread?**

Which operations block thread?



Classic (platform) thread

```
public static void main(String[] args) {  
    IntStream.range(0, THREADS_NO)  
        .forEach(i -> new Thread(new Task()).start());  
}
```


Virtual thread

```
public static void main(String[] args) {  
    IntStream.range(0, THREADS_NO)  
        .forEach(i -> Thread.ofVirtual().start(new Task()));  
}
```

Virtual thread

```
public static void main(String[] args) {  
    IntStream.range(0, THREADS_NO)  
        .forEach(i -> Thread.ofVirtual().start(new Task(i)));  
}
```

Virtual thread



Don't use with thread pool



It still can be blocked by using **synchronized**



No priorities assignment

How is it useful in commercial projects?





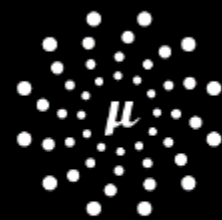
We need a framework

Why framework?

- No need to reinvent a wheel
- Less code needed (less boilerplate code)
- Best practices in place
- Compatibility out of the box
- Gives everything (or almost everything ;)) that You need to create an application



STRUTS



MICRONAUT®



JAKARTA EE



GWT



QUARKUS



spring

Spring framework

Why Spring?

- Advanced framework
- Lot of modules/features
- Flexible
- Strong community
- Actively developed
- A lot of out of the box with Spring Boot



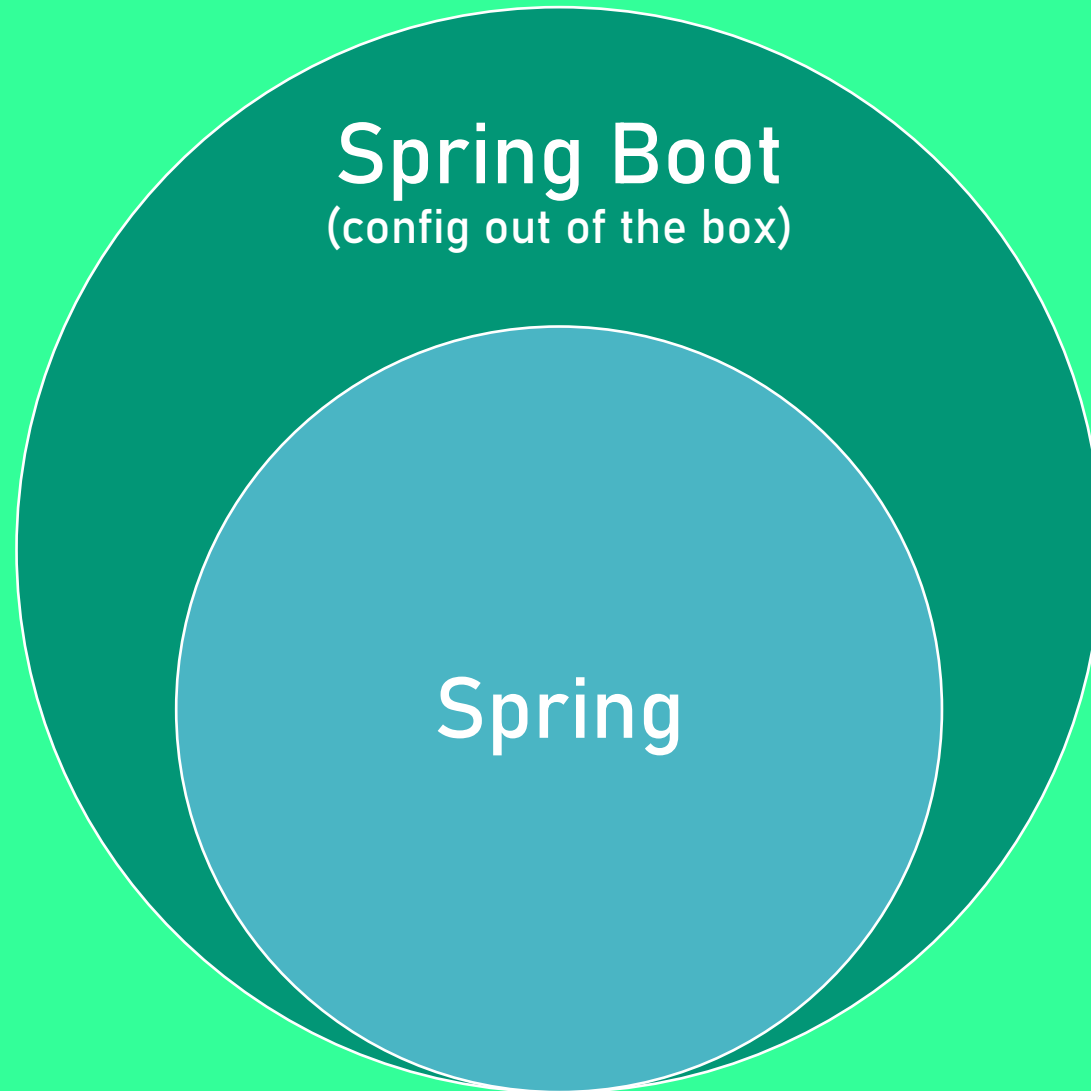
Spring vs Java EE (Jakarta EE)

Java EE

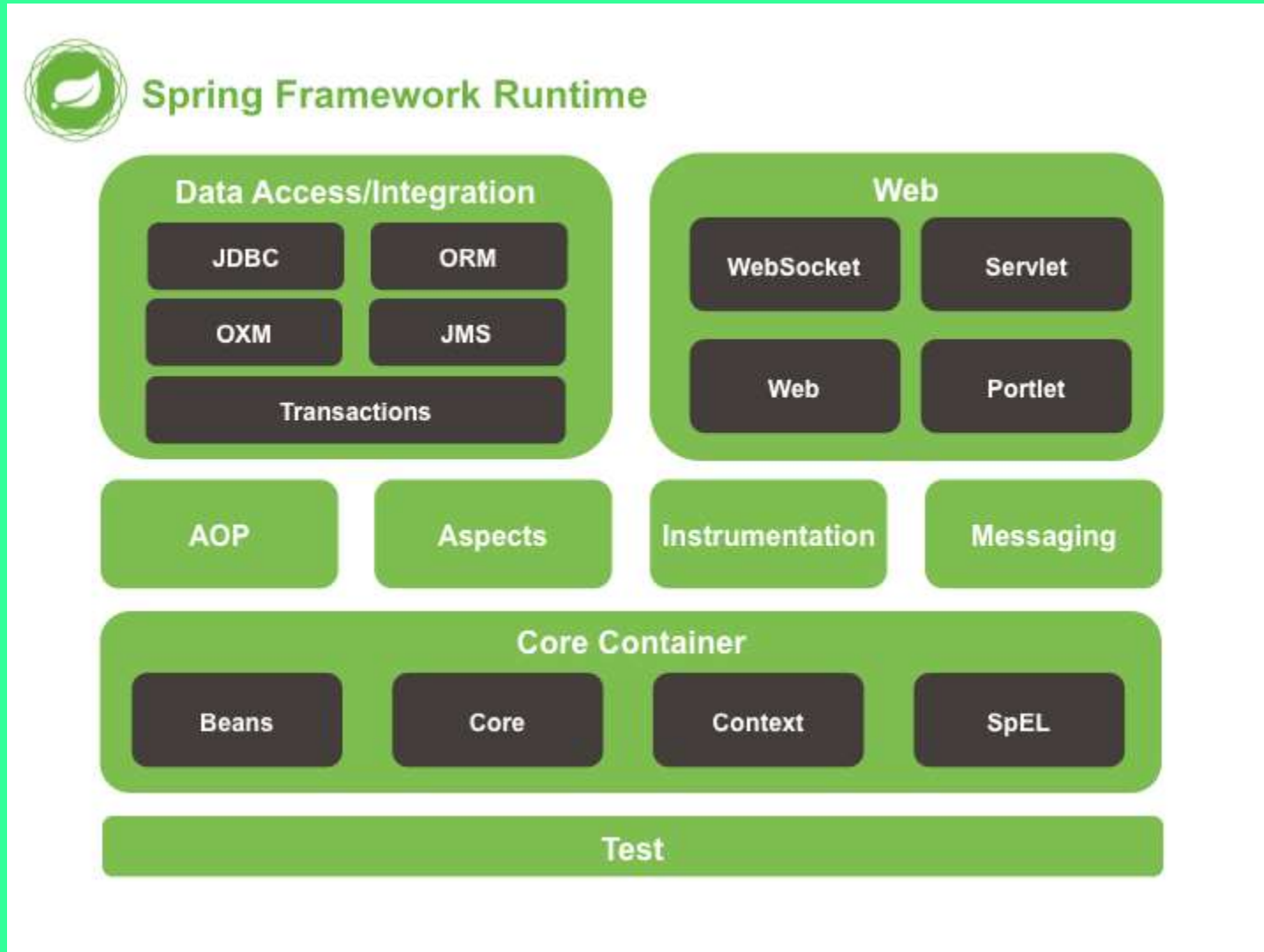


Spring

Spring vs Spring Boot



Spring modules



Spring projects



Spring Boot

Takes an opinionated view of building Spring applications and gets you up and running as quickly as possible.



Spring Framework

Provides core support for dependency injection, transaction management, web apps, data access, messaging, and more.



Spring Authorization Server

Provides a secure, light-weight, and customizable foundation for building OpenID Connect 1.0 Identity Providers and OAuth2 Authorization Server products.



Spring for GraphQL

Spring for GraphQL provides support for Spring applications built on GraphQL Java.



Spring Data

Provides a consistent approach to data access - relational, non-relational, map-reduce, and beyond.



Spring Cloud

Provides a set of tools for common patterns in distributed systems. Useful for building and deploying microservices.



Spring Session

Provides an API and implementations for managing a user's session information.



Spring Integration

Supports the well-known Enterprise Integration Patterns through lightweight messaging and declarative adapters.



Spring Cloud Data Flow

Provides an orchestration service for composable data microservice applications on modern runtimes.



Spring Security

Protects your application with comprehensive and extensible authentication and authorization support.



Spring HATEOAS

Simplifies creating REST representations that follow the HATEOAS principle.



Spring Modulith

Spring Modulith allows developers to build well-structured Spring Boot applications and guides developers in finding and working with application modules driven by the domain.



Spring REST Docs

Lets you document RESTful services by combining hand-written documentation with auto-generated snippets produced with Spring MVC Test or REST Assured.



Spring AI

Spring AI is an application framework for AI engineering.



Spring for Apache Kafka

Provides Familiar Spring Abstractions for Apache Kafka.



Spring LDAP

Simplifies the development of applications that use LDAP by using Spring's familiar template-based approach.



Spring Batch

Simplifies and optimizes the work of processing high-volume batch operations.



Spring CLI

A CLI focused on developer productivity



Spring for Apache Pulsar

Provides Familiar Spring Abstractions for Apache Pulsar



Spring Shell

Makes writing and testing RESTful applications easier with CLI-based resource discovery and interaction.



Spring projects



Spring Boot

Takes an opinionated view of building Spring applications and gets you up and running as quickly as possible.



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Spring Shell

Makes writing and testing RESTful applications easier with CLI-based resource discovery and interaction.

Basic annotations

- **@SpringBootApplication** – class level - basic Spring Boot annotation (aggregates a few other annotations that kickstart a spring application)
- **@RestController** – class level - creates rest controller (class with endpoint definitions)
- **@Get/Post/Put/Patch/DeleteMapping** – method level – creates http endpoint
- **@Repository** – interface level – creates data storage access point with useful default methods like (findById, findAll, save, etc.)

Spring Web

Spring Web

- For web based applications
- Allows creation of endpoints
- Classes that expose endpoints are called Controllers
- Supports REST standard

Sample rest controller

```
@RestController
public class StatusController {
    @GetMapping("/status/{versionNumber}")
    public String appStatus(@PathVariable int versionNumber) {
        if (versionNumber < 5) {
            return "Ok, deployed";
        }
        return "Not available";
    }
}
```

Sample rest controller

```
public class StatusController {
```

```
}
```

Sample rest controller

```
@RestController  
public class StatusController {
```

```
}
```

Sample rest controller

```
@RestController
public class StatusController {

    public String appStatus(           int versionNumber) {

    }
}
```

Sample rest controller

```
@RestController
public class StatusController {

    public String appStatus(int versionNumber) {
        if (versionNumber < 5) {
            return "Ok, deployed";
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Sample rest controller

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    public String appStatus(@PathVariable int versionNumber) {
        if (versionNumber < 5) {
            return "Ok, deployed";
        }
        return "Not available";
    }
}
```

Sample rest controller – responses

```
curl -X GET localhost:8080/status/1
```

```
Ok, deployed
```

```
curl -X GET localhost:8080/status/2
```

```
Ok, deployed
```

```
curl -X GET localhost:8080/status/5
```

```
Not available
```

Data base

Spring Data

- Available dependencies:
 - JDBC (plain data base access)
 - JPA (Java Persistence API)
 - Elasticsearch
 - Reactive relational db connections
 - Reactive Redis
 - MongoDB

Spring Data JPA

- Straight forward, boilerplate-less solution for db connections
- By default uses Hibernate ORM
- Out of the box db access methods for CRUD operations

Spring Data JPA - entity

Customer.java

```
public class Customer {  
  
    private Long id;  
    private String name;  
  
    // getters and setters
```

Spring Data JPA - entity

Customer.java

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public class Customer {

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Spring Data JPA - entity

Customer.java

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Spring Data JPA - entity

Customer.java

```
@Entity
public class Customer {
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Spring Data JPA - entity

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}
```

DB table



Customer
id
name


Spring Data JPA - entity

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@Entity
public class Customer {
    @Id
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```

DB table



Customer
id
name

CustomerRepository.java

```
@Repository
public interface CustomerRepository extends CrudRepository< Customer, Long> {}
```

Spring Data JPA - entity

Customer.java

```
@Entity  
public class Customer {  
    @Id  
    @GeneratedValue  
    private Long id;  
    private String name;  
  
    // getters and setters
```

Field below @Id
annotation is
treated as db table id

Makes class visible by JPA

JPA will automatically give random,
unique value for field below

CustomerRepository.java

```
@Repository  
public interface CustomerRepository extends CrudRepository< Customer, Long> {}
```

```
public interface CrudRepository<T, ID> extends Repository<T, ID> {
```

```
<S extends T> S save(S entity);
```

```
<S extends T> Iterable<S> saveAll(Iterable<S> entities);
```

```
Optional<T> findById(ID id);
```

```
boolean existsById(ID id);
```

```
Iterable<T> findAll();
```

```
Iterable<T> findAllById(Iterable<ID> ids);
```

```
long count();
```

```
void deleteById(ID id);
```

```
void delete(T entity);
```

```
void deleteAllById(Iterable<? extends ID> ids);
```

```
void deleteAll(Iterable<? extends T> entities);
```

```
void deleteAll();
```

```
}
```

CrudRepository behind the scenes

What about the db?

Adding config to **application.properties** is enough

Sample db config for MySQL db

```
spring.datasource.url=jdbc:mysql://localhost:3306/db_example
```

```
spring.datasource.username=springuser
```

```
spring.datasource.password=ThePassword
```

```
spring.datasource.driver-class-name=com.mysql.cj.jdbc.Driver
```

```
spring.jpa.hibernate.ddl-auto=update
```


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```

```
spring.datasource.driver-class-name=com.mysql.cj.jdbc.Driver
```

```
spring.jpa.hibernate.ddl-auto=update
```

H2 – in memory database

- Simple
- Fast
- After application is closed, all data vanishes
- Good for prototyping
- Good for tests
- No configuration needed, when used with Spring Boot and Spring Data Jpa

http call



Spring application

http call



controller



Spring application



http call



controller



service*



Spring application

http call



controller

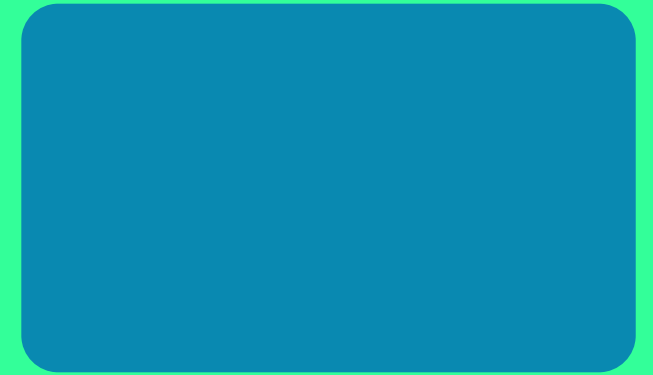


service*



repository

Spring application



http call

db



controller

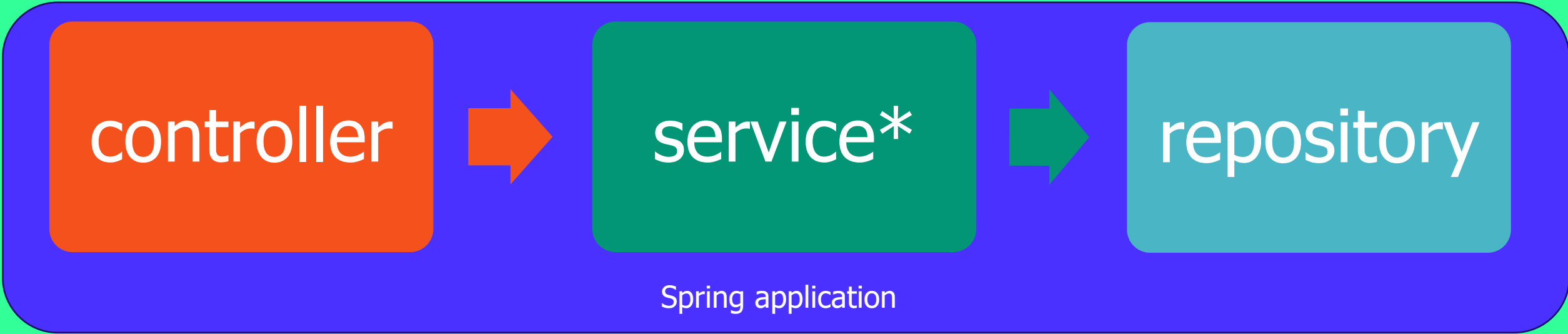


service*



repository

Spring application



What's common for (Rest)Controller, Service,
Repository?

They are Beans

Visible by Spring IoC (Inversion of Control) container

Java – creation of objects

```
int a = 5;  
float num = 5.2;
```

```
String str = "string";
```

```
Object o = new Object();  
MyClass klass = new MyClass();
```

bean

In Spring ~~object~~ creation is automatic

How to turn an object into a bean?

- Use annotation (like `@Component`, `@Controller`, `@Service`, `@Repository`, etc.) above class definition
- Use configuration:
 - In Java (Spring configuration class – with `@Configuration` annotation)
 - In XML (xml file) – this is rather legacy solution

How do beans communicate?

Just a plain java composition

```
@Service
public class CustomerService {

    private CustomerRepository customerRepository;

    public void saveCustomer(Customer customer) {
        customerRepository.save(customer);
    }
    //... omitted
}
```


How to inject dependency?

- Constructor
- Setter
- Field (avoid)

Dependency injection by constructor

```
@Service
public class CustomerService {

    private CustomerRepository customerRepository;

    public CustomerService(CustomerRepository customerRepository) {
        this.customerRepository = customerRepository;
    }
}
```

Dependency injection by setter

```
@Service
public class CustomerService {

    private CustomerRepository customerRepository;

    @Autowired
    public void setCustomerRepository(CustomerRepository customerRepository) {
        this.customerRepository = customerRepository;
    }
}
```

Dependency injection by field

```
@Service  
public class CustomerService {  
    @Autowired  
    private CustomerRepository customerRepository;  
}
```

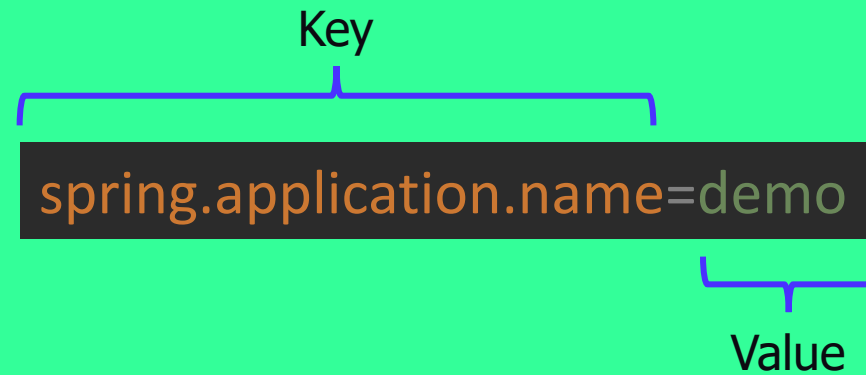
AVOID*

*Difficult to unit test

Where to keep application properties?

application.properties file

Application.properties



How to use properties in Java code?

application.properties

```
spring.application.name=demo
```

HelloController.java

```
@RestController  
public class HelloController {  
  
    @Value("${spring.application.name}")  
    private String appName;  
}
```

How to start with Spring?

Spring Initializr at:

start.spring.io



mbaranowski.pl