

Overview of Spring Boot Software Patterns

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Learning Objectives in this Lesson

- Recognize Spring Boot's key design approach

convention

configuration

Reasonable
Defaults

Only Specify the
Unconventional
Bits

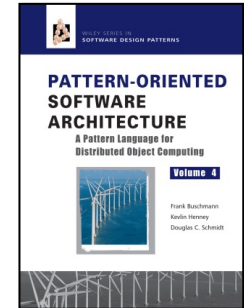
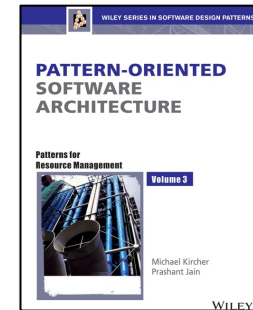
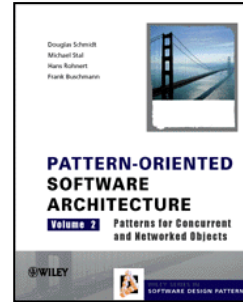
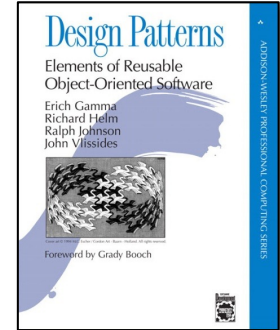
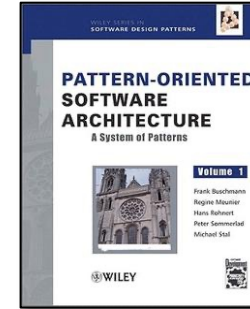
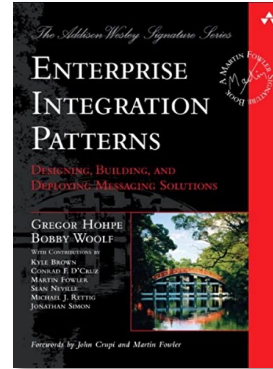
Eliminates
Distractions

Reduces the
Number of
Decisions You
Have to Make

See en.wikipedia.org/wiki/Convention_over_configuration

Learning Objectives in this Lesson

- Recognize Spring Boot's key design pattern
- Be aware of other patterns implemented by Spring Boot

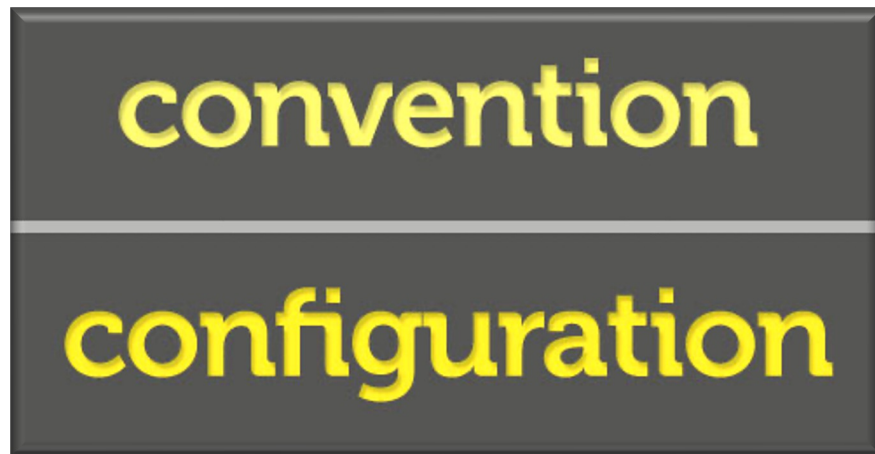


See www.dre.vanderbilt.edu/~schmidt/patterns-frameworks.html

Overview of Spring Boot's Design Approach

Overview of Spring Boot's Design Approach

- Spring Boot applies the “Convention-over-configuration” software pattern



See en.wikipedia.org/wiki/Convention_over_configuration

Overview of Spring Boot's Design Approach

- Spring Boot applies the “Convention-over-configuration” software pattern
 - The goal is to create web apps by refining a general reusable “blueprint”
 - Software frameworks use this pattern to decrease the number of decisions developers using the framework must make, without sacrificing flexibility

Reasonable
Defaults

Only Specify the
Unconventional
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Eliminates
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Overview of Spring Boot's Design Approach

- Reasonable defaults
 - e.g., if there is a class Sales in the model, the corresponding table in the database is called "sales" by default

**Reasonable
Defaults**

**Only Specify the
Unconventional
Bits**

**Eliminates
Distractions**

**Reduces the
Number of
Decisions You
Have to Make**

Overview of Spring Boot's Design Approach

- Only specify the unconventional bits
 - e.g., if there's a deviate from conventions, it's necessary to write code regarding these divergent names
 - Such as calling a table "product sales" instead of "sales"

Reasonable
Defaults

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Eliminates
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Overview of Spring Boot's Design Approach

- Eliminates distractions



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Overview of Spring Boot's Design Approach

- Eliminates distractions, e.g.,
 - There's no need to program low-level network details directly
 - Instead leverage declarative configuration mechanisms



Reasonable
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Overview of Spring Boot's Design Approach

- Eliminates distractions, e.g.,
 - There's no need to program low-level network details directly
 - Have the infrastructure manage the event loop(s) via IoC



Reasonable
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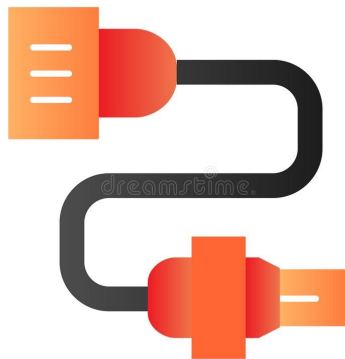
Eliminates
Distractions

Reduces the
Number of
Decisions You
Have to Make

See en.wikipedia.org/wiki/Inversion_of_control

Overview of Spring Boot's Design Approach

- Reduces the # of decisions you have to make
 - e.g., the auto-wiring of fields to their implementations is handled automatically



Reasonable
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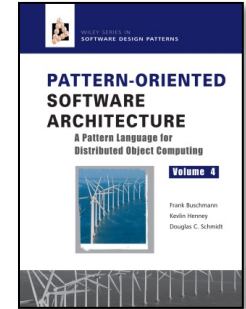
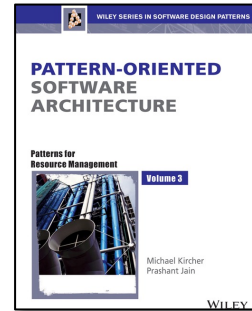
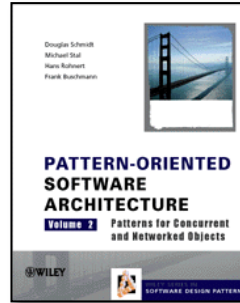
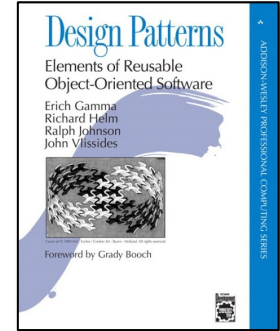
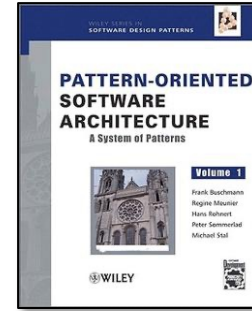
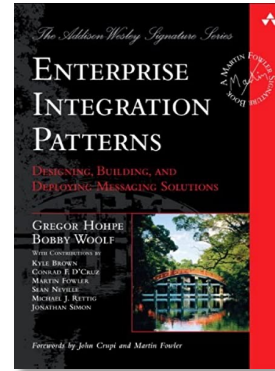
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Overview of Spring Boot's Other Patterns

Overview of Spring Boot's Other Patterns

- Spring Boot also implements many other software patterns documented in the literature
 - e.g., Broker, Proxy, Factory Method, Resource Pool, Component Configurator, etc.



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End of Overview of Spring Boot Software Patterns