



**SCHOOL OF
ENGINEERING**

Google Class Code:22u2lc7

1

SPRING BOOT

Presentation Material

Department of Computer Science & Engineering

**Course Code:
22CS3509**

Semester: V

Course Title: SPRING BOOT

Year: III

Faculty Name: Dr. Gokulakrishnan S

Iteration-1 Tightly Coupled

Demo1Application.java × MarioGame.java GameRunner.java

```
1 package com.example1.demo1;
2
3 import org.springframework.boot.SpringApplication;
8
9 @SpringBootApplication
10 public class Demo1Application {
11
12     public static void main(String[] args) {
13         SpringApplication.run(Demo1Application.class, args);
14         MarioGame game=new MarioGame();
15         GameRunner runner=new GameRunner(game);
16         runner.run();
17     }
18
19 }
20
```



Iteration-2 Loosely Coupled- Level 2 - Java Interfaces

Demo1Application.java × MarioGame.java GameRunner.java Gamingconsole.java Pacman.java

```
1 package com.example1.demo1;
2
3 import org.springframework.boot.SpringApplication;
9
10 @SpringBootApplication
11 public class Demo1Application {
12
13     public static void main(String[] args) {
14         SpringApplication.run(Demo1Application.class, args);
15         //MarioGame game=new MarioGame();
16         Pacman game=new Pacman();
17         GameRunner runner=new GameRunner(game);
18         runner.run();
19     }
20 }
21 }
22
```



Demo1Application.java MarioGame.java × GameRunner.java

```
1 package com.example1.demo1.game;
2
3 public class MarioGame implements Gamingconsole {
4     public void up()
5     {
6         System.out.println("DSU Mario UP");
7     }
8
9 }
10
```

Demo1Application.java MarioGame.java GameRunner.java Gamingconsole.java Pacman.java ×

```
1 package com.example1.demo1.game;
2
3 public class Pacman implements Gamingconsole {
4     public void up()
5     {
6         System.out.println("DSU Pacman UP");
7     }
8
9 }
10
```



```
Demo1Application.java  MarioGame.java  GameRunner.java ×
```

```
1 package com.example1.demo1.game;
2
3 public class GameRunner {
4     private Gamingconsole game;
5     public GameRunner(Gamingconsole game)
6     {
7         this.game=game;
8     }
9
10    public void run()
11    {
12        game.up();
13    }
14 }
15
```



Demo1Application.java MarioGame.java GameRunner.java Gamingconsole.java ×

```
1 package com.example1.demo1.game;
2
3 public interface Gamingconsole {
4     void up();
5 }
6
```

:: Spring Boot :: (v3.3.3)

```
2024-09-19T11:14:36.506+05:30 INFO 9176 --- [demo1] [main] com.example1.demo1.Demo1Application
2024-09-19T11:14:36.512+05:30 INFO 9176 --- [demo1] [main] com.example1.demo1.Demo1Application
2024-09-19T11:14:37.558+05:30 INFO 9176 --- [demo1] [main] com.example1.demo1.Demo1Application
```

DSU Pacman UP



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Demo1Application.java × MarioGame.java GameRunner.java Gamingconsole.java Pacman.java

```
1 package com.example1.demo1;
2
3 import org.springframework.boot.SpringApplication;
4 import org.springframework.boot.autoconfigure.SpringBootApplication;
5
6 import com.example1.demo1.game.GameRunner;
7 import com.example1.demo1.game.MarioGame;
8 import com.example1.demo1.game.Pacman;
9 import com.example1.demo1.game.Gamingconsole;
10
11 @SpringBootApplication
12 public class Demo1Application {
13
14     public static void main(String[] args) {
15         SpringApplication.run(Demo1Application.class, args);
16         //MarioGame game=new MarioGame();
17         Gamingconsole game=new Pacman();
18         GameRunner runner=new GameRunner(game);
19         runner.run();
20     }
21
```



Iteration-3 Loosely Coupled- Level 2 -Spring Framework

```
Demo1Applic... × GameRunner.java Pacman.java Game3.java GamingConso... component.java »  
1 package com.example1.demo1;  
2  
3 import org.springframework.boot.SpringApplication;  
4 import org.springframework.boot.autoconfigure.SpringBootApplication;  
5 import org.springframework.context.ConfigurableApplicationContext;  
6  
7 import com.example1.demo1.game.Game3;  
8 import com.example1.demo1.game.GameRunner;  
9 import com.example1.demo1.game.MarioGame;  
10 import com.example1.demo1.game.Pacman;  
11 import com.example1.demo1.game.Gamingconsole;  
12  
13 @SpringBootApplication  
14 public class Demo1Application {  
15  
16     public static void main(String[] args) {  
17         ConfigurableApplicationContext context = SpringApplication.run(Demo1Application.class, args);  
18  
19         // MarioGame game=new MarioGame();  
20         // Pacman game=new Pacman();  
21         //Game3 game=new Game3();  
22         //GameRunner runner=new GameRunner(game);  
23         GameRunner runner=context.getBean(GameRunner.class);  
24         runner.run();  
25     }  
26  
27 }  
28
```

Demo1Applic... GameRunner.java × Pacman.java Game3.java GamingConso... component.java »

```
1 package com.example1.demo1.game;
2
3 import org.springframework.beans.factory.annotation.Autowired;
4 import org.springframework.stereotype.Component;
5
6 import com.example1.demo1.gamee.GamingConsole;
7 @Component
8 public class GameRunner {
9     @Autowired
10    private GamingConsole game;
11    //private Pacman game;
12    //private Game3 game;
13    public GameRunner(GamingConsole game)
14    {
15        this.game=game;
16    }
17
18    public void run()
19    {
20        game.up();
21    }
22 }
23
```

```
Demo1Applic...  GameRunner.java  Pacman.java ×  Game3.  
1 package com.example1.demo1.game;  
2  
3 import org.springframework.stereotype.Component;  
4  
5 import com.example1.demo1.gameee.GamingConsole;  
6 @Component  
7 public class Pacman implements GamingConsole {  
8     public void up()  
9     {  
10        System.out.println("DSU Pacman UP");  
11    }  
12  
13 }  
14
```

```
Demo1Applic...  GameRunner.java  Pacman.java  Game3.java ×  
1 package com.example1.demo1.game;  
2  
3 import org.springframework.context.annotation.Primary;  
4 import org.springframework.stereotype.Component;  
5  
6 import com.example1.demo1.gamee.GamingConsole;  
7 @Component  
8 @Primary  
9 public class Game3 implements GamingConsole{  
10     public void up()  
11     {  
12         System.out.println("GAME 3 LEFT");  
13     }  
14  
15 }  
16
```

Demo1Applic... MarioGame.java GameRunner.java Pacman.java Game3.java GamingConso... X

```
1 package com.example1.demo1;
2
3 public interface GamingConsole {
4 void up();
5 }
6
```

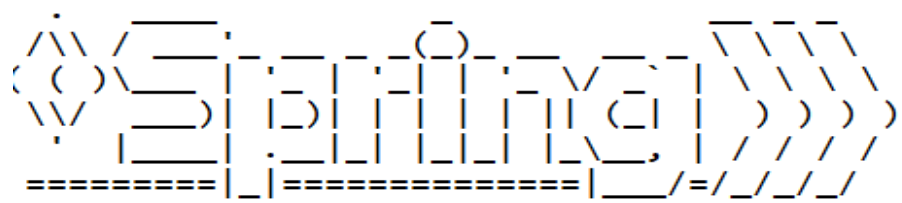


```

Demo1Applic...  MarioGame.java  GameRunner.java  Pacman.java  Game3.java x  GamingConso... »1
1 package com.example1.demo1.game;
2
3 import org.springframework.context.annotation.Primary;
4 import org.springframework.stereotype.Component;
5
6 import com.example1.demo1.gamee.GamingConsole;
7 @Component
8 @Primary
9 public class Game3 implements GamingConsole{
10     public void up()
11     {
12         System.out.println("GAME 3 LEFT");
13     }
14
15 }
16

```

Problems Servers Terminal Data Source Explorer Properties Console x
 :terminated> Demo1Application [Java Application] C:\Users\HP\OneDrive\DSU\Subjects Related\SpringBoot\eclipse-jee-2024-09-R-win32-



:: Spring Boot :: (v3.3.3)

```

2024-09-27T13:02:22.457+05:30 INFO 8664 --- [demo1] [
2024-09-27T13:02:22.459+05:30 INFO 8664 --- [demo1] [
2024-09-27T13:02:23.244+05:30 INFO 8664 --- [demo1] [
GAME 3 LEFT

```