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Unity Container

Unity container is an open source IoC container for .NET applications supported by Microsoft. It is a lightweight and extensible IoC container.

The source code for Unity container is available at <https://github.com/unitycontainer/unity>.

Unity Container Features:

- > Simplified type-mapping registration for interface type or base type.
- > Supports registration of an existing instance.
- > Supports code-based registration as well as design time registration.
- > Automatically injects registered type at runtime through a constructor, a property or a method.
- > Supports deferred resolution.
- > Supports nested containers.
- > Automatic disposing of instances based on lifetime managers; lifetime managers include hierarchical, per resolve, externally controlled, per request and per thread.
- > Supports service location capability; this allows clients to store or cache the container.
- > Supports type interception and instance interception.
- > Easy to extend.

Before we start working with the Unity container, let's learn how to install it, in the next chapter.



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