

# Getting Started with Dependency Injection in .NET

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WHAT IS TIGHT COUPLING AND HOW DOES IT AFFECT  
YOUR APPLICATIONS?



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# Typical Introduction



```
private void BuildMainWindow()
{
    var builder = new ContainerBuilder();

    builder.RegisterType<SQLReader>().As<IPersonReader>()
        .SingleInstance();

    builder.RegisterSource(
        new AnyConcreteTypeNotAlreadyRegisteredSource());

    IContainer Container = builder.Build();

    Application.Current.MainWindow =
        Container.Resolve<PeopleViewerWindow>();
}
```



# I Need to Add Some Code



Copy / paste



Change a few things

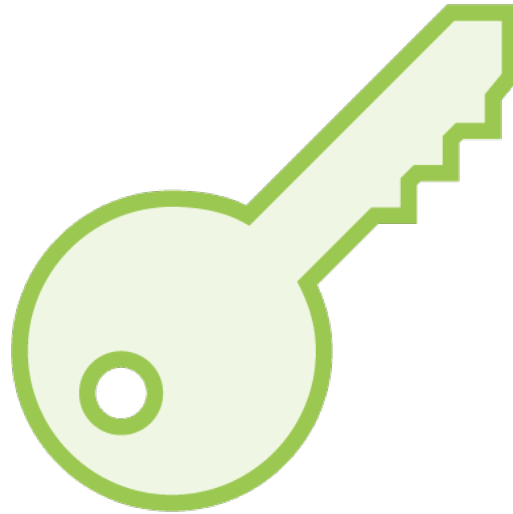


Hope that it works

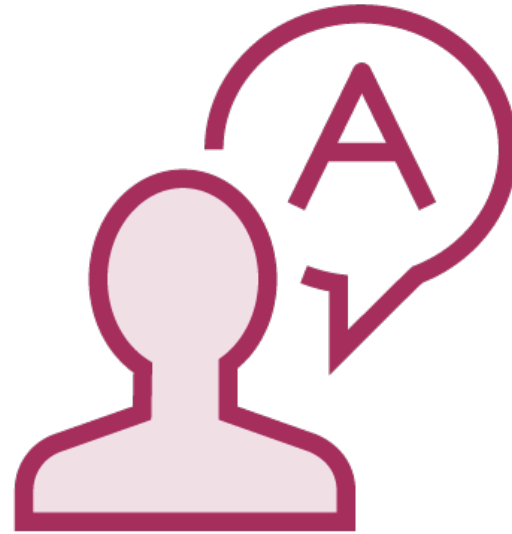
# A Better Approach



Step back



Look at key  
concepts



Why and how



Lots of code



# Prerequisites

**Classes**

**Interfaces**

**Constructors**

**Properties**



# Development Environment

## Visual Studio 2017 (any edition)

- .NET desktop development
- ASP.NET and web development

## .NET Projects

- .NET Framework 4.7.2
- .NET Standard 2.0
- .NET Core 2.2



# Overview



What is dependency injection?

Benefits

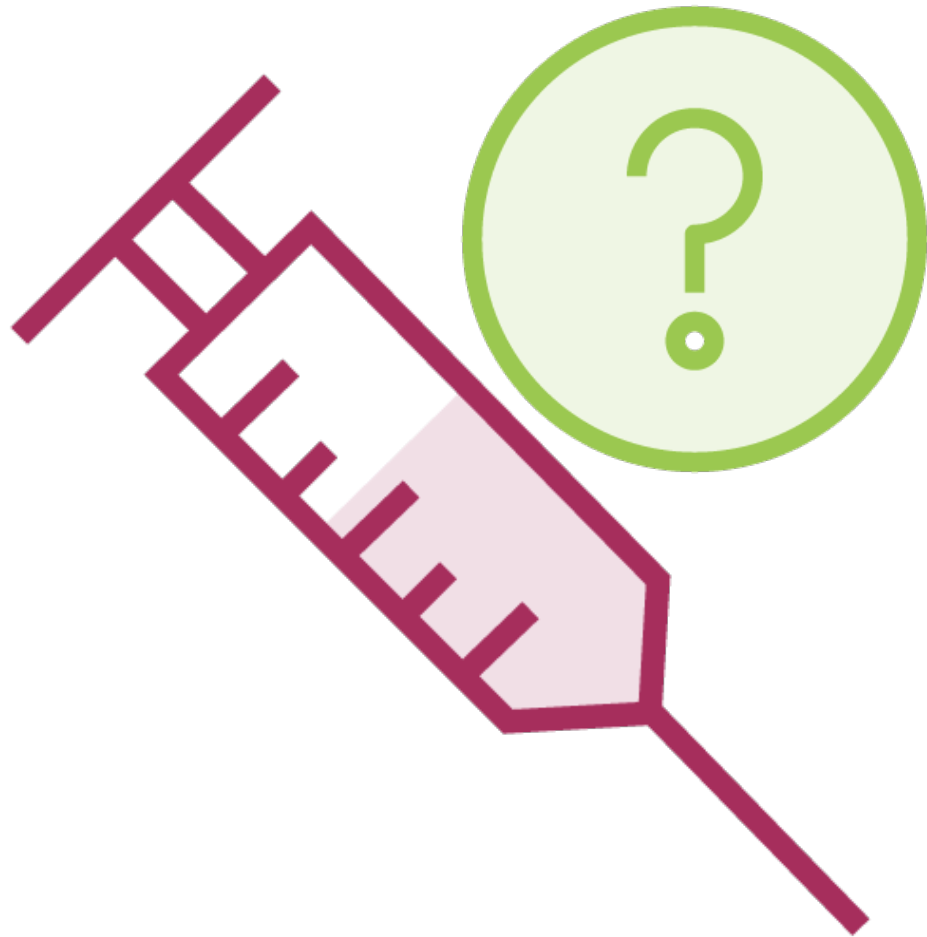
Patterns

Dependency injection containers

Sample code that illustrates our problem



# Defining Dependency Injection



Ask 10 developers



Get 12 answers





# Dependency Injection (DI)

A set of software design principles and patterns that enable us to develop loosely coupled code.

van Deursen and Seeman. *Dependency Injection in .NET*. Manning, 2018.



# Benefits of Loose Coupling



Easy to extend

Easy to test

Easy to maintain

Facilitates parallel development

Facilitates late binding



**S**

- Single Responsibility Principle

**O**

- Open/Closed Principle

**L**

- Liskov Substitution Principle

**I**

- Interface Segregation Principle

**D**

- Dependency Inversion Principle



# Dependency Injection Patterns



Constructor Injection

Property Injection

Method Injection

Ambient Context

Service Locator

# Dependency Injection Containers

Autofac

Ninject

Unity

Castle Windsor

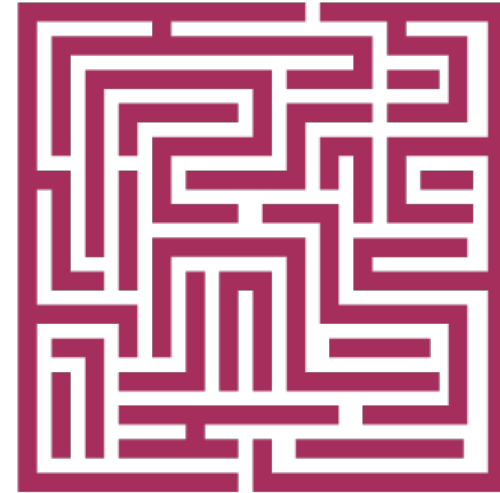
Spring.NET



# Sample Application

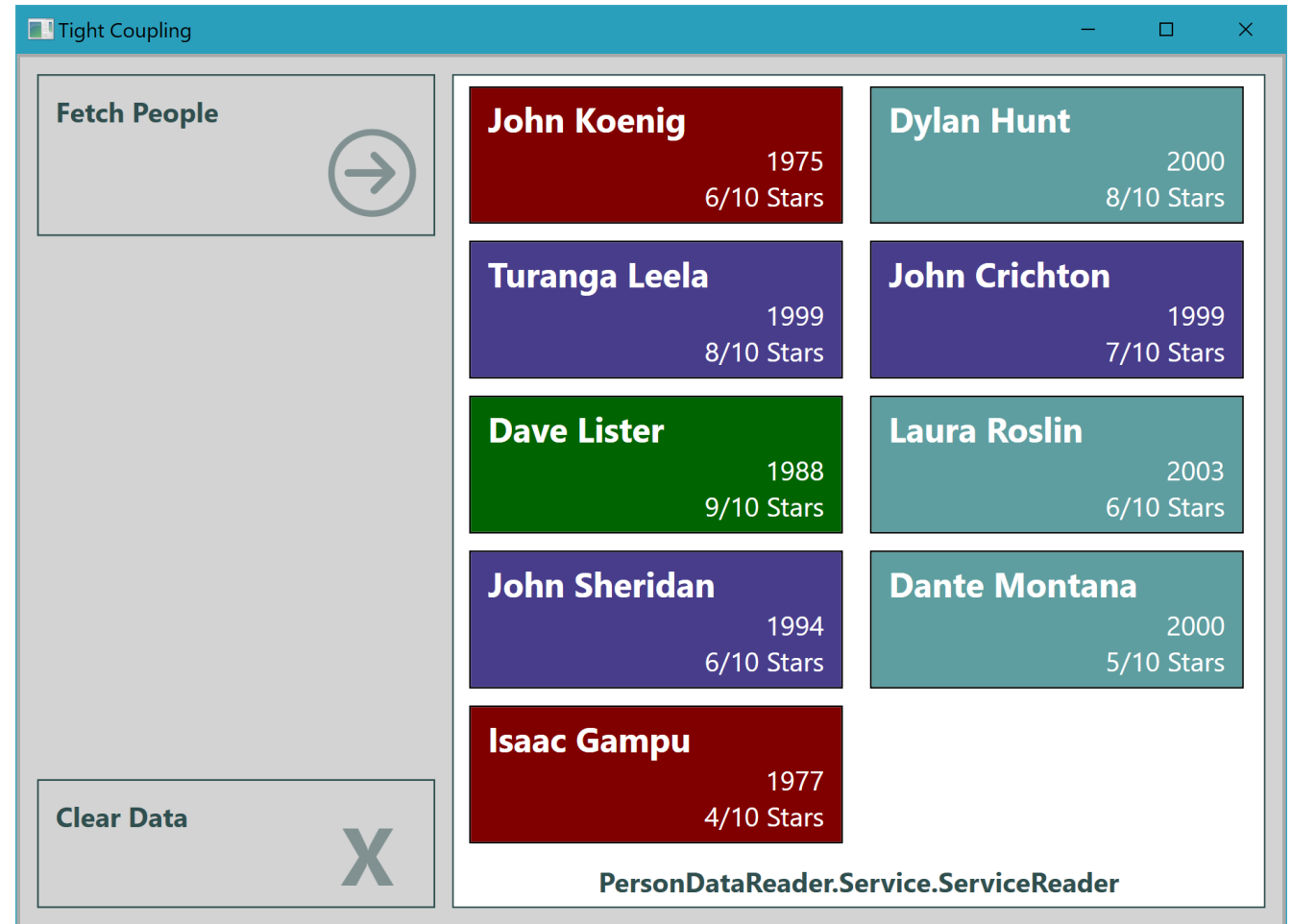


**Simpler than it needs to be**

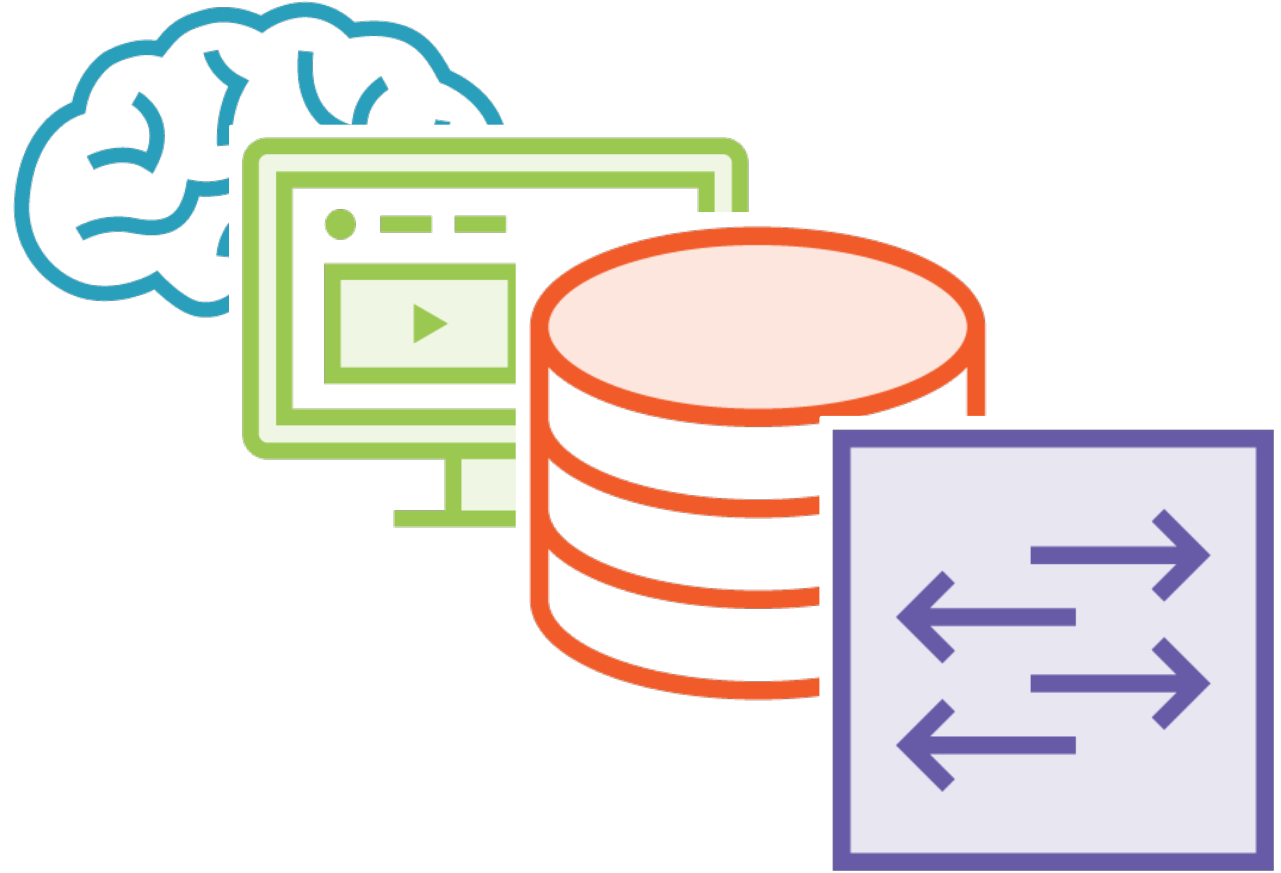
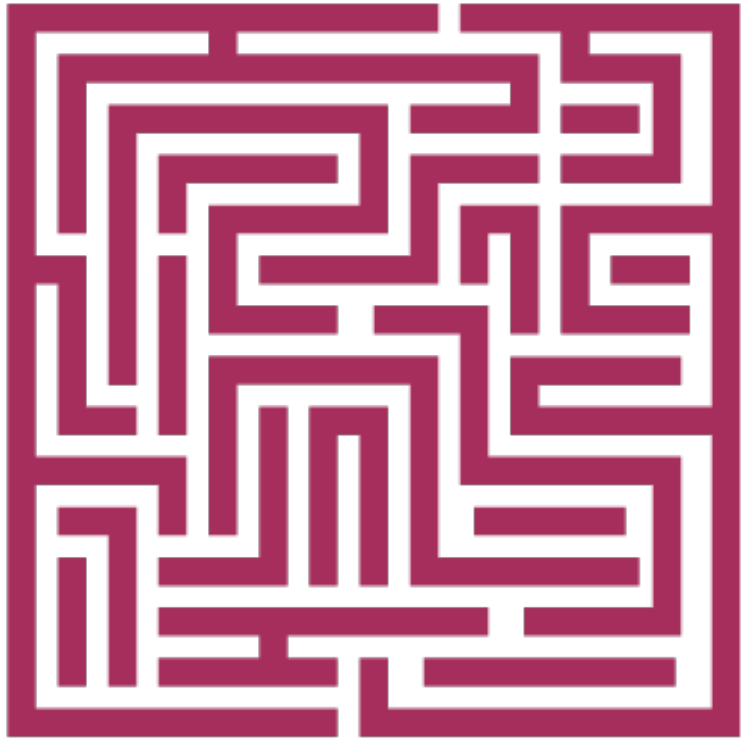


**More complex than it needs to be**

# Simple: One Screen Application



# Complex: Multiple Layers





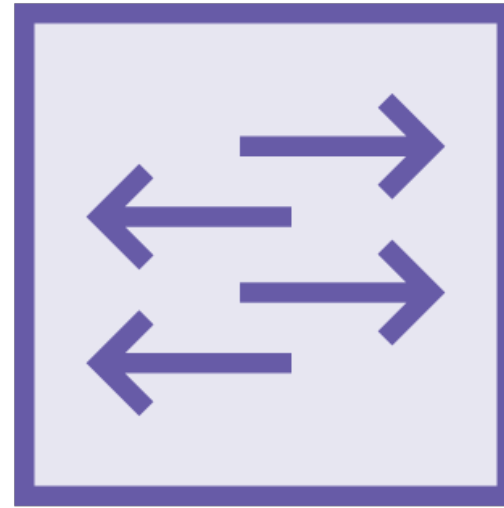
# Application Layers



View  
(UI elements)



Presentation  
(UI logic)



Data access



Data store

# Demo



## Project overview



# Demo



**Data storage**

**Data access**



# Demo



## The presentation logic



# Demo



## The user interface



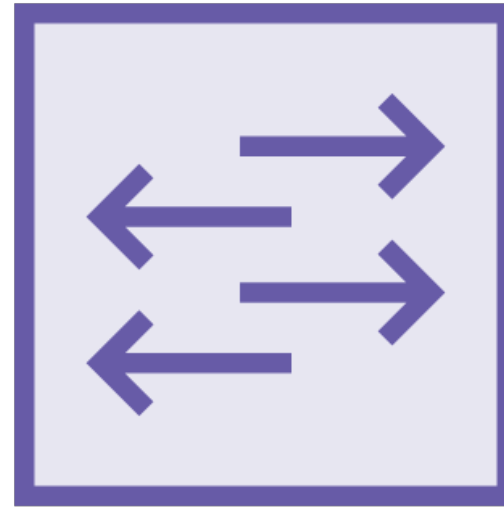
# Separation of Concerns



View  
(UI elements)



Presentation  
(UI logic)



Data access



Data store



Tightly-coupled code



```
public PeopleViewerWindow()
{
    InitializeComponent();
    viewModel = new PeopleViewModel();
    this.DataContext = viewModel;
}
```

## View - View Model Relationship

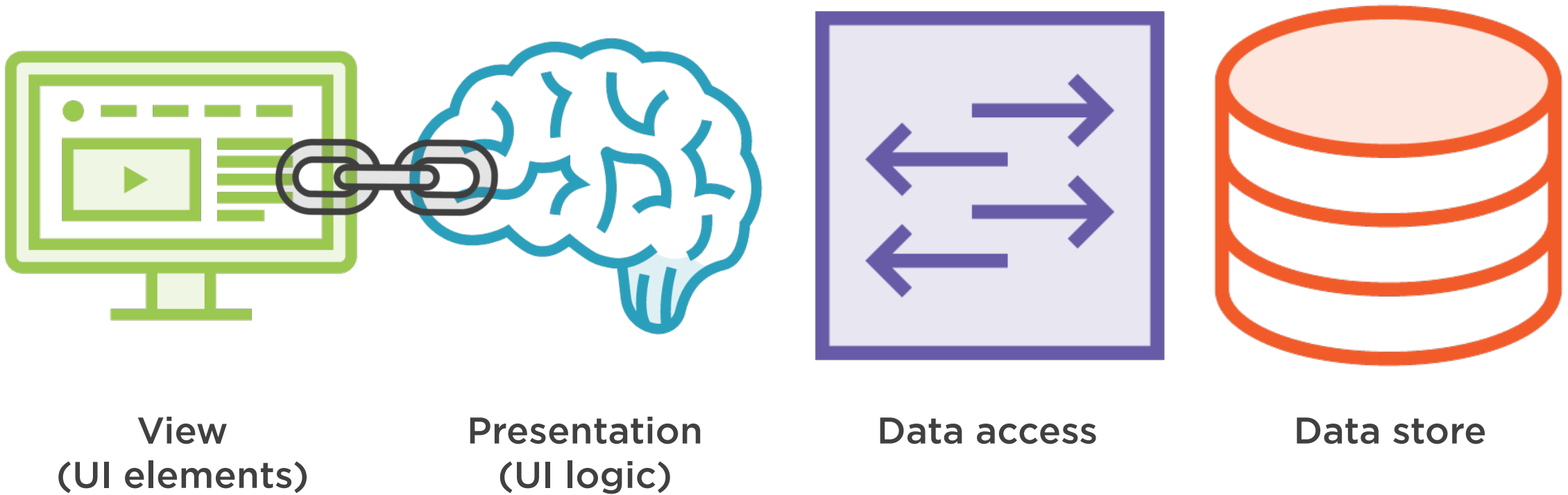
**Requires a compile-time reference**

**Lifetime responsibility**





# Tight Coupling



```
public class PeopleViewModel
{
    protected ServiceReader DataReader;

    public PeopleViewModel()
    {
        DataReader = new ServiceReader();
    } ...
}
```

## View Model - Data Reader Relationship

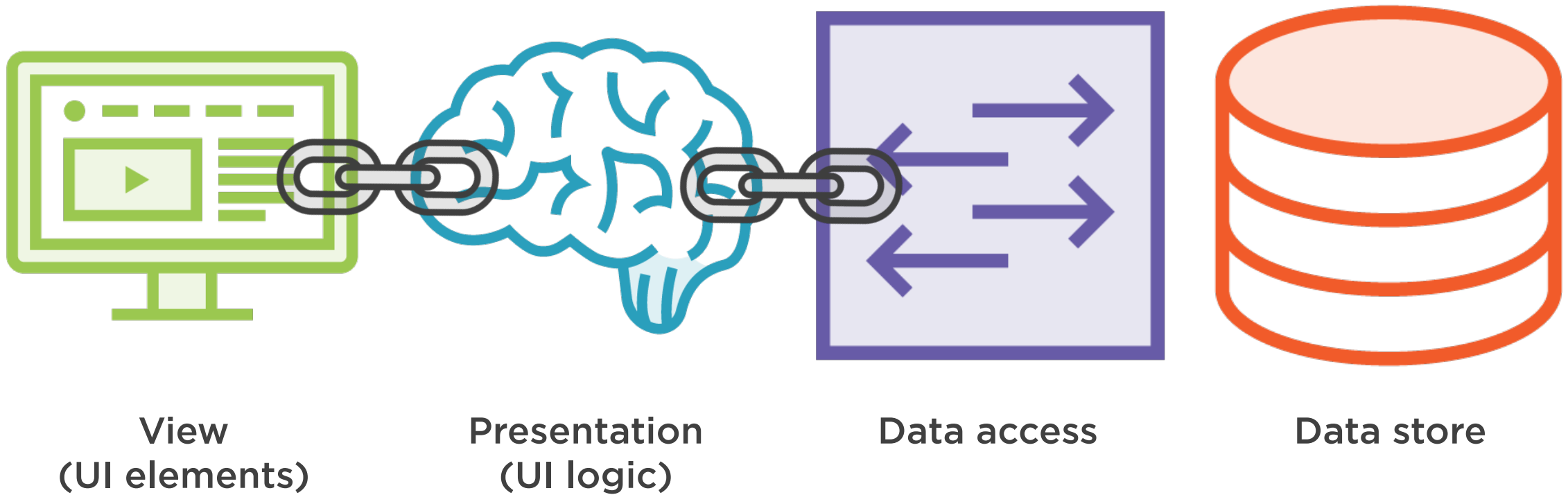
**Requires compile-time reference**

**Lifetime responsibility**

**Selects the data access technology**



# Tight Coupling



```
public class ServiceReader
{
    WebClient client = new WebClient();
    string baseUrl = "http://localhost:9874/api/people";
    ...
}
```

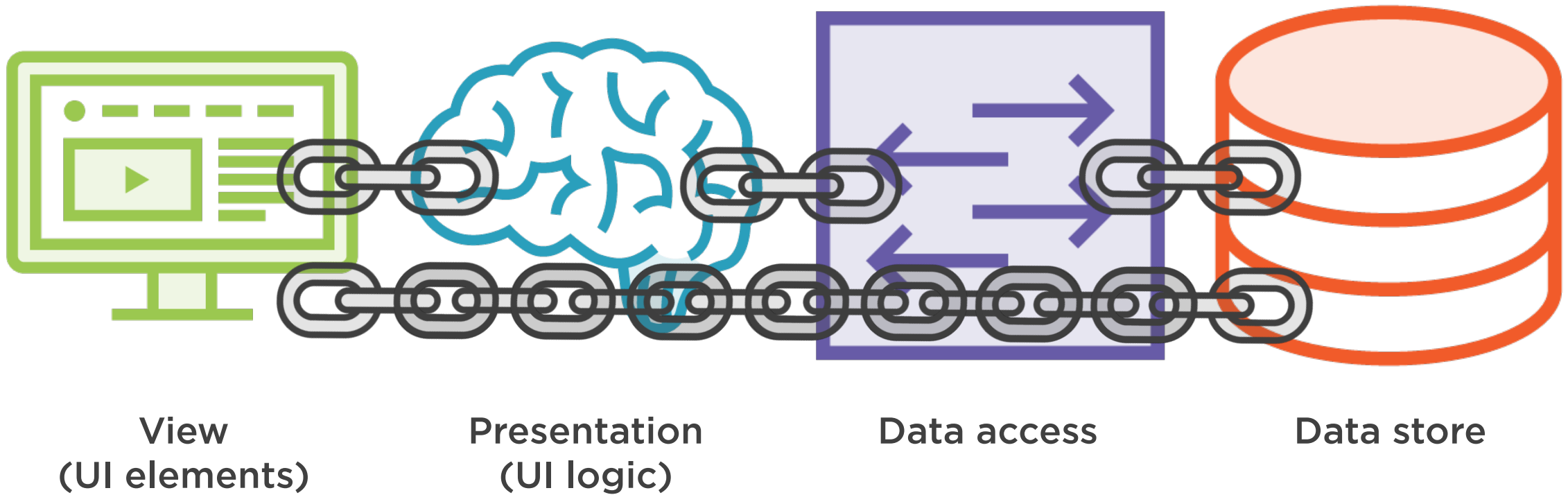
## Data Reader - Data Store Relationship

**Requires compile-time reference**

**Lifetime responsibilities**



# Tight Coupling



Does it really matter?





**Great application!**

**But...**

**We need a few more things**

# Request 1: Different Data Sources



Web service



Text file



SQL database



Document database



Cloud service



Azure functions

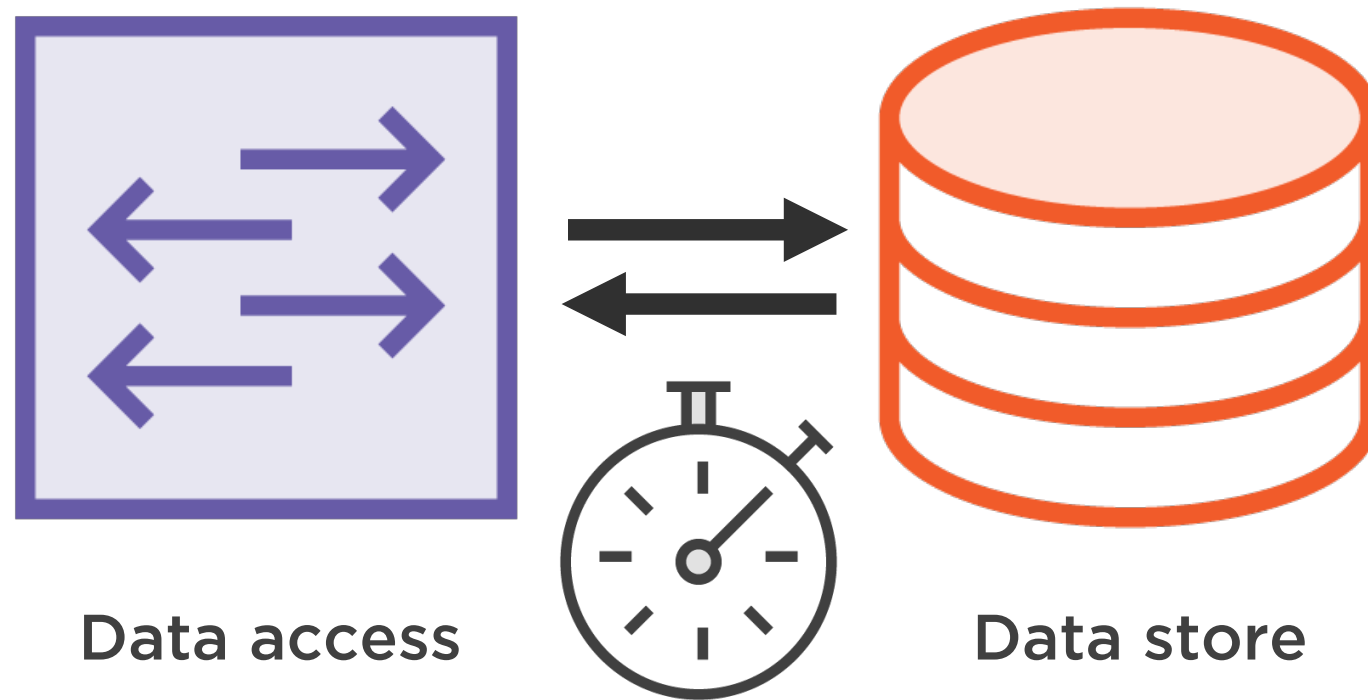


# Request 1: Different Data Sources

```
public PeopleViewModel()  
{  
    switch (dataReaderType)  
    {  
        case "service": DataReader = new ServiceReader();  
            break;  
        case "text": DataReader = new CSVReader();  
            break;  
        case "sql": DataReader = new SQLReader();  
            break;  
    }  
}
```



## Request 2: Client-side Cache



## Request 2: Client-side Cache



```
public PeopleViewModel() {  
    switch (dataReaderType) {  
        case "service": DataReader = new ServiceReader();  
            break;  
        case "service_cached": DataReader = new CachedServiceReader();  
            break;  
        case "text": DataReader = new CSVReader();  
            break;  
        case "text_cached": DataReader = new CachedCSVReader();  
            break;  
        case "sql": DataReader = new SQLReader();  
            break;  
        case "sql_cached": DataReader = new CachedSQLReader();  
            break;  
    }  
}
```



# Violation



S

• Single Responsibility Principle

## Current view model responsibilities

- Presentation logic
- Picking the data source
- Managing object lifetime
- Deciding to use a cache

# Request 3: Unit Tests



```
[TestMethod]
public void People_OnRefreshPeople_IsPopulated()
{
    // Arrange
    var viewModel = new PeopleViewModel();
    ...
    public PeopleViewModel()
    {
        DataReader = new ServiceReader();
    }
}
```

```
public class ServiceReader
{
    WebClient client = new WebClient();
    ...
}
```



# Requests from the Boss



**Different data sources**

**Client-side cache**

**Unit tests**



There has to be  
a better way



# Loose coupling with dependency injection





# Overview



What is dependency injection?

Benefits

Patterns

Dependency injection containers

Sample code that illustrates our problem

