

Common Pitfalls and Challenges



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Overview



One implementing type, two service types

Hanging state

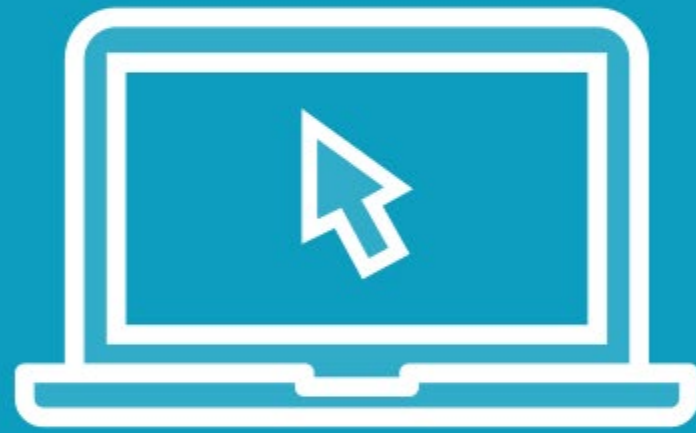
Expensive dependencies

Constructor parameters

IDisposable



Demo



Reusing the same implementing type for multiple service types



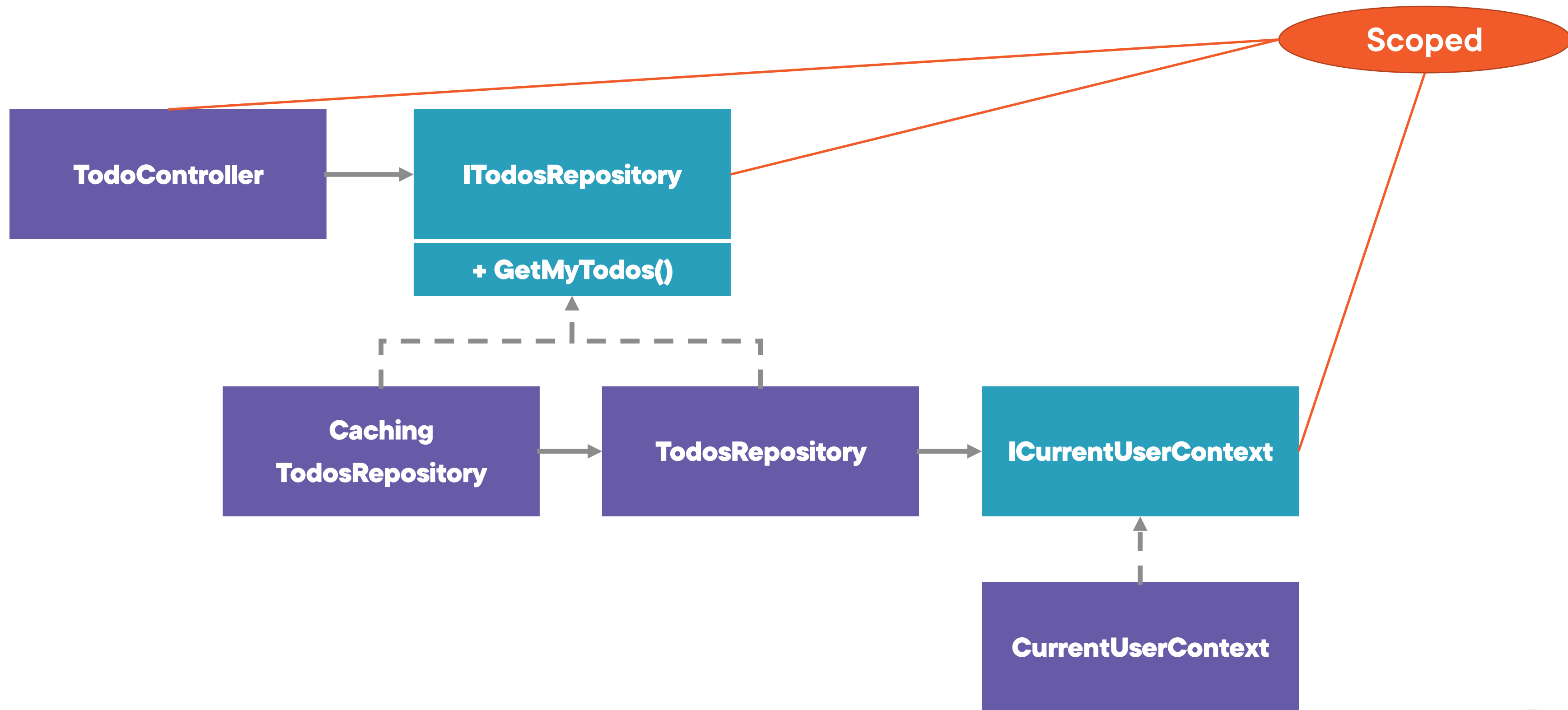
Lifetimes are coupled to the
service type, the
implementing type



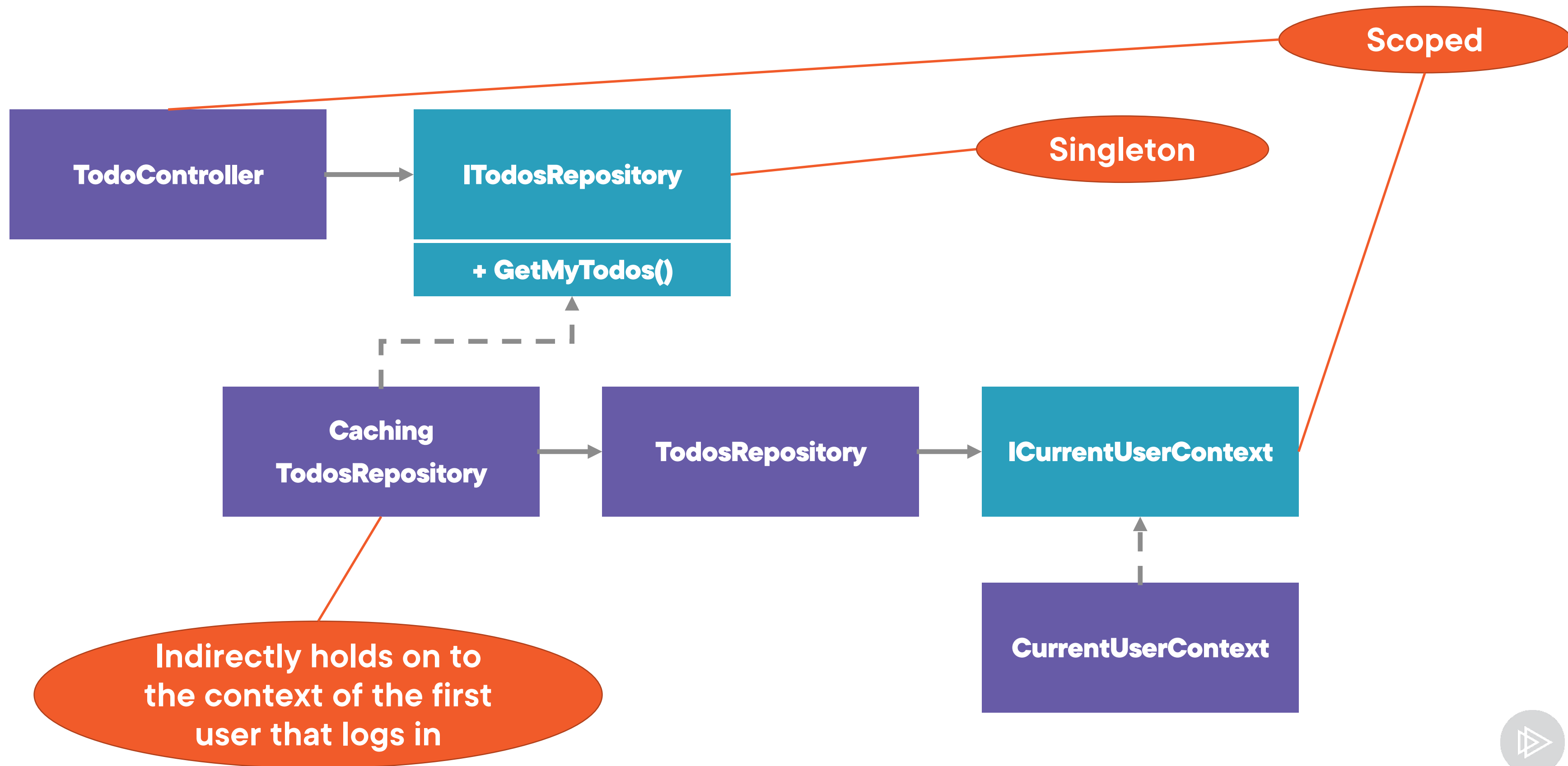
Hanging State Due to Lifetime Issues



A Repository Pattern Implementation



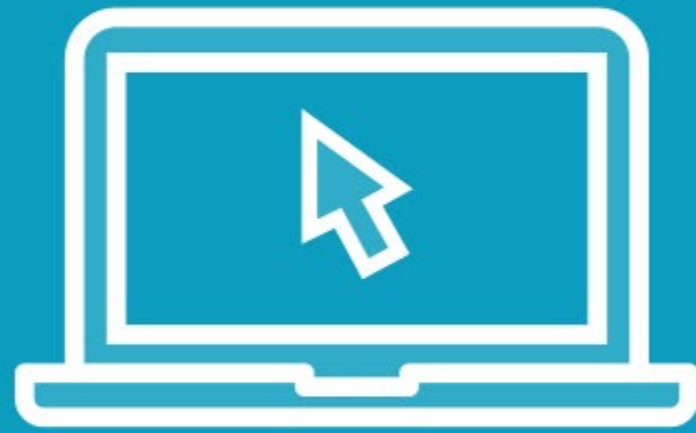
A Repository Pattern Implementation



Hanging state is often caused
by dependency captivity



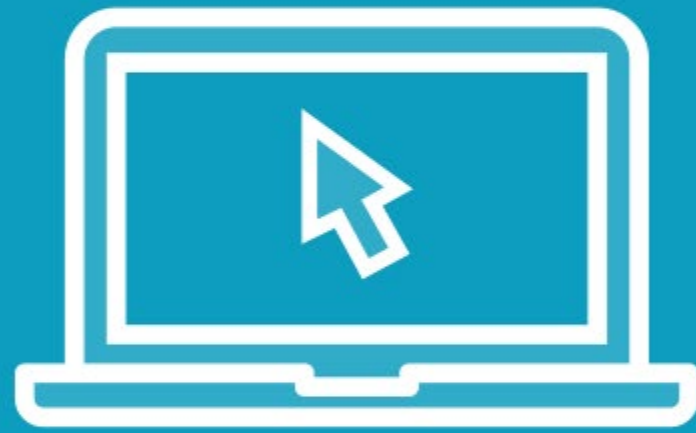
Demo



Dealing with dependencies that are expensive to instantiate



Demo



Dependency constructor parameters that are known only after constructing the depending class



Dependency Injection and IDisposable





Who creates, also disposes

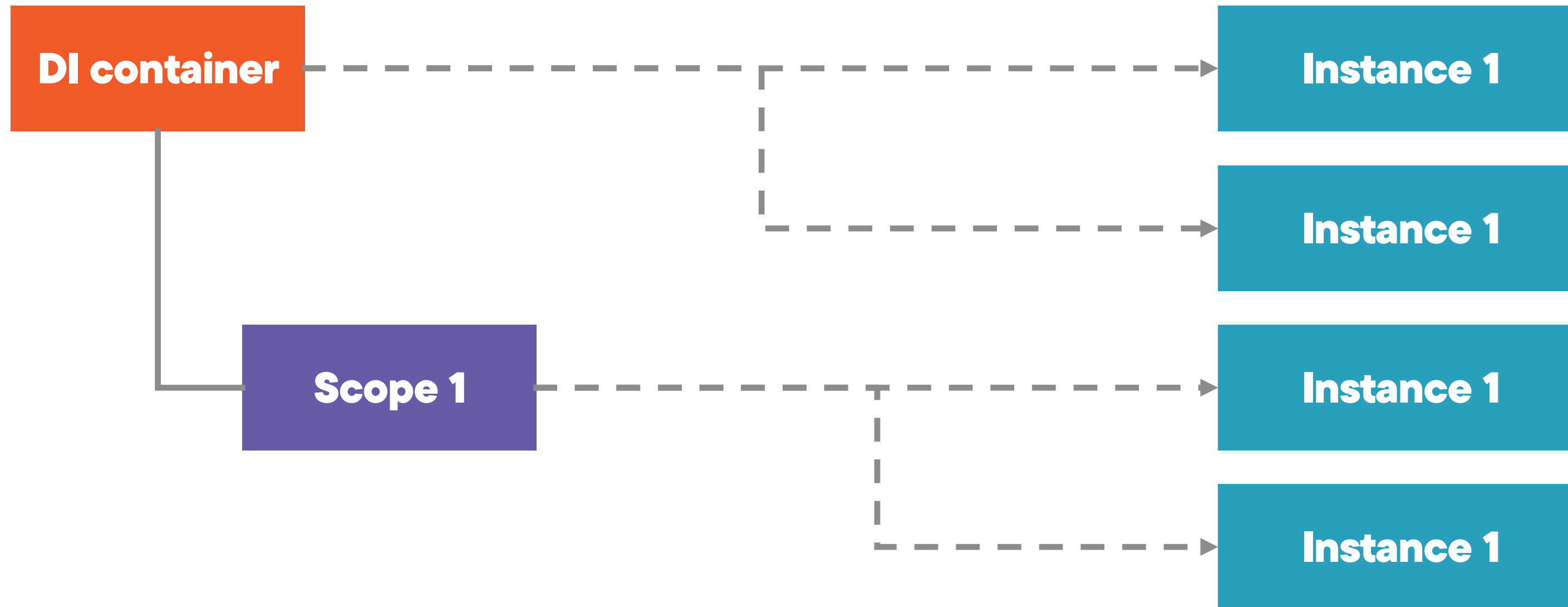
The DI container creates types on demand, so the DI container is also responsible for disposing them



All created types are disposed
when the container or scope is
disposed



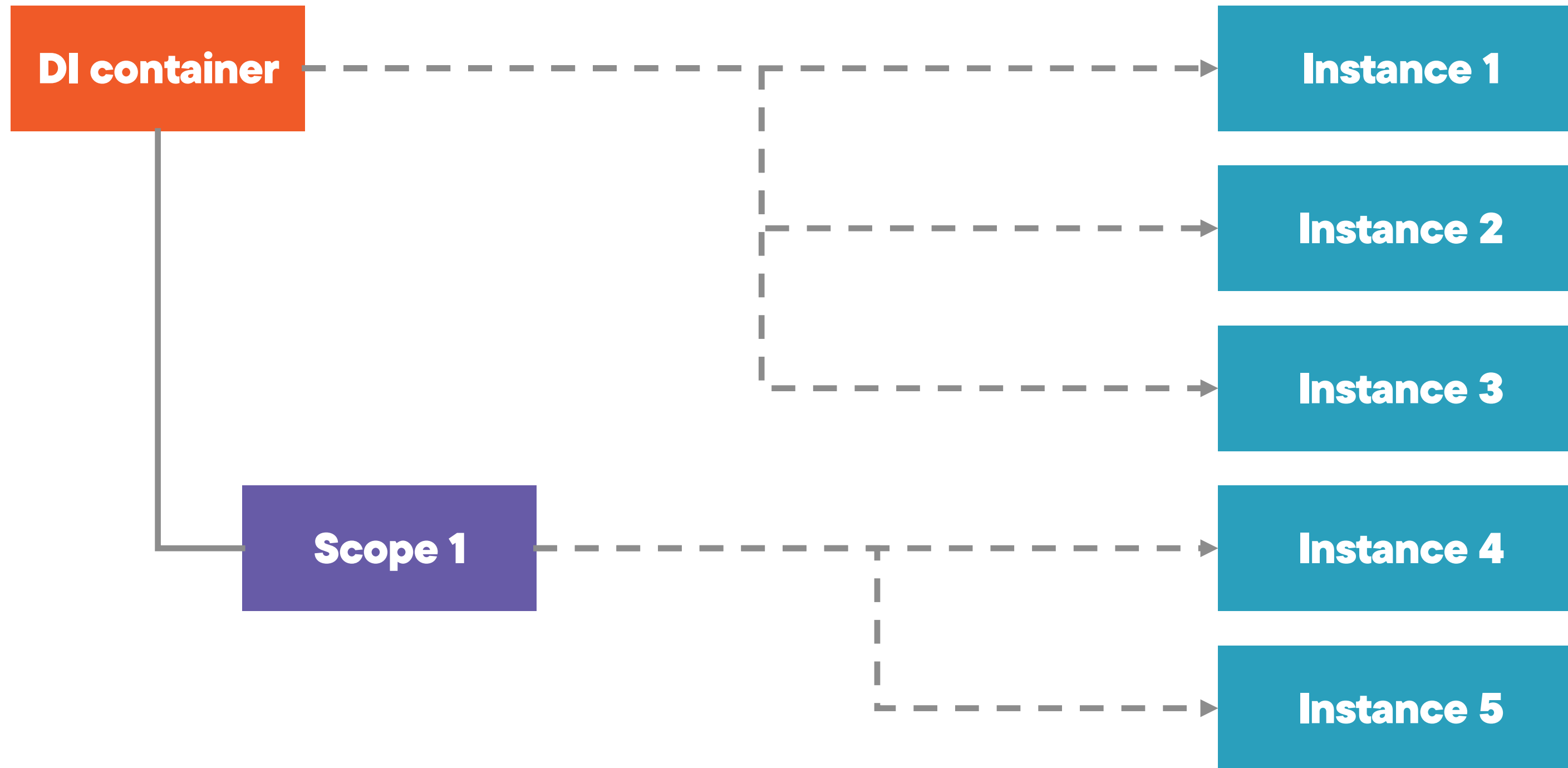
Disposable and Singleton



All good! Only one instance,
and it is disposed when the
container is disposed



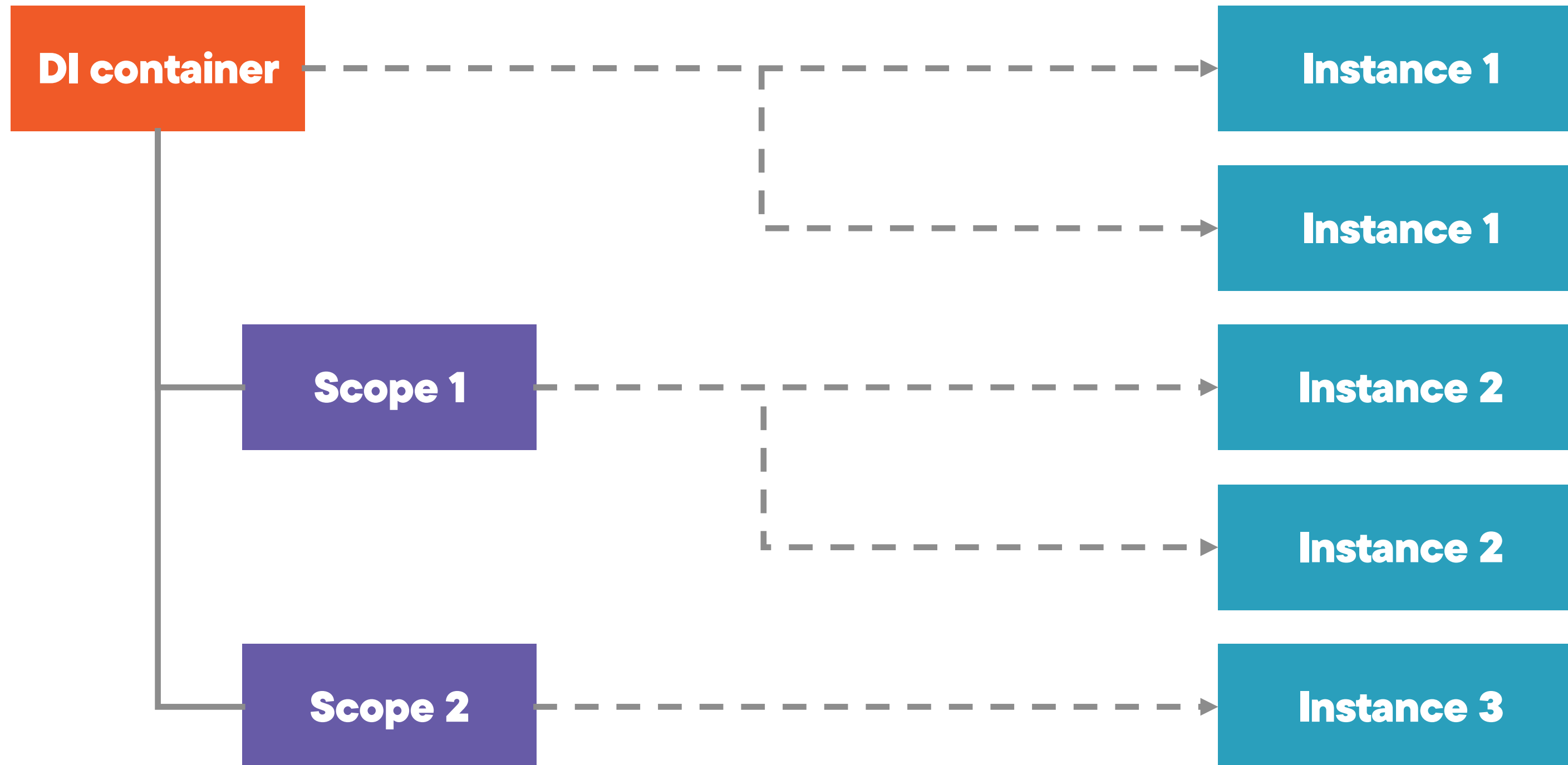
IDisposable and Transient



More and more transient types
are created, but disposed only
much later when the container
or scope is disposed



Disposable and Scoped



Scoped lifetimes resolved on a
scope are disposed when the
scope is disposed



The instance associated with
the root container is never
disposed



Dos and Don'ts



Do implement IDisposable in your classes as needed

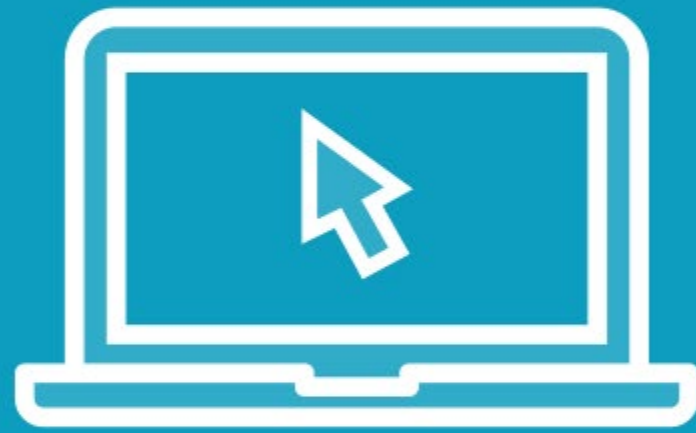
Don't register IDisposable types as transient, instead instantiate them using a factory

Don't resolve IDisposable types in the root container

Avoid (custom) scopes and scoped IDisposables when you can



Demo



Dependency Injection and IDisposable



Summary



Implementing multiple service types

Hanging state

Deferring construction

Working with constructor parameters that can't be injected

IDisposable: Dos and Don'ts



Up Next:
Advanced Techniques

