Demystifying Dependency Injection

Hi, my name is

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"Dependency injection separates the creation of a client's dependencies from the client's behavior, which allows program designs to be loosely coupled and to follow the dependency inversion and single responsibility principles."

- "Dependency Injection", Wikipedia, 2016

Single Resp

Open/Clos

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Dependency Inversion Principle

Why do we want loosely coupled code?



Easier to maintain



Easier to write tests against



Flexible Configuration



Teams can work in parallel

Consequences of using DI



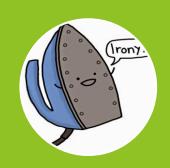
More difficult to trace



Takes extra effort



Explosion of types



Can create a dependency on an DI framework

Types of Dependency Injection

Constructor Injection

Property Injection

Other

- Method Injection
- Service Locator
- Interface Injection

Hinject Castle Windsor Chip

What is a DI Container?

StructureMap

Autorac

Demo Time

Demo App Layout

Application Layers

- View
- Presentation
- Repository
- Service

Other

Shared Components

References

Web Articles

- Inversion of Control Containers and the Dependency Injection pattern Martin Fowler, http://www.martinfowler.com/articles/injection.html
- Developer's Guide to Dependency Injection Using Unity Microsoft Patterns & Practices, https://msdn.microsoft.com/en-us/library/dn223671

Books

• Dependency Injection in .NET - Mark Seeman

Pluralsite Courses

• Dependency Injection On-Ramp - Jeremy Clark

Thank you

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Slides and code avaialable on my github github.com/brentestewart