

Bộ môn: Kỹ Thuật Phần Mềm

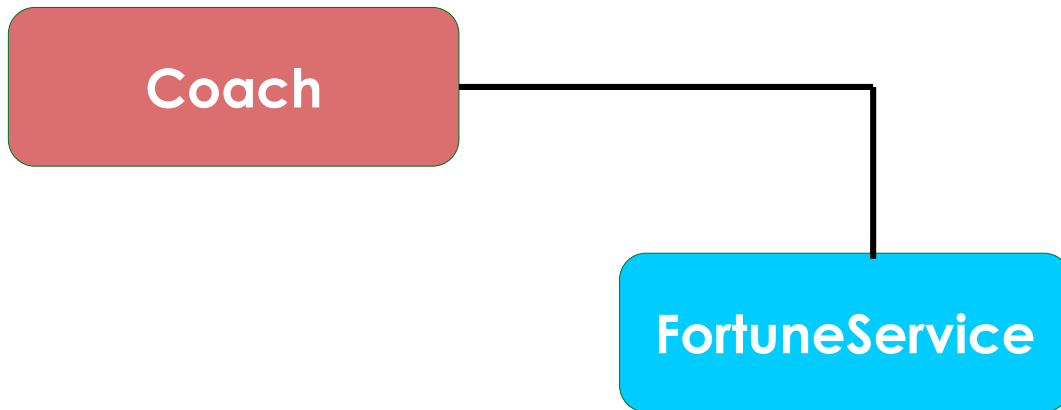
Lập trình WWW *Java*

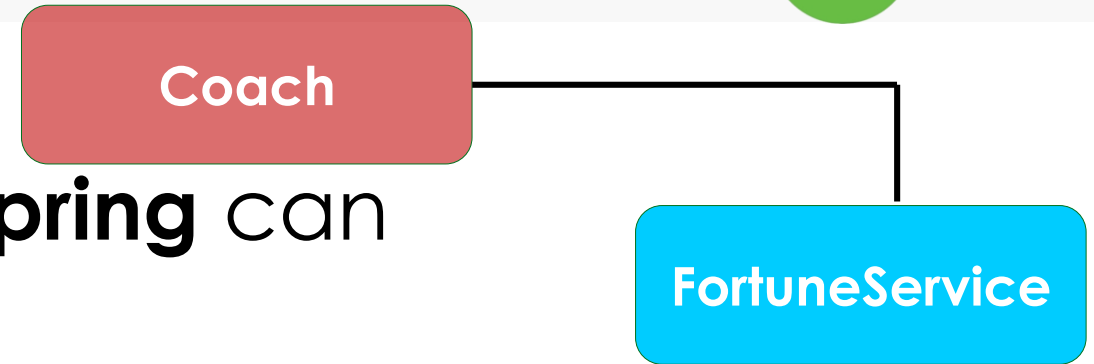


Spring DI (Dependency Injection)



- » **Our Coach** already provide **daily workouts**
- » Now will also provide **daily fortune** → **FortuneService** (dependency)





- » For **dependency injection**, **Spring** can use **auto wiring**
- » Spring will **look for a class** that **matches the property** → match by type: **class** or **interface**
- » Spring will **inject it automatically** ...hence it is autowired

- » **Constructor Injection**
- » **Setter Injection**
- » **Field Injection**

Constructor Injection



- » Define **dependency interface** and **class**
- » Create a **constructor** in your class for **injection**
- » Configure the **dependency injection** with **@Autowired** annotation

Step 1: Define dependency interface and class



File: *FortuneService.java*

```
public interface FortuneService {  
    public String getFortune();  
}
```

File: *Coach.java*

```
public interface Coach {  
    public String getDailyWorkout();  
    public String getDailyFortune();  
}
```

File: *HappyFortuneService.java*

```
import com.se.annotation.interfaces.FortuneService;  
import org.springframework.stereotype.Component;  
@Component  
public class HappyFortuneService implements FortuneService {  
    @Override  
    public String getFortune() {  
        return "Today is your lucky day"; }  
}
```


Step 2, 3:

Create a constructor in your class for injection

Configure the dependency injection with @Autowired annotation



File: *TennisCoach.java*

```
@Component
public class TennisCoach implements Coach {
    private FortuneService fortuneService;
    @Autowired
    public TennisCoach(FortuneService theFortuneService) {
        fortuneService = theFortuneService;
    }

    @Override
    public String getDailyFortune() {
        return fortuneService.getFortune();
    }
}
```

File: *AnnotationDemoApp.java*

```
Coach theCoach= context.getBean("tennisCoach",Coach.class);  
//call method on the bean  
System.out.println(theCoach.getDailyWorkout());  
//call method to get the daily fortune  
System.out.println(theCoach.getDailyFortune());  
context.close();
```



Setter Injection

**Inject dependencies by calling
setter method(s) on your class**

- » Create setter method(s) in your class for **injection**
- » Configure the **dependency injection** with **@Autowired** annotation

Step 1: Create setter method(s) in your class for injection

Step 2: Configure the dependency injection with @Autowired annotation



File: *TennisCoach.java*

```
public TennisCoach () {  
    System.out.println(">> tennisCoach: inside default constructor");  
  
    @Autowired  
    public void setFortuneService (FortuneService theFortuneService) {  
        System.out.println(">>TennisCoach: Inside setFortuneService");  
        fortuneService= theFortuneService;  
    }  
}
```

File: *AnnotationDemoApp.java*

```
System.out.println(theCoach.getDailyWorkout());  
//call method to get the daily fortune  
System.out.println(theCoach.getDailyFortune());  
context.close();
```

```
>> tennisCoach: inside default constructor  
>>TennisCoach: Inside setFortuneService  
Pratice your backhand volley  
Today is your lucky day
```

**Inject dependencies by calling ANY
method(s) on your class**

Simply give @autowire



Field Injection

Inject the dependencies by setting the field values on your class directly (even private fields)

Accomplished by using Java Reflection

Config the **dependency injection** with **Autowired annotation**

- » Applied **directly to the field**
- » **No need** setter method/constructor

Development Process - Field Injection



File: *TennisCoach.java*

```
@Autowired  
private FortuneService fortuneService;  
//no need for setter method or constructor
```

```
>>tennisCoach: inside default constructor  
Pratice your backhand volley  
Today is your lucky day
```

Which one should I use?



- » **Constructor Injection**
- » **Setter Injection**
- » **Field Injection**

**Choose a style and stay
consistency in your project**



QUESTIONS