The image below shows how I used dependancy injection in the Sweepstakes manager.



As you can see in the last line \_manager being of type ISweepstakesManager(See the declairation in line 5) and being a high level object does most of the heavy lifting for this project.

Allowing the manager to inherate the ISweepstakesManager interface allows us to call InsertSweepstakes the same whether it is uses the stack or queue design. Although this is one of the few places we use dependancy injection it is vital to understand that as the requirements of this project expand and the functions the sweepstakes manager may have increase the ISweepstakesManager allows us to expand more rapidly the functions of all instatiated managers.