

"Transitive Dependencies"

- PhotosListActivity bindings:

```
fun photoListActivityModule() = Kodein.Module {  
    bind<PhotoListPresenter>() with provider { PhotoListPresenter() }  
}
```

- Presenter can be instantiated and injected on the activity

- But what if presenter had **its own dependencies**?

```
fun photoListActivityModule() = Kodein.Module {  
    bind<PhotoListPresenter>() with provider { PhotoListPresenter(????, ????, ????) }  
}
```

- **Nested bindings** to the rescue!