Explain Dependency Inversion Principle, Dependency Injection, and differences between Singleton, Scoped, and Transient lifetimes.

- Dependency Inversion Principle: High Level Operation Shouldn't Depend on Low Level Operation Should Depend on abstract.
- Dependency Injection : It's a design pattern in which create object on run time instead of compile time to overcome titly coupling and ensure others changed can't be occurs

- Singleton : create object one time in run time
- Scoped : Create object in http request
- Transient : create object in one operation in all http request