

Много способов.

<https://question-it.com/questions/1659743/kak-zaregistrovat-neskolko-realizatsij-odnogo-i-togo-zhe-interfejsa-v-aspnet-core>

<https://www.stackfinder.ru/questions/39174989/how-to-register-multiple-implementations-of-the-same-interface-in-asp-net-core>

## Через фабрику

```
services.AddFactory<IProcessor, string>()
    .Add<ProcessorA>("A")
    .Add<ProcessorB>("B");
public MyClass(IFactory<IProcessor, string> processorFactory)
{
    var x = "A"; //some runtime variable to select which object to
create
    var processor = processorFactory.Create(x);
}
```

```
public class FactoryBuilder<I, P> where I : class
{
    private readonly IServiceCollection _services;
    private readonly FactoryTypes<I, P> _factoryTypes;

    public FactoryBuilder(IServiceCollection services)
    {
        _services = services; _factoryTypes = new FactoryTypes<I,
P>();
    }
    public FactoryBuilder<I, P> Add<T>(P p) where T : class, I
    {
        _factoryTypes.ServiceList.Add(p, typeof(T));
        _services.AddSingleton(_factoryTypes);
        _services.AddTransient<T>();

        return this;
    }
}

public class FactoryTypes<I, P> where I : class
{
    public Dictionary<P, Type> ServiceList { get; set; }
    = new Dictionary<P, Type>
();
}
```

```

public interface IFactory<I, P>
{
    I Create(P p);
}

public class Factory<I, P> : IFactory<I, P> where I : class
{
    private readonly IServiceProvider _serviceProvider;
    private readonly FactoryTypes<I, P> _factoryTypes;

    public Factory(IServiceProvider serviceProvider, FactoryTypes<I,
P> factoryTypes)
    {
        _serviceProvider = serviceProvider; _factoryTypes =
factoryTypes;
    }
    public I Create(P p)
    {
        return
(I)_serviceProvider.GetService(_factoryTypes.ServiceList[p]);
    }
}

//расширение
namespace Microsoft.Extensions.DependencyInjection
{
    public static class DependencyExtensions
    {
        public static IServiceCollection AddFactory<I, P>(this
IServiceCollection services, Action<FactoryBuilder<I, P>> builder) where I
: class
        {
            services.AddTransient<IFactory<I, P>, Factory<I,
P>>();
            var factoryBuilder = new FactoryBuilder<I, P>
(services);
            builder(factoryBuilder);
            return services;
        }
    }
}

```

## Через IEnumerable

```

// In Startup.cs
public void ConfigureServices(IServiceCollection services)
{
    services.AddScoped<IService, ServiceA>;
}

```

```

        services.AddScoped(IService, ServiceB);
        services.AddScoped(IService, ServiceC);
    }
    // Any class that uses the service(s)
    public class Consumer
    {
        private readonly IEnumerable<IService> _myServices;
        public Consumer(IEnumerable<IService> myServices)
        {
            _myServices = myServices;
        }
        public UseServiceA()
        {
            var serviceA = _myServices.FirstOrDefault(t =>
t.GetType() == typeof(ServiceA));
            serviceA.DoTheThing();
        }
        public UseServiceB()
        {
            var serviceB = _myServices.FirstOrDefault(t =>
t.GetType() == typeof(ServiceB));
            serviceB.DoTheThing();
        }
        public UseServiceC()
        {
            var serviceC = _myServices.FirstOrDefault(t =>
t.GetType() == typeof(ServiceC));
            serviceC.DoTheThing();
        }
    }
}

```

## Через типизированный интерфейс

\*\*

через типизированный интерфейс

```
public interface IMyInterface where T : class, IMyInterface
```

\*\*

[#DI](#), [#IOC](#), [#DIP](#), [#asp](#), [#зависимость](#), [#инжекция](#)