# Why do we need Dependency Injection

Don’t get me wrong. I am not saying that Dependency Injection is wrong, I am just wondering why we need it in the first place. Or to phrase it differently: what language feature are we lacking that we are trying to overcome?

This idea came to me when I started learning F#. I’ve been dabbling with Scala before and they have a fairly nice cake-pattern, which is completely missing in F#.

In my current problem I don’t need the full power of Scala traits, just mixing in a few (static) functions will do the job