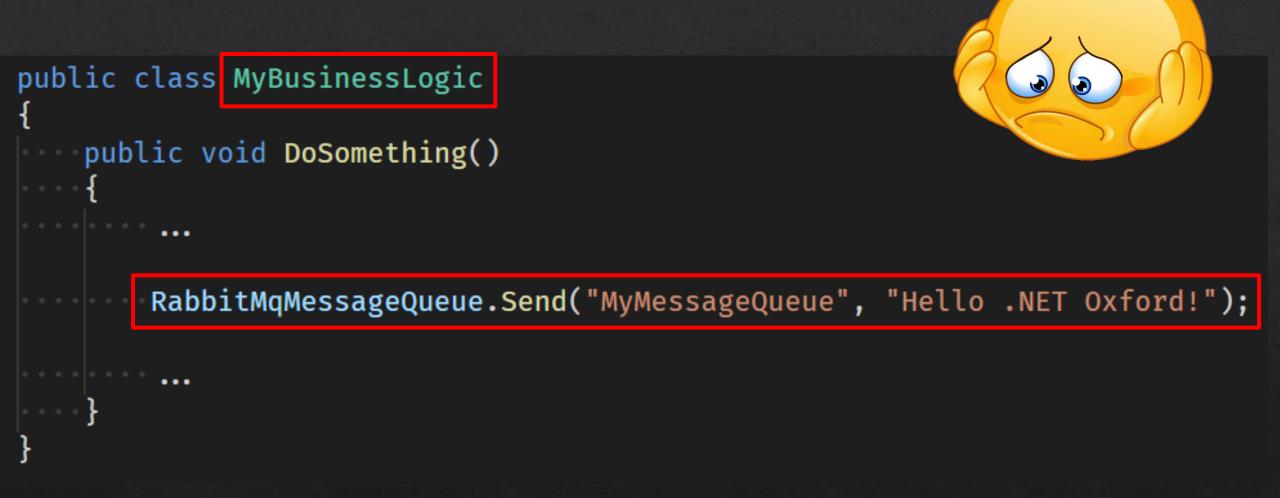
IoC Containers, Dependency Injection and Inversion

Dan Clarke - @dracan

```
public static class RabbitMqMessageQueue
   public static void Send(string queueName, string message)
   public static void Subscribe(string queueName, Action<string> executeMethod)
```



```
public class MyBusinessLogic
    public void DoSomething()
        var messageQueue = new RabbitMqMessag
        messageQueue.Send("MyMessageQueue",
```



```
public class MyBusinessLogic
  private readonly RabbitMqMessageQueue _messageQueu
public MyBusinessLogic(RabbitMqMessageQueue mess
 ___messageQueue = messageQueue;
public void DoSomething()
```

```
public class RabbitMqMessageQueue : IMessageQueue
public void Send(string queueName, string message)
public void Subscribe(string queueName, Action<string> executeMethod)
```

```
public interface IMessageQueue
{
    void Send(string queueName, string message);
    void Subscribe(string queueName, Action<string> executeMethod);
}
```

```
public class MyBusinessLogic
private readonly IMessageQueue _messageQueue;
public MyBusinessLogic(IMessageQueue messageQue
____messageQueue = messageQueue;
• • • • }
public void DoSomething()
----_messageQueue.Send("MyMessageQueue", "Hello .NET Oxford!");
```

```
public class DummyMessageQueue : IMessageQueue
public void Send(string queueName, string message)
Console.WriteLine("Message written to queue");
• • • • }
public void Subscribe(string queueName, Action<string> executeMethod)
Console.WriteLine("Subscribing to queue");
```

```
[Fixture]
public class Tests
[Test]
void TestMyBusinessLogic()
var messageQueue = new DummyMessageQueue();
var sut = new MyBusinessLogic(messageQueue);
sut.DoSomething();
Assert.That(..);
```

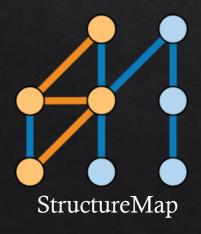
```
public class SomeOtherCode
public void DoSomethingElse()
var myBusinessLogic = new MyBusinessLogic(
new RabbitMqMessageQueue();
myBusinessLogic.DoSomething();
```

```
public class Program
public void Main()
new SomeOtherCode(
new MyBusinessLogic(
new RabbitMqMessageQueue()
```



IoC Containers











```
public class Program
    public void Main()
       var container = SetupBindings();
       var businessLogic = container.ResolveType<MyBusinessLogic>();
        businessLogic.DoSomething();
   public IContainer SetupBindings()
       var builder = new ContainerBuilder();
        builder.RegisterType<MyBusinessLogic>();
       builder.RegisterType < RabbitMqMessageQueue > ( ).As < IMessageQueue > ( );
       return builder.Build();
```

```
public class MyBusinessLogic
private readonly IMessageQueue _messageQueue;
public MyBusinessLogic (IMessageQueue messageQueue)
____messageQueue = messageQueue;
• • • • }
public void DoSomething()
_____messageQueue.Send("MyMessageQueue", "Hello .NET Oxford!");
```

Singleton scope

```
public IContainer SetupBindings()
builder.RegisterType<RabbitMqMessageQueue>()
.As<IMessageQueue>()
.SingleInstance();
```

Instance per Dependency Scope

```
public IContainer SetupBindings()
builder.RegisterType<RabbitMqMessageQueue>()
.As<IMessageQueue>()
```

Instance per Request

```
public IContainer SetupBindings()
builder.RegisterType<RabbitMqMessageQueue>()
.InstancePerRequest();
```

ASP.NET Core

Unit Test project

Business Logic



What IoC container?

Don't know.

Don't care.

Dependency Inversion Principle

*High-level modules should not depend on low-level modules.Both should depend on abstractions (e.g. interfaces).

Abstractions should not depend on details. Details (concrete implementations) should depend on abstractions. MyBusinessLogic.cs

IMessageQueue.cs

RabbitMqMessageQueue.cs

Dependency Inversion Principle

High-level modules should not depend on low-level modules. Both should depend on abstractions (e.g. interfaces).

Abstractions should not depend on details. Details (concrete implementations) should depend on abstractions.



What does "Inversion" mean though???

High level objects

MyBusinessLogic.cs

IMessageQueue.cs

RabbitMqMessageQueue.cs

Low level objects

