Castle Windsor

##### Uvod

* Castle pomaha v programovani tim, ze nemusime vytvaret instance nekterych trid. Dobre vysvetleni byla stavba drevostavby na youtube. Stavi se zed ktera ma stejne prvky. Kdyz prijde na radu okno, musime zmenit postup a to pokazde kdyz chceme pridat okno. Toto okno zaregistrujeme do castlu a uz ho nemusime znovu a znovu vyrabet. Castle ho zna, a jeho instanci nam da pokazde kdyz ji potrebujeme. Instance umi vyrobit I z xml souboru ContainerConfig, kdyz mu v bootstrapperu rekneme, kde ma tohle xml najit.

m\_globalContainer = new WindsorContainer(new XmlInterpreter(Path.Combine(m\_applicationDirectory, "MIR.PrintStorage.Scanning2.Shell.Container.config")));

* Pak muze resolvovat instance trid ktere jsou definovane v xml. Viz: [ContainerConfig](https://d.docs.live.net/b22fb0fb09218bf0/Nielsen%20%20prace/Moje%20poznamky%20Nielsen/ContainerConfig%20aneb%20Jak%20vymenovat%20obrazek%20na%20splash%20screenu%20podle%20zeme%20a%20verze.docx)
* Tridy ktere chce resolvovat a nejsou v xml, musi byt zaregistrovane. Instance tridy se da vytvorit rucne a pak zaregistrovat. Tim rikame, ze ma castle pouzivat tuto instanci kdyz si rekneme o instanci takoveto tridy.

IWindowManager windowManager = new WindowManager();

m\_globalContainer.Register(Component.For<IWindowManager>().Instance(windowManager));

* Aby bylo mozne vytvaret instance naseho conteineru, musi si container zaregistrovat sam sebe.

m\_globalContainer.Register(Component.For<IWindsorContainer>().Instance(m\_globalContainer).LifestyleSingleton());

* Pro pouziti Installeru (trida ve ktere registrujeme jine tridy do castlu) potrebujeme jednu prazdnou tridu, kterou si pridame do assembly ze ktere chceme instalovat. A zavolame metodu Instal na containeru. V tomto pripade rikame ze se instaluje z Core a z Shellu.

m\_globalContainer.Install(FromAssembly.This(), FromAssembly.Containing<ScanningCoreAssemblyIdentificator>());

**Installery**

**Zavolanim metody** m\_globalContainer.Install se pravdepodobne zavolaji všechny Install metody z těchto assembly. Nejspise je to tim ze instance windsorContaineru je singleton. Metody instal jsou ve tridach :

Shell:

1. ScanningInstaller : IwindsorInstaller
2. PrintStorageDbAccessInstaller : IwindsorInstaller
3. MediaDataDbAccessInstaller : IwindsorInstaller

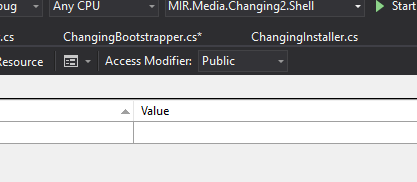
Core:

1. MappingInstaller : IWindsorInstaller

V těchto Install metodach jsou zaregistrovane všechny objekty které ma Castle znat, aby nam mohl poskytovat jejich instance.

##### Castle poprve vyzkouseno na projektu MediaPlayer2. Caliburn uz tam byl drive.

* Nejprve se postarame o Caliburn podle poznamek. (Start from bootstrapper using caliburn)
* Dale v Bootsrapperu vytvorime slozku Installers.
* Pridame projekty Common, Core a do nich tridy CoreAssemblyIdentificator a CommonAssemblyIdentifikator.
* V metode Bootstrapper.OnStartup si zaregistrujeme container, windowManagera a urcime z jakych assembly se bude instalovat. Postupovat podle kodu ve Skenovadle:
* Do Gui si pridame ResourcesFiles podle MojePoznamky -> JAZYK A CULTURE (nemusi se spustit generator staci zmenit AccesModifier na Public



Bootstrapper

##### Kod bootstrapperu

using System;

using System.Collections.Generic;

using System.Diagnostics;

using System.Globalization;

using System.IO;

using System.Reflection;

using System.Security.AccessControl;

using System.Security.Principal;

using System.Threading;

using System.Threading.Tasks;

using System.Windows;

using System.Windows.Markup;

using Caliburn.Micro;

using Castle.DynamicProxy;

using Castle.MicroKernel.Registration;

using Castle.Windsor;

using Castle.Windsor.Configuration.Interpreters;

using Castle.Windsor.Installer;

using log4net.Config;

using Mediaresearch.Framework.Communication.Common;

using Mediaresearch.Framework.DataAccess.BLToolkit.Dao;

using Mediaresearch.Framework.DataAccess.Core.Auditable;

using Mediaresearch.Framework.Mapping;

using MIR.Common2.Gui;

using MIR.PrintStorage.Scanning2.Common;

using MIR.PrintStorage.Scanning2.Common.Auditable;

using MIR.PrintStorage.Scanning2.Common.Scan;

using MIR.PrintStorage.Scanning2.Core;

using MIR.PrintStorage.Scanning2.GUI.ViewModels;

using MIR.PrintStorage.Scanning2.Shell.Installers;

using MIR.PrintStorage.Scanning2.Shell.Properties;

using Action = System.Action;

using GuiResources = MIR.PrintStorage.Scanning2.GUI.GuiResources;

using ILog = log4net.ILog;

using LogManager = log4net.LogManager;

namespace MIR.PrintStorage.Scanning2.Shell.Bootstrapper

{

public class ScanningBootstrapper : Bootstrapper<MainViewModel>

{

private static readonly string m\_applicationDirectory = Path.GetDirectoryName(Assembly.GetExecutingAssembly().Location);

private static readonly ILog m\_log = LogManager.GetLogger(MethodBase.GetCurrentMethod().DeclaringType);

private WindsorContainer m\_globalContainer;

protected override void Configure() // metoda caliburnu viz <https://d.docs.live.net/b22fb0fb09218bf0/Nielsen%20%20prace/Moje%20poznamky%20Nielsen/Caliburn/Start%20From%20Bootstrapper%20using%20Caliburn.docx>

{

ViewLocator.LocateForModel = (model, displayLocation, context) =>

{

var unproxiedModelType = ProxyUtil.GetUnproxiedType(model);

return ViewLocator.LocateForModelType(unproxiedModelType ?? model.GetType(), displayLocation, context);

};

}

protected override void OnStartup(object sender, StartupEventArgs e)

{

ConfigureLog4Net();

ConfigureLanguage();

m\_globalContainer = new WindsorContainer(new XmlInterpreter(Path.Combine(m\_applicationDirectory, "MIR.PrintStorage.Scanning2.Shell.Container.config"))); **// definuje xml soubor z ktereho se nacitaji property pro scannigConfiguration viz mojePoznamky => ContainerConfig**

var configuration = m\_globalContainer.Resolve<PrintStorageDbConfiguration>(); // resolvne z xml-ka tridu PrintStorageDbConfiguration

IScannigConfiguration scanningConfiguration = m\_globalContainer.Resolve<IScannigConfiguration>(); // resolvne z xml tridu scanningConfiguration a vlozi ji do promenne jako rozhrani

string path = scanningConfiguration.IconPath;

IWindowManager windowManager = new WindowManager();

m\_globalContainer.Register(Component.For<IWindowManager>().Instance(windowManager));

MainViewModel rootViewModel = null;

var assembly = Assembly.GetExecutingAssembly();

FileVersionInfo fvi = FileVersionInfo.GetVersionInfo(assembly.Location);

string version = $"{GuiResources.Scanning} {fvi.FileVersion}";

string appVersionInfo = $"{version} ({configuration.DefaultDataSource})";

Action initAction = () => // Tato cast se pusti asynchronne, mezitim se zobrazuje SplashScreen. Ten dostane tuto akci jako parametr konstruktoru. Tim vi kdy akce skonci a zavre se az po skonceni provadeni

{

m\_globalContainer.Register(Component.For<IWindsorContainer>().Instance(m\_globalContainer).LifestyleSingleton());

m\_globalContainer.Install(FromAssembly.This(), FromAssembly.Containing<ScanningCoreAssemblyIdentificator>()); //Spusti metody Install ze vsech Instalatoru

m\_globalContainer.Resolve<IMediaDataDaoSource>();

m\_globalContainer.Resolve<IPrintStorageDaoSource>();

var mappingConfiguratior = m\_globalContainer.Resolve<DependencyMappingConfigurator>();

mappingConfiguratior.Configure();

if (!Directory.Exists(ScanningConfiguration.TempFilesDirectory))

{

Directory.CreateDirectory(ScanningConfiguration.TempFilesDirectory); // Ve tride ScanningConfiguration (kterou si castle bere rovnou z xml souboru) je natvrdo definovano: public static string TempFilesDirectory { get; } = Path.Combine(Path.GetTempPath(), "Scanning");

}

ConfigureSubscriber();

ConfigureUser();

rootViewModel = m\_globalContainer.Resolve<MainViewModel>();

rootViewModel.AppVersionDescription = appVersionInfo;

};

SplashScreenViewModel splashScreen = new SplashScreenViewModel(initAction, version, path);

windowManager.ShowDialog(splashScreen); // Zobrazi se splash, ktery si vnitrne spusti initAction

windowManager.ShowDialog(rootViewModel); // Po skonceni splashe se spusti aplikace coz je taky dialog

Application.Shutdown();

m\_globalContainer.Dispose();

}

private void ConfigureUser() // Prihlasovani uzivatele

{

var userSource = m\_globalContainer.Resolve<IUserSource>(); // Kdyz Castlu rekneme, ze chceme rozhrani tak vytvori instanci tridy ktera toto rozhrani implementuje (vi podle registrace)

var auditableIdentityProvider = m\_globalContainer.Resolve<IAuditableIdentityProvider>();

var login = WindowsIdentity.GetCurrent().Name;

if (userSource.Login(login)) // UserSource je jednoducha trida, ktera se prez UserDao podiva do databaze, jestli tam existuje uzivatel login, coz je WindowsIdentity.GetCurrent().Name

{

var userId = userSource.GetUserId();

auditableIdentityProvider.SetAuditableIdentity(new AuditableIdentity(userId, login));

return true;

}

var message = new MessageBoxViewModel(GuiResources.UserNotFoundError, false, 3000); // Pokud uzivatele nenajde v databazi, tak nema opravneni spustit aplikaci, zobrazi se dialogove okno a ukonci se aplikace

windowManager.ShowDialog(message);

return false;

}

private static void ConfigureLog4Net() // Zapisovani do Logu viz <https://d.docs.live.net/b22fb0fb09218bf0/Nielsen%20%20prace/Moje%20poznamky%20Nielsen/Log.docx>

{

var logConfigFile = new FileInfo(Path.Combine(m\_applicationDirectory, "MIR.PrintStorage.Scanning2.Shell.log4net"));

XmlConfigurator.Configure(logConfigFile);

AppDomain.CurrentDomain.UnhandledException += CurrentDomainUnhandledException;

}

private void ConfigureLanguage()

{

var cultureInfo = CultureInfo.GetCultureInfo(Settings.Default.Language);

FrameworkElement.LanguageProperty.OverrideMetadata(typeof(FrameworkElement), new FrameworkPropertyMetadata(XmlLanguage.GetLanguage(cultureInfo.Name)));

Thread.CurrentThread.CurrentCulture = cultureInfo;

Thread.CurrentThread.CurrentUICulture = cultureInfo;

GuiResources.Culture = cultureInfo;

}

// kde se maji hledat requesty a responsy

private void ConfigureSubscriber()

{

var coreAssembly = typeof(ScanningCommonAssemblyIdentificator).Assembly;

var notificationProvider = m\_globalContainer.Resolve<INotificationsReceiversAssemblyProvider>();

notificationProvider.RegisterAssemblies(coreAssembly, coreAssembly);

var notificationsSubcriber = m\_globalContainer.Resolve<INotificationReceiverSubscriber>();

notificationsSubcriber.SubscribeAll();

var provider = m\_globalContainer.Resolve<IRequestsServiceActionsAssemblyProvider>();

provider.RegisterAssemblies(coreAssembly, typeof(ScanningCoreAssemblyIdentificator).Assembly);

var subscriber = m\_globalContainer.Resolve<IServiceActionSubscriber>();

subscriber.SubscribeAll();

}

// kde se maji hledat view

protected override IEnumerable<Assembly> SelectAssemblies()

{

return new[] {Assembly.GetAssembly(typeof(MainViewModel)), Assembly.GetAssembly(typeof(Common2GuiAssembyIdentificator))};

}

private static void CurrentDomainUnhandledException(object sender, UnhandledExceptionEventArgs e)

{

Log(e.IsTerminating, e.ExceptionObject, m\_log);

}

public static void Log(bool isTerminating, object exceptionObject, ILog logger)

{

var message = $"Unhandled exception in application (IsTerminating = {isTerminating})";

/\*

\* Why is UnhandledExceptionEventArgs.ExceptionObject of type Object and not Exception?

\* While not all languages support throwing non-Exception type exceptions, the CLR and IL allow for throwing any Object.

\* In general, throwing non-Exception types is discouraged because most developers do not expect this to occur,

\* and are not likely to catch the object.

\* On the other hand, developers who are overriding the unhandled exception logic may need to catch non-Exception objects, also.

\*/

if (exceptionObject is Exception ex)

{

logger.Fatal(message, ex);

}

else

{

logger.Fatal($"{message} : {exceptionObject}");

}

}

}

}

Vytvorime tridu Installer : IWindsorContainer ve slozce Shell.Installers a implementujeme metodu Install

##### Do slozky Bootstrapper si pridame dve tridy : InternalServicePublisher a NotificationProcessor

using System;

using Castle.Windsor;

using Mediaresearch.Framework.Communication.Common;

namespace Shell.Bootstrapper

{

public class InternalServicePublisher : ClientToServicePublisherBase

{

private readonly IWindsorContainer m\_kernel;

public InternalServicePublisher(IWindsorContainer kernel, IServiceActionSubscriber serviceActionSubscriber) : base(serviceActionSubscriber)

{

m\_kernel = kernel;

}

public override IServiceAction GetAction(Type actionType)

{

var action = m\_kernel.Resolve(actionType);

IServiceActionCallback actionCallback = (IServiceActionCallback)action;

actionCallback.ExecutionFinished += ActionCallbackOnExecutionFinished;

return (IServiceAction)action;

}

private void ActionCallbackOnExecutionFinished(object sender, EventArgs eventArgs)

{

IServiceActionCallback action = (IServiceActionCallback)sender;

action.ExecutionFinished -= ActionCallbackOnExecutionFinished;

m\_kernel.Release(action);

}

}

}

using System;

using Castle.MicroKernel.Registration;

using Castle.Windsor;

using Mediaresearch.Framework.Communication.Common;

namespace MIR.PrintStorage.Scanning2.Shell.Bootstrapper

{

public class ScanningNotificationProcesor : NotificationReceiverProcessor

{

public ScanningNotificationProcesor(INotificationsReceiversAssemblyProvider notificationsReceiversAssemblyProvider, IWindsorContainer container) : base(notificationsReceiversAssemblyProvider, container)

{

}

protected override void DoAfterSubscribe<TNotification>(Type receiverType)

{

if (!m\_container.Kernel.HasComponent(receiverType))

{

m\_container.Register(Component.For(receiverType).ImplementedBy(receiverType).LifestyleSingleton());

}

}

}

}

##### Vytvoreni WindsorConteineru a jeho konfigurace (Container.config) (Je tu I konfigurace pripojeni k databazi)

**Tim, ze containeru vyrobime konfiguracni xml soubor mu muzeme nastavit ruzne parametry**

Kod v Bootstrapperu: (Timto bude container vedet ze si ma brat property z xml souboru) :

m\_globalContainer = new WindsorContainer(new XmlInterpreter(Path.Combine(m\_applicationDirectory, "MIR.Media.Changing2.Shell.Container.config")));

Do Shellu se prida NewItem -> ApplicationConfigurationFile.

Bude se jmenovat MIR.Media.Changing2.Shell.Container.config

Muze byt na zacatku klidne prazdny ale v properties musi mit nastaveno **CopyAlways** jinak vyhazuje vyjimku : $exception {"Error processing node resource FileResource: [] []"}

Kdyz aplikaci rozchodime aby zobrazovala okno, muzeme si pridat do Commonu rozhrani. Ve skenovadle to bylo IscanningConfiguration. Bylo ve slozce :

*C:\Pool\Admosphere\src\MIR.PrintStorage\MIR.PrintStorage.Scanning2\MIR.PrintStorage.Scanning2.Common\Scan\IScannigConfiguration.cs*

Rozhrani jen definuje property ktere musi mit trida, implementujici toto rozhrani. Trida ktera ho implementuje je: ScanningConfiguration : IScannigConfiguration

*C:\Pool\Admosphere\src\MIR.PrintStorage\MIR.PrintStorage.Scanning2\MIR.PrintStorage.Scanning2.Shell\Installers\ScanningConfiguration.cs*

Tato trida musi mit vsechny property ktere definuje rozhrani a zaroven ma konstruktor ve kterem tyto property inicializuje. Tady probehne magie protože hodnoty se nikde nezadavaji. Tim, ze ma trida zavislosti na tyto property, si je Castle resolvne prave z configu.

napr.: public string IconPath { get; }

public ScanningConfiguration(int pdfConversionDpi, int pdfConversionQuality, string primaryScannerName,

bool primaryScannerDuplex, string secondScannerName, int scannerDpi, int pdfSourceOrder,

int scannerSourceOrder, int filesSourceOrder, bool useTwain2, bool useDoubleFeedDetection, string iconPath)

{

PdfConversionDpi = pdfConversionDpi;

PdfConversionQuality = pdfConversionQuality;

PrimaryScannerName = primaryScannerName;

PrimaryScannerDuplex = primaryScannerDuplex;

SecondScannerName = secondScannerName;

ScannerDpi = scannerDpi;

PdfSourceOrder = pdfSourceOrder;

ScannerSourceOrder = scannerSourceOrder;

FilesSourceOrder = filesSourceOrder;

UseTwain2 = useTwain2;

UseDoubleFeedDetection = useDoubleFeedDetection;

IconPath = iconPath;

}

Konfiguracni soubor ze skenovadla:

*C:\Pool\Admosphere\src\MIR.PrintStorage\MIR.PrintStorage.Scanning2\MIR.PrintStorage.Scanning2.Shell\MIR.PrintStorage.Scanning2.Shell.Container.config*

<?xml version="1.0" encoding="utf-8" ?>

<castle>

**Properties -> sem zadame hodnoty pro property z rozhrani**

<properties>

<mediaDataDbAlias>mediaDataDB</mediaDataDbAlias>

<mediaDataConnectionString>Data Source=stoupa;Initial Catalog=Mediadata3Auto;User ID=PrintStorageScanningUser; Pwd=5bTDwG-tJC;</mediaDataConnectionString>

<printStorageDbAlias>printStorageDB</printStorageDbAlias>

<printStorageConnectionString>Data Source=stoupa;Initial Catalog=PrintStorageAuto;User ID=PrintStorageScanningUser; Pwd=5bTDwG-tJC;</printStorageConnectionString>

<serverTimeZone>Central Europe Standard Time</serverTimeZone>

<pdfConversionDpi>120</pdfConversionDpi>

<pdfConversionQuality>50</pdfConversionQuality>

<primaryScannerName>Panasonic KV-S4085C KV-S4065C</primaryScannerName>

<primaryScannerDuplex>true</primaryScannerDuplex>

<secondScannerName>unknown</secondScannerName>

<scannerDpi>150</scannerDpi>

<useTwain2>true</useTwain2>

<useDoubleFeedDetection>false</useDoubleFeedDetection>

<pdfSourceOrder>2</pdfSourceOrder>

<scannerSourceOrder>1</scannerSourceOrder>

<filesSourceOrder>3</filesSourceOrder>

<iconPath>/MIR.PrintStorage.Scanning2.GUI;component/ScanningIcons/Scanning.png</iconPath>

</properties>

<components>

<component id="MediaDataDbConfiguration" type="MIR.PrintStorage.Scanning2.Shell.Installers.MediaDataDbConfiguration, MIR.PrintStorage.Scanning2.Shell">

<parameters>

<mediaDataDbAlias>#{mediaDataDbAlias}</mediaDataDbAlias>

<mediaDataConnectionString>#{mediaDataConnectionString}</mediaDataConnectionString>

<serverTimeZone>#{serverTimeZone}</serverTimeZone>

</parameters>

</component>

<component id="PrintStorageDbConfiguration" type="MIR.PrintStorage.Scanning2.Shell.Installers.PrintStorageDbConfiguration, MIR.PrintStorage.Scanning2.Shell">

<parameters>

<printStorageDbAlias>#{printStorageDbAlias}</printStorageDbAlias>

<printStorageConnectionString>#{printStorageConnectionString}</printStorageConnectionString>

<serverTimeZone>#{serverTimeZone}</serverTimeZone>

</parameters>

</component>

**Definice rozhrani IscanningConfiguration. Parametry uvnitr rikaji, ze napr. hodnotu pro promennou IconPath definovanou v rozhrani IscanningConfiguration vezmeme z properties castlu**

<component id="ScanningConfiguration" type="MIR.PrintStorage.Scanning2.Shell.Installers.ScanningConfiguration, MIR.PrintStorage.Scanning2.Shell"

service="MIR.PrintStorage.Scanning2.Common.Scan.IScannigConfiguration">

<parameters>

<pdfConversionDpi>#{pdfConversionDpi}</pdfConversionDpi>

<pdfConversionQuality>#{pdfConversionQuality}</pdfConversionQuality>

<primaryScannerName>#{primaryScannerName}</primaryScannerName>

<primaryScannerDuplex>#{primaryScannerDuplex}</primaryScannerDuplex>

<secondScannerName>#{secondScannerName}</secondScannerName>

<scannerDpi>#{scannerDpi}</scannerDpi>

<pdfSourceOrder>#{pdfSourceOrder}</pdfSourceOrder>

<scannerSourceOrder>#{scannerSourceOrder}</scannerSourceOrder>

<filesSourceOrder>#{filesSourceOrder}</filesSourceOrder>

<useTwain2>#{useTwain2}</useTwain2>

<useDoubleFeedDetection>#{useDoubleFeedDetection}</useDoubleFeedDetection>

<iconPath>#{iconPath}</iconPath>

</parameters>

</component>

</components>

</castle>

**Shrnuti:**

Kdyz chci aby byl container trochu chytry pridame mu rozhrani InecoConfig, Tridu ktera ho bude implementovat NecoConfig a xml konfiguracni soubor Container.config;

Kdyz chceme aby castle znal nejakou novou propertu at uz boolean, string nebo cokoli jineho, pridame si propertu do rozhrani, do tridy ktera ho implementuje, do properties v configu a do definice rozhrani v configu.

V installeru si musime rozhrani **Resolvnout** . : **IScannigConfiguration scanningConfiguration = container.Resolve<IScannigConfiguration>();**

**Mozna chyba:**

* Zkopiroval jsem cestu k souborum z Properties tridy ChangingConfiguration (pri zakladani zmenovadla) . Do cesty se mi ale misto tecek pridaly lomitka a Castlu se to nelibilo. Napsal ze nemuze vyrobit type from string .
* I kdyz jsem provedl uvedene kroky, string ktery jsem potreboval v Bootstrapperu byl porad null:

IChangingConfiguration changingConfiguration = m\_globalContainer.Resolve<IChangingConfiguration>();

var somethingUsefull = changingConfiguration.SomethingUsefull; **(porad null)**

Console.WriteLine(somethingUsefull);

Bylo to proto, ze :

Chybel konstruktor ve tride ChangingConfiguration se zavislosti na somethingUsefull. Ale je to stale null

Trida public class ScanningConfiguration : IscannigConfiguration musi mit propertu: public static string TempFilesDirectory { get; } = Path.Combine(Path.GetTempPath(), "Scanning"); d

V Bootstrapperu musi byt :

if (!Directory.Exists(ScanningConfiguration.TempFilesDirectory))

{

Directory.CreateDirectory(ScanningConfiguration.TempFilesDirectory);

}

Ted uz to funguje :D

##### Language

Dale jsem sel po cervene sviticich radcich a dopnoval to co aplikace potrebuje. Svitilo mi language var cultureInfo = CultureInfo.GetCultureInfo(Settings.Default.Language);

Ve slozce Shell je potreba rozklikat Settings.settings az dolu a doplnit :

public string Language

{

get

{

return ((string)(this["Language"]));

}

set

{

this["Language"] = value;

}

}

##### Pripojeni k databazi

Zacneme v uz znamem Configu. Na pripojeni k databazi potrebujeme mit v ContainerConfigu ConnectionString a komponentu PrintStorageDbConfiguration:

Definice ConnectionStringu

<properties>

<printStorageDbAlias>printStorageDB</printStorageDbAlias>

<printStorageConnectionString>Data Source=stoupa;Initial Catalog=PrintStorageAuto;User ID=PrintStorageScanningUser; Pwd=5bTDwG-tJC;</printStorageConnectionString>

<serverTimeZone>Central Europe Standard Time</serverTimeZone>

</properties>

Definice tridy PrintStorageDbConfiguration

<components>

<component id="PrintStorageDbConfiguration" type="MIR.PrintStorage.Scanning2.Shell.Installers.PrintStorageDbConfiguration, MIR.PrintStorage.Scanning2.Shell">

<parameters>

<printStorageDbAlias>#{printStorageDbAlias}</printStorageDbAlias>

<printStorageConnectionString>#{printStorageConnectionString}</printStorageConnectionString>

<serverTimeZone>#{serverTimeZone}</serverTimeZone>

</parameters>

</component>

</components>

Musime si pridat tridu :

*C:\Pool\Admosphere\src\MIR.PrintStorage\MIR.PrintStorage.Scanning2\MIR.PrintStorage.Scanning2.Shell\Installers\PrintStorageDbConfiguration.cs*

Ktera potrebuje*:*

*C:\Pool\Admosphere\src\MIR.PrintStorage\MIR.PrintStorage.Scanning2\MIR.PrintStorage.Scanning2.Shell\Installers\DbAccessConfigurationBase.cs*

##### Tridy PrintStorageDbConfiguration a DbAccessConfigurationBase

namespace MIR.PrintStorage.Scanning2.Shell.Installers

{

public class PrintStorageDbConfiguration : DbAccessConfigurationBase

{

protected override string ConnectionString => PrintStorageConnectionString;

public string PrintStorageDbAlias { get; }

public string PrintStorageConnectionString { get; }

public string ServerTimeZone { get; }

public PrintStorageDbConfiguration(string printStorageDbAlias, string printStorageConnectionString, string serverTimeZone)

{

PrintStorageDbAlias = printStorageDbAlias;

PrintStorageConnectionString = printStorageConnectionString;

ServerTimeZone = serverTimeZone;

}

}

}

using System.Text.RegularExpressions;

namespace MIR.PrintStorage.Scanning2.Shell.Installers

{

public abstract class DbAccessConfigurationBase

{

protected abstract string ConnectionString { get; }

public string DefaultDatabaseName

{

get

{

Match match = GetConnectionStringMatch();

if (match == null || match.Groups.Count < 3)

return null;

return match.Groups[2].Value;

}

}

public string DefaultDataSource

{

get

{

Match match = GetConnectionStringMatch();

if (match == null || match.Groups.Count < 3)

return null;

return $"{match.Groups[1].Value}/{match.Groups[2].Value}";

}

}

private Match GetConnectionStringMatch()

{

if (string.IsNullOrEmpty(ConnectionString))

return null;

Regex regex = new Regex(@".\*Data Source=([a-z0-9\w\.]\*);.\*Initial Catalog=([a-z0-9\w\.]\*);.\*", RegexOptions.IgnoreCase);

Match match = regex.Match(ConnectionString);

if (!match.Success)

return null;

return match;

}

}

}

##### Pokracovani pripojeni k Db:

* Ted uz v Installeru muzeme rict ze:

PrintStorageDbConfiguration configuration = container.Resolve<PrintStorageDbConfiguration>();

* Abychom mohli v installeru rict ze:

container.Register(Component.For<IParamsSource>().ImplementedBy<DatabaseParamsSource>().LifestyleSingleton());

* Budeme potrebovat rozhrani a tridu IparamsSource a DatabaseParamsSource

**Tato cast uz s Castlem nema moc spolecneho ale budu tady pokracovat at to neni na deseti mistech**

Vyjimka kterou mi vyhazovalo protoze jsem nemel vyresenou zavislost na Usera vyresil Mitroz : no bylo potreba trocu uklidit, user nesel kvuli tomu ze tam chybelo m\_globalContainer.Resolve<IMediaDataDaoSource>();

* Otestovat spojeni s databazi se da pomoci Unit testu -> MojePoznamky -> Unit Testy -> ConnectionTest
* Projekt jsem ulozil na plochu do slozky ChangingProjekty

##### Zavislosti v installerech => .DependsOn

**Pricing:**

container.Register(

Component.For<IPriceListProvider>().ImplementedBy<PricingServicePriceListProviderAdapter>().Named("pricingServicePriceListProvider")

.DependsOn(

Property.ForKey("container").Eq(container),

Property.ForKey("Name").Eq(Localisation.OfficialADMSPricing),

Property.ForKey("pricingServiceKey").Eq(PricingServiceClientInstaller.PricingServiceKey),

Property.ForKey("pricingEvaluatorKey").Eq("pricingServiceEvaluatorAdapter")

)

);

**Nebo treba:**

Property.ForKey("pricingService").Is(PricingServiceClientInstaller.PricingServiceKey),

Property.ForKey("batchSize").Eq(container.Resolve<Configuration.Properties>().ItemsCalculationBatch)

**Kdyz chceme rict kteraze konkretne komponenta se ma resolvnout :**

Component.For<IMessageLoader>().ImplementedBy<RadioMessageLoaderViewModel>().Named("radioMessageLoaderViewModel")

.DependsOn(

Property.ForKey("loader").Is("radioMessageLoader")

)

);

public class RadioMessageLoaderViewModel : MessageLoaderViewModelBase<RadioMessageLoader>

{

public RadioMessageLoaderViewModel(RadioMessageLoader loader, ITaskQueue taskQueue) : base(loader, taskQueue)

{

DisplayName = Localisation.Radio;

}

}

}

##### Registrace z xml

Pricing:

container.Install(Castle.Windsor.Installer.Configuration.FromXmlFile(@"MIR.Pricing.Container.config"));

Scanning:

private WindsorContainer m\_globalContainer;

m\_globalContainer = new WindsorContainer(new XmlInterpreter(Path.Combine(m\_applicationDirectory, "MIR.PrintStorage.Scanning2.Shell.Container.config")));

m\_globalContainer.Register(Component.For<IWindsorContainer>().Instance(m\_globalContainer).LifestyleSingleton());

##### .Named()

Pricing:

container.Register(

Component.For<ITaskQueue>().ImplementedBy<TaskQueue>().Named("mainTaskQueue").LifeStyle.Singleton

);

##### Jak rovnou setnout propertu z xml ka pri registraci v installeru

Propertu musime mit na nejakem jinem objektu . Typicky v properties (Pricing). Je normalne definovana v xml ku a pak ji pri registraci resolvneme a vlozime do componenty.

##### Container pouzitelny I mimo Shell

namespace MIR.Pricing.Container

{

public sealed class Container : WindsorContainer

{

static Container m\_current;

public static Container Current

{

get

{

if (m\_current == null)

{

Configure();

}

return m\_current;

}

}

private static void Configure()

{

lock (typeof(Container))

{

m\_current = new Container();

}

}

}

}

V pricingu je container v Mir.Pricing pak se da v teto assembly pouzit :

Container.Container.Current.Install(new CommonInstaller());

##### Forward

<http://mikehadlow.blogspot.com/2010/02/10-advanced-windsor-tricks-11.html>

**Mejme tri rozhrani**

public interface IThing

{

string SayHello(string name);

}

public interface IWidget

{

double Calculate(double a, double b);

}

public interface IWonder

{

void DoesNothing();

}

**Mame tridu, ktera implementuje vice rozhrani.**

public class SrpViolator : IThing, IWidget, IWonder

{

public string SayHello(string name)

{

return string.Format("Hello {0} from SrpViolator", name);

}

public double Calculate(double a, double b)

{

return Math.Pow(a, b);

}

public void DoesNothing()

{

Console.WriteLine("Doing nothing");

}

}

**Pri registraci do containeru muzeme zaregistrovat vsechny rozhrani ktere jsou implementovany jednou tridou**

var container = new WindsorContainer()

.Register(

Component

.For<IThing>()

.Forward<IWidget>()

.Forward<IWonder>()

.ImplementedBy<SrpViolator>()

);

***Nebo takto:***

var container = new WindsorContainer()

.Register(

Component

.For<IThing, IWidget, IWonder>()

.ImplementedBy<SrpViolator>()

);

**Now we can resolve each interface independently, but behind the scenes they are all share the same implementation:**

var thing = container.Resolve<IThing>();

Console.WriteLine(thing.SayHello("Krzysztof"));

var widget = container.Resolve<IWidget>();

Console.WriteLine("The answer is {0}", widget.Calculate(2, 3));

var wonder = container.Resolve<IWonder>();

wonder.DoesNothing();

Which outputs:

Hello Krzysztof from SrpViolator

The answer is 8

Doing nothing

Since SrpViolator is registered without specifying a lifestyle, it will have the default lifestyle: **singleton**. That means that ‘thing’, ‘widget’ and ‘wonder’ from the code snippet above **are all** **the same instance of SrpViolator**.

Type forwarding can be very useful, but note that the [Single Responsibility Principle](http://en.wikipedia.org/wiki/Single_responsibility_principle) means that it’s generally considered bad practice to have a single class play many different roles.

##### Resolvnuti pojmenovane (named komponenty)

container.Resolve<ICreativeItemLoader>("imageCreativeLoader")

##### .Eq( new [])

Tady pouzity List<>

container.Register(Component.For<FileSystemAccessManagerComposite>().Named("prahafileSystemAccessManagerComposite")

.DependsOn(

Property.ForKey("internalManagers").Eq(new List<IFileSystemAccessManager>

{

container.Resolve<FileSystemAccessManager>("localFileSystemAccessManager"),

container.Resolve<FileSystemAccessManager>("prahaFileSystemAccessManager")

})

));

##### Registrace v container configu vs registrace v installeru

<components>

<component id="hradecLocation"

service="Mediaresearch.Framework.Utilities.Net.ILocation, Mediaresearch.Framework.Utilities"

type="MIR.Media.Coding.Location.Location, MIR.Media.Coding">

<parameters>

<ipAddressInSubnetString>#{hradecSubnetIpAddress}</ipAddressInSubnetString>

<identificator>JH</identificator>

</parameters>

</component>

</components>

**=**

container.Register(Component.For<ILocation>().ImplementedBy<Location.Location>().Named("hradecLocation")

.DependsOn(

Property.ForKey("ipAddressInSubnetString").Eq(fileSystemonfiguration.HradecSubnetIpAddress),

Property.ForKey("identificator").Eq("JH")

));

##### Registrace generickeho typu v containerConfigu vs installer

<components>

<component id="locationResolver"

type="Mediaresearch.Framework.Utilities.Net.ByInterNetworkIpAddressLocationResolver`1[[MIR.Media.Coding.Location.Location, MIR.Media.Coding]], Mediaresearch.Framework.Utilities">

<parameters>

<locations>

<array>

<item>${hradecLocation}</item>

</array>

</locations>

</parameters>

</component>

</components>

**Vs:**

container.Register(Component.For<ByInterNetworkIpAddressLocationResolver<Location.Location>>().Named("locationResolver")

.DependsOn(

Property.ForKey("locations").Eq(new [] {container.Resolve<ILocation>("hradecLocation")})

));

##### Property.ForKey() vs OnComponent()

[‎19.‎09.‎2018 15:11]  Filip Čálek:

no kazdopadne je rozdil mezi Property.ForKey a Dependency.OnComponent<>()

vsude se cpe Property.ForKey, coz funguje, ale je to vlastne spatne

[‎19.‎09.‎2018 15:12]  Filip Čálek:

Dependency.OnComponent<>()  rika, ze se jedna o zavislost v ctoru a castle ji pak nikde jinde nehleda. Property.ForKey hleda primarne propertu s public setterem a teprve pak ctor

a pak mam jeste pocit, ze Dependency.OnComponent<>() vyhazuje vyjimku, pokud tu zavislost nenajde, ale nejsem si tim ted uplne jistej

**Priklady:**

1)

.DependsOn(

Dependency.OnComponent(typeof(PriceCalculationDialogViewModel), "priceCalculationDialogViewModel"),

2)

Simbios:

container.Register(Component.For<IDaoSource>().Forward<IShodanDaoSource>().ImplementedBy<DependencyDaoSource>().DependsOn(Dependency.OnComponent("entityDaoFactory", typeof (EntityDaoFactory))));

##### Dependency.OnValue

Chci predat jen string, coz neni komponenta:

<component id="focusUsePriceOnPricingServiceCalculationMethodAspect"

service="Castle.DynamicProxy.IInterceptor, Castle.Core"

type="MIR.Media.Coding.Core.WorkFlow.Aspects.Focus.SetFocusAspect, MIR.Media.Coding.Core">

<parameters>

<elementPath>UsePricingService</elementPath>

</parameters>

</component>

container.Register(Component.For<IInterceptor>().ImplementedBy<SetFocusAspect>().Named("focusUsePriceOnPricingServiceCalculationMethodAspect")

.DependsOn(

Dependency.OnValue(typeof(string), "UsePricingService")

));

##### Registrace Interceptoru

1. Pricing.config zaregistrovat interceptory v PricingInstalleru:

<component id="pricingServiceCalculationMethod"

service="MIR.Media.Coding.Core.Utilities.Dialogs.PriceCalculationDialog.IPriceCalculationMethod, MIR.Media.Coding.Core"

type="MIR.Media.Coding.Core.Utilities.Dialogs.PriceCalculationDialog.PricingService.PricingServiceMethodViewModel, MIR.Media.Coding.Core"

lifestyle="transient">

<parameters>

<priceListsIdHolder>${priceListsIdHolder}</priceListsIdHolder>

</parameters>

<interceptors selector="${pricingServiceCalculationMethodInterceptorSelector}">

<interceptor>${focusUsePriceOnPricingServiceCalculationMethodAspect}</interceptor>

</interceptors>

</component>

2) container.Register(Component.For<IPriceCalculationMethod>().ImplementedBy<PricingServiceMethodViewModel>().Named("pricingServiceCalculationMethod").LifestyleTransient()

.DependsOn(

Dependency.OnComponent(typeof(PriceListsIdHolder), "priceListsIdHolder")

).Interceptors("focusUsePriceOnPricingServiceCalculationMethodAspect"));

**interceptorSelector reseny v mailu s Filipem**

V kodovadle je registrace interceptoru takto:

Component.For<IMediaMessageControl>().ImplementedBy<PressMediaMessageControlViewModel>().Named("pressMediaMessageControlViewModel")

.DependsOn(

Dependency.OnComponent(typeof(PriceCalculationDialogViewModel), PricingComponents.PriceCalculationDialogViewModel),

Property.ForKey("entityDaoFactory").Is("entityDaoFactory"),

Property.ForKey("taskQueue").Is("mainTaskQueue"),

Property.ForKey("MessagingService").Is("messagingService"),

Property.ForKey("MediaMessageSpecificVisualComponents").Eq(new List<IMediaMessageSpecificComponent>

{

container.Resolve<IMediaMessageSpecificComponent>("sheetComponent")

}),

Property.ForKey("SheetViewModel").Is("sheetComponent"),

Property.ForKey("pressPriceableItemLoader").Is("pressPriceableItemLoader"),

Property.ForKey("MediaMessageSpecificComponents").Eq(new List<IMediaMessageSpecificComponent>())

)

.DynamicParameters((k, p) => p["placementDefaultId"] = paramSource.NespecPlacementId)

.Interceptors(

InterceptorReference.ForKey("codingPlausibilitySetToSureActivateContentPageInterceptor")

)

.SelectedWith(pressMediaMessageControlInterceptorSelector)

.Anywhere,

##### Dependency.OnComponentCollection

V installerech by nemely byt resolvy. Kolekci pridame takto:

container.Register(Component.For<MethodNameRegexToInterceptorsMapping>().Named("calculatePricepricingServiceCalculationMethodInterceptingMapping")

.DependsOn(Dependency.OnComponentCollection(typeof(List<IInterceptor>) ,"focusUsePriceOnPricingServiceCalculationMethodAspect")));

##### Named()

ahoj,

ano rikas to spravne a taky mi na prvni pohled prijde, ze je na vetsine mist named rozkopirovano zbytecne. Jen doplnim, pokud se jedna o jednu jedinou implementaci, pak neni ani potreba zavislost definovat a container ji doda automaticky.

F.

Jen pro jistotu se zeptam:

Mam komponentu PriceListHolder.  Protože není schovana za zadne rozhrani, nepotrebuje zadne Named() pojmenovani a když ji budu chtit v jiné komponente pouzit tak reknu jen :

Dependency.OnComponent(typeof(PriceListsIdHolder), typeof(PriceListsIdHolder))

Container jinou komponentu typu PriceListIdHolder nemá, takze dostanu tu spravnou.  Je to v poradku?  V podstate to znamena, ze zadna komponenta, která není schovana za rozhranim nepotrebuje mit Named().  A ze jich je..

##### CollectionResolver

<https://malvinly.com/2012/02/27/castle-windsor-resolving-collections/>

m\_globalContainer.Kernel.Resolver.AddSubResolver(new CollectionResolver(m\_globalContainer.Kernel));

kdyz pak chci resolvnout typ ktery ma jen kolekci<T> tak mi ho Castle da

[‎26.‎09.‎2018 14:58]  Peter Hlavenka:

prosim Te, da se napsat jinak toto : Dependency.OnComponentCollection(typeof(IEnumerable<IMessageEntityLoader>), container.ResolveAll<IMessageEntityLoader>())      - chci se zbavit ResolveAll

[‎26.‎09.‎2018 15:02]  Filip Čálek:

pokud nepotrebujes specifikovat o jake se jedna a chces vsechny, tak ti staci mit v ctoru jen IEnumerable<IMessageEntityLoader> zavislost a container to da

jen jeste musis mit aktivovanej collectionresolver

[‎26.‎09.‎2018 15:03]  Peter Hlavenka:

to jeste neznam. Zkusim to najit v SimBiosu

[‎26.‎09.‎2018 15:03]  Filip Čálek:

otevri si SimAdmin a vyhledej si pouziti CollectionResolver

##### UsingFactoryMethod()

Resolvuje se az kdyz si o tu zavislost nekdo rekne

##### AsFactory

**V Kodovadle mame rozhrani:**

public interface IHistoryDialogFactory

{

MessageHistoryDialogViewModel **Create**(int messageId, MediaType.Values mediaTypeValue);

void **Release**(MessageHistoryDialogViewModel model);

}

**Toto rozhrani se registruje v Castlu jako factory:**

Component.For<IHistoryDialogFactory>().AsFactory(),

**A zaroven registrujeme tridu, kterou bude Factory vracet jako Transient:**

Component.For<MessageHistoryDialogViewModel>().LifeStyle.Transient,

**Kdyz chci dostat MessageHistoryDialogViewModel ktery vraci metoda Create, musim si nekde resolvnout factory, (konstruktor nebo property injection) a na instanci factory zavolat Create() :**

MessageHistoryDialogViewModel dialog = m\_historyDialogFactory.Create(MediaMessage.Id, (MediaType.Values)MediaMessage.MediaTypeId); //messageId a mediaType jsou zavislosti ktere si zada konstruktor VM a zaroven parametry ktere chce metoda Create();

**V com je vyhoda resolvnuti instance pomoci Factory netusim :D**

##### Property Injection

Castle umi resolvnout public property, ktere maji public setter. Trida se ale musi resolvovat v kontejneru. Pokud je trida vytvorena pomoci new(), zadne zavislosti ji Castle nedoda.

##### Resolvnuti podle Name nebo podle typu

var mediaMessageControlConductor = m\_container.Resolve<IMediaMessageControlConductor>() as MediaMessageControlConductorViewModel;

var mediaMessageControlConductor = m\_container.Resolve<IMediaMessageControlConductor>(“name”);