

# Dependency Injection Services Lifetime

**Singleton**

**VS**

**Scoped**

**VS**

**Transient**

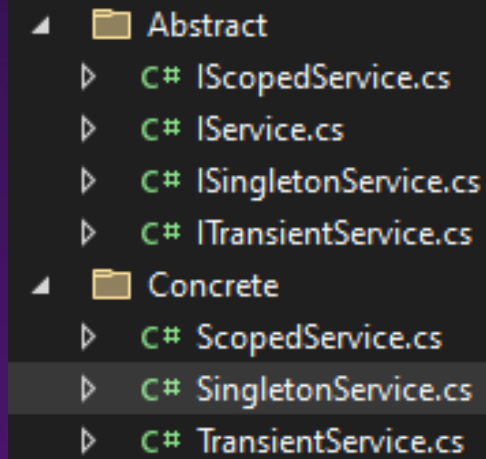


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# Setup

We have created 3 services that will serve us for lifecycle testing. We called them the same names as the lifecycles respectively.

All 3 services do the same thing, that is, when creating a service, a random number is generated and placed in a variable.



## Singleton Service

```
public class SingletonService : ISingletonService
{
    private int _randomNumber;
    public SingletonService()
    {
        Random rnd = new Random();
        _randomNumber = rnd.Next(1, 1000);
    }

    public int GetRandomNumber()
    {
        return _randomNumber;
    }
}
```



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## Registering a service with a specific lifecycle.

```
services.AddTransient<ITransientService, TransientService>();  
services.AddScoped<IScopedService, ScopedService>();  
services.AddSingleton<ISingletonService, SingletonService>();
```

## Home controller - DI services

```
public class HomeController : Controller  
{  
    private ISingletonService _singleton;  
    private IScopedService _scoped;  
    private ITransientService _transient;  
  
    public HomeController(ISingletonService singleton, IScopedService scoped,  
        ITransientService transient)  
    {  
        _singleton = singleton; _scoped = scoped; _transient = transient;  
    }  
}
```

**We have created a View for each of the lifecycles where we will test each separately.**

```
public IActionResult Singleton()  
{  
    return View(_singleton.GetRandomNumber());  
}  
  
public IActionResult Scoped()  
{  
    return View(_scoped.GetRandomNumber());  
}  
  
public IActionResult Transient()  
{  
    return View(_transient.GetRandomNumber());  
}
```



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```
@model int
@{
    ViewData["Title"] = "Singleton";
}
<div class="text-center">
    <h1 class="display-4">Singleton Random number: @Model</h1>

    <partial name="_Singleton" />
</div>
```

This is a view of each of the 3 services. We print the generated number within the lifecycle that was created and **render a partial view** for each of them. We do this in order to simulate accessing the same service multiple times.

## Partial view \_Singleton

```
@using ServicesLifetime.Abstract
@inject ISingletonService Singleton

<h3>Singleton from the Partial: @Singleton.GetRandomNumber()</h3>
```

We inject the service in order to use it once again directly in the partial view.

# RESULTS



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# Singleton

## /Home/Singleton HTML Page

Singleton Random number: 631

Singleton from the Partial: 631

As we can see, both numbers are exactly the same even though we call the function with 2 different places. The reason for this is that the **Singleton is created only once** and lasts until the application stops.

## Lifetime

Created the first time they are requested (or when `ConfigureServices` is run if you specify an instance there) and then every subsequent request will use the same instance.

## Cases

- Caching Services
- Global Configuration



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# Scoped

**/Home/Scoped HTML Page**

Scoped Random number: 786

Scoped from the Partial: 786

**Both numbers are also the same, but the difference is that with each refresh of the page, we get a different number. The reason for this is that Scoped is initialized for each Request (rendering the page and the partial is the same request)**

## Lifetime

**Created once per request.**

## Cases

- Persisting state per request**



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# Transient

**/Home/Transient HTML Page**

Transient Random number: 356

Transient from the Partial: 709

**The numbers obtained are different. Whenever we extract a service from DependencyInjection that instance is fresh and new.**

## Lifetime

**Created each time they are requested. This lifetime works best for lightweight, stateless services.**

## Cases

- File Access**
- Database Access**



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