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| **Parameter** | **Add Transient** | **Add Scoped** | **Add Singleton** |
| **Meaning** | Transient lifetime services are created each time when they are requested. | Scoped lifetime services are created once per request. | Singleton lifetime services are created only the first time when they are requested (or when ConfigureServices is run if you specify an instance there). |
| **Description** | It means the Transient lifetime service creates a new instance for every controller/service as well as for every request and every user. | It means the Scoped objects are the same within a request, but different across different requests. | It means the Singleton lifetime service creates the instance for the first request then the same is available throughout the application and for each subsequent request. |
| **Used In** | This lifetime works best for lightweight and stateless services. | This lifetime works best for applications which have different behavior per user. | This lifetime used, when Singleton implementation is required. |
| **Syntax** | services.AddTransient() | services.AddTransient() | services.AddSingleton() |