Wheels
+Wheels()

Engine
+Engine()

CarComponent
getCar(): Car
inject(mainActivity : Mainactivity) : void

Car_Factory
- engineProvider: Provider<Engine>
- wheelsProvider: Provider<Wheels>

+Car_Factory(engineProvider, wheelsProvider)
+get() : Car
+create(engineProvider, wheelsProvider) : Car_Factory
+newInstance(engine, wheels) : Car

Car
-engine: Engine
-wheels: Wheels

+Carf(engine, wheels)
+drive(): void

Engine_Factory
+get() : Engine
+create() : Engine_Factory
+newInstance() : Engine

-InstanceHolder :: Engine_Factory
-INSTANCE : Engine_Factory

Wheels_Factory
+get() : Wheels
+create() : Wheel_Factory
+newInstance() : Wheel

-InstanceHolder :: Wheel_Factory
-INSTANCE : Wheel_Factory

MainActivity
-car: Car

+onCreate(---)

DaggerCarComponent
- DaggerCarComponent()
+builder() : Builder
+create() : CarComponent

+Builder :: DaggerCarComponent
- Builder()
+build() : CarComponent

-CarComponentImpl :: DaggerCarComponent
- carComponentImpl : CarComponentImpl

- CarComponentImpl()
+ getCar() : Car
+inject(mainActivity : MainActivity) : void
- injectMainActivity(instance : MainActivity) : MainActivity

MainActivity_MembersInjector
- carProvider: Provider<Car>

+MainActivity_MembersInjector(carProvider : Provider<Car>)
+create(carProvider : Provider<Car>) : MembersInjector<MainActivity>
+injectMembers(instance : MainActivity) : void
+injectCar(instance : MainActivity, car : Car) : void