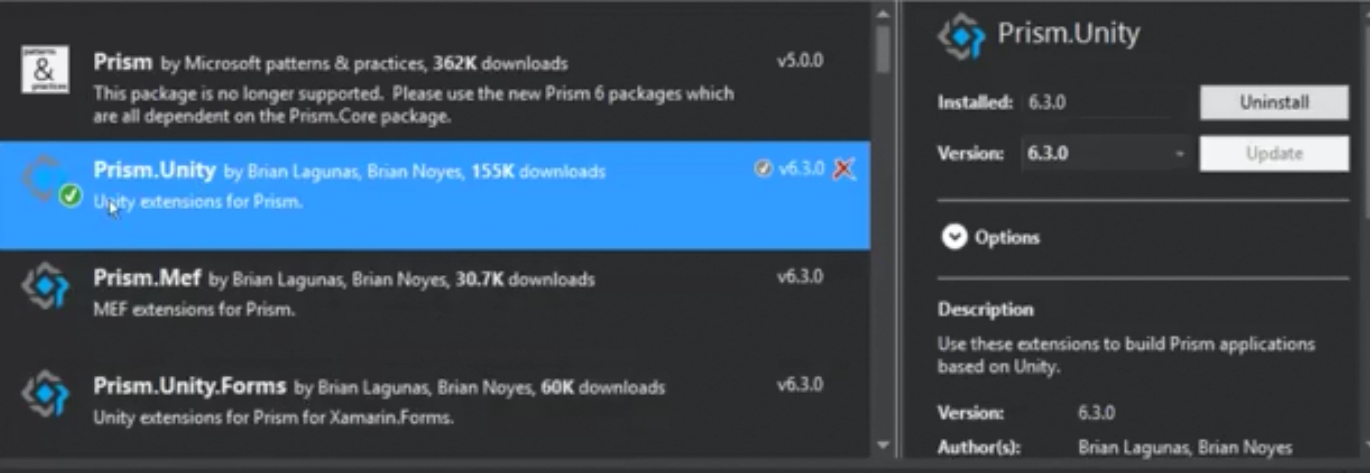
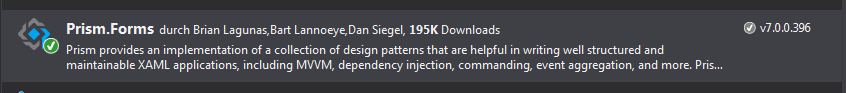
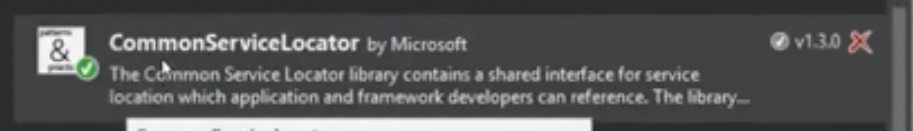
<https://www.youtube.com/watch?v=_64FFdeJwcM&list=PLpKSP8oN83Cndswi7GZukikUEcv5zMNoZ>

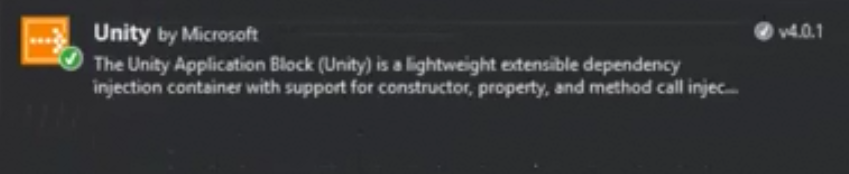
**https://mtaulty.com**

**Prism mit Unity instalieren**

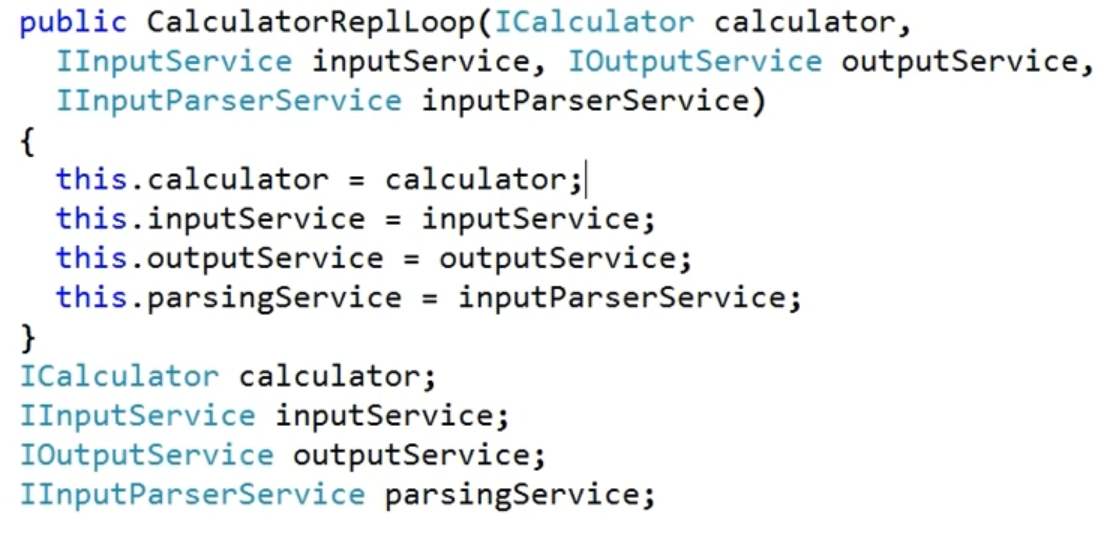
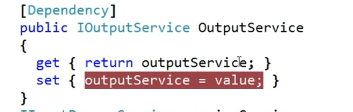






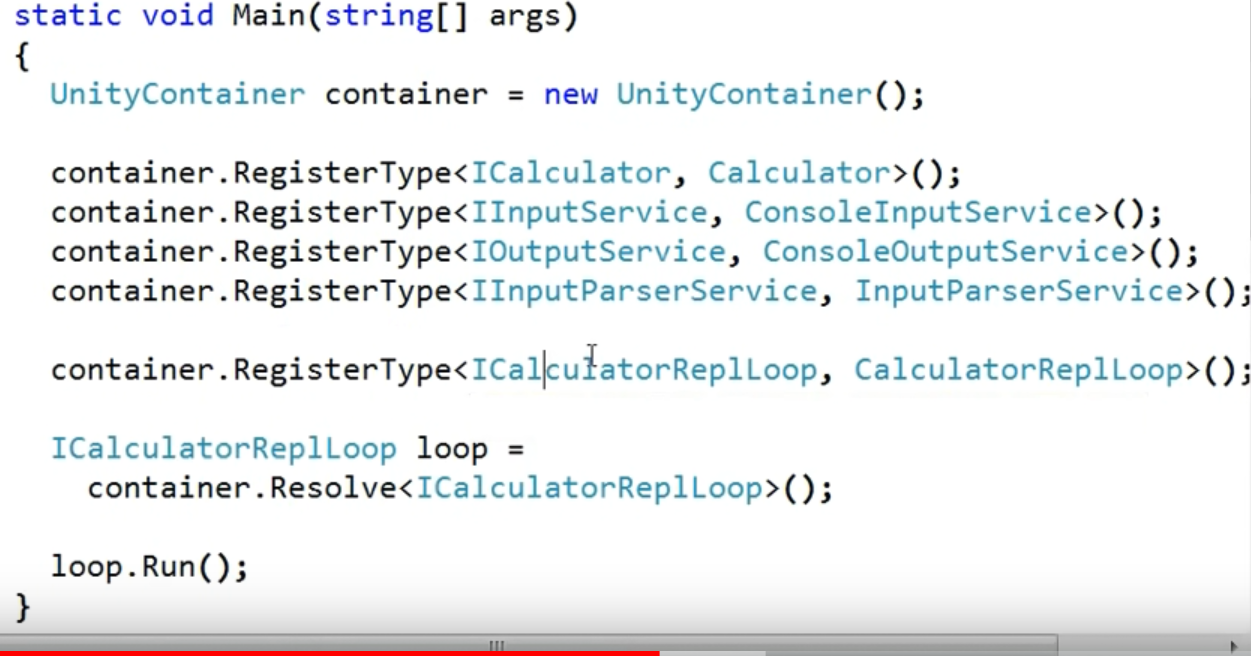


Zwei Wege um Dependency mit Unit zu setzen

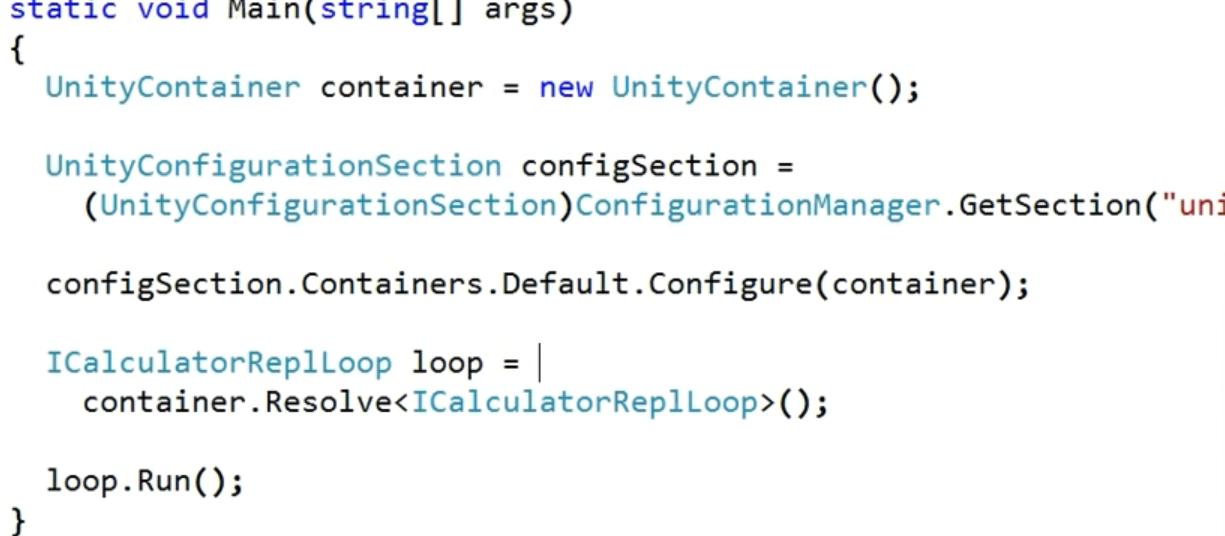
 

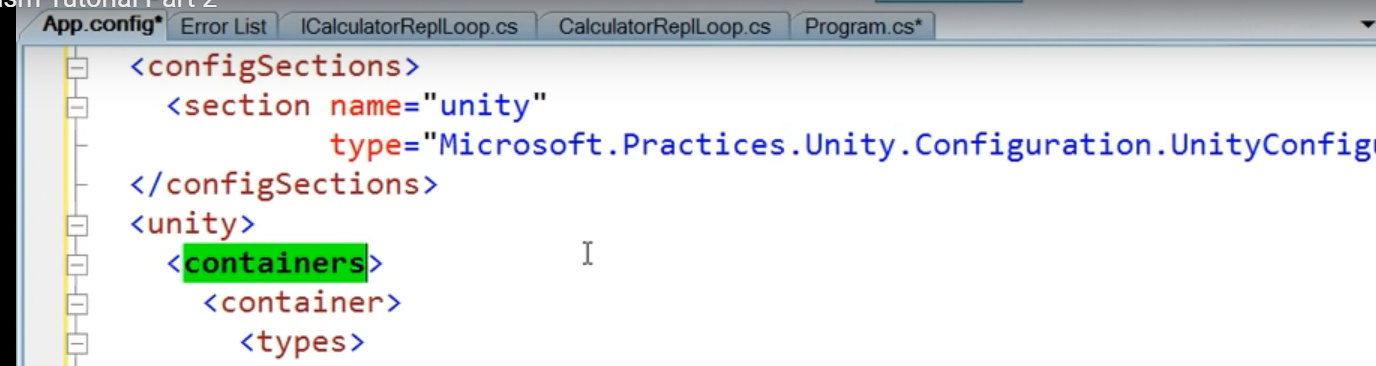
Dependency zu regestrieren:

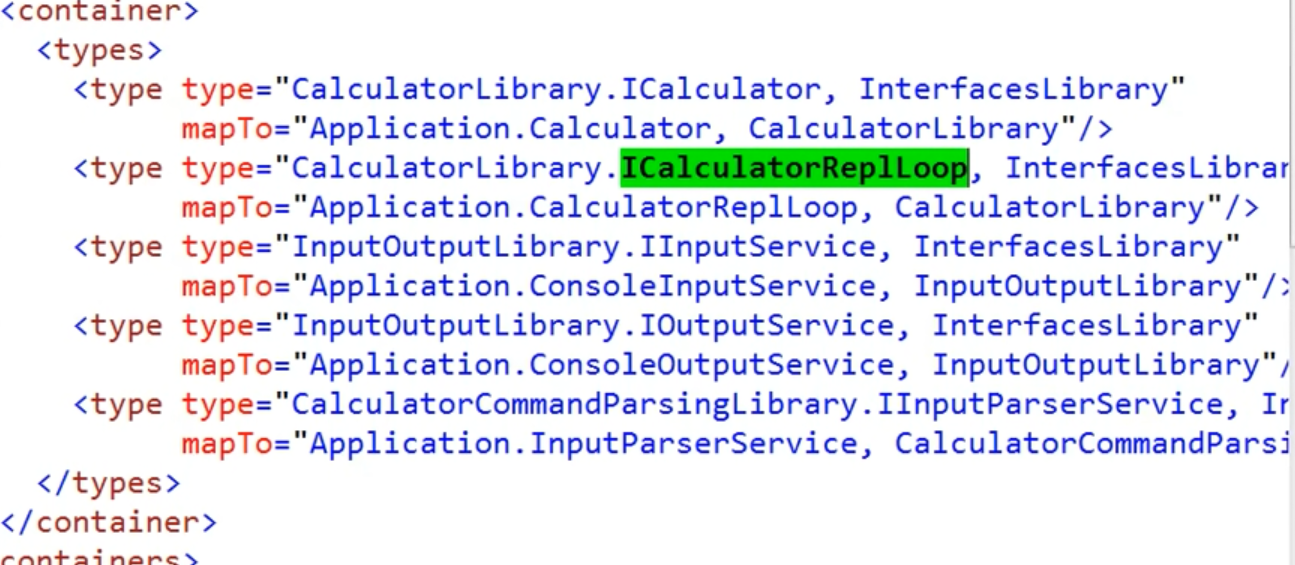
Per Code:



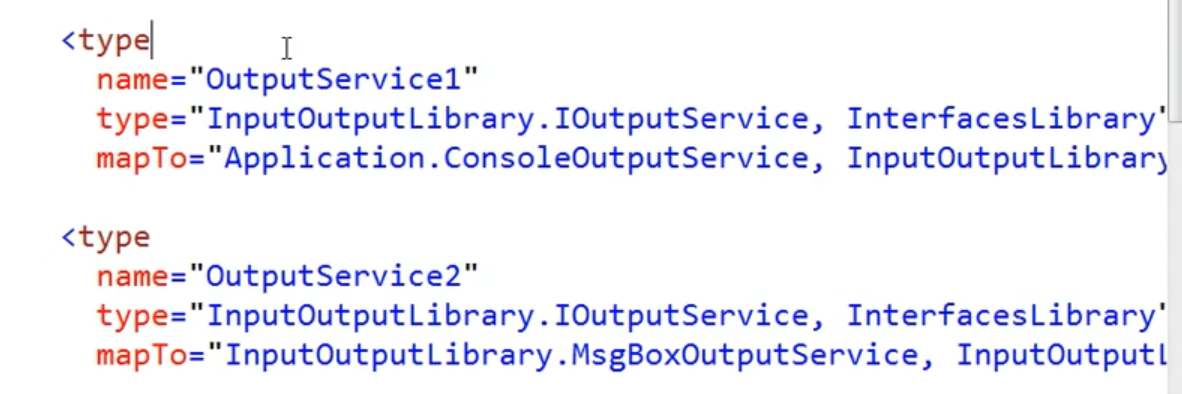
Per xml:

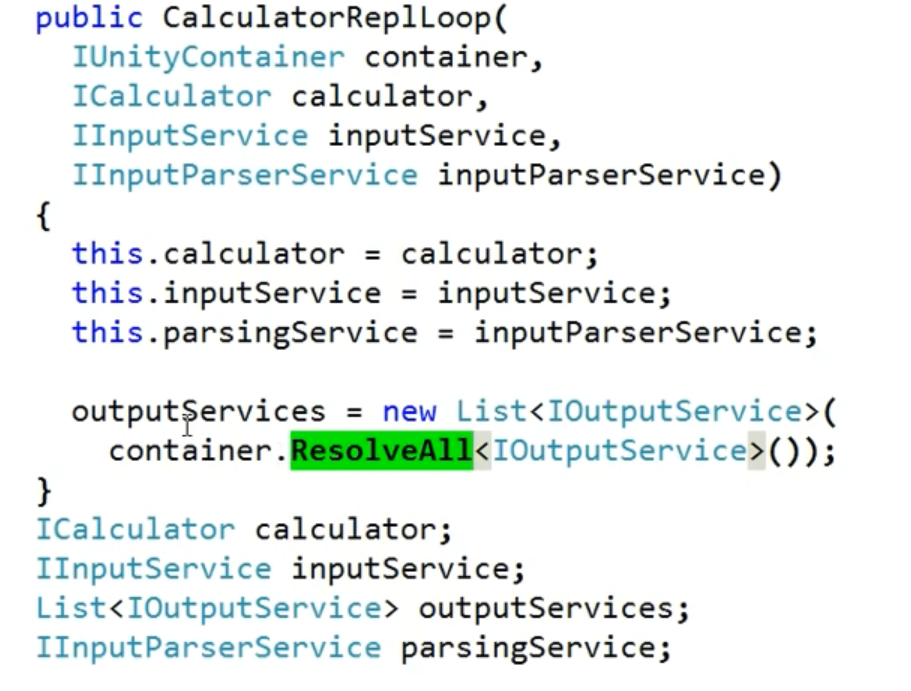






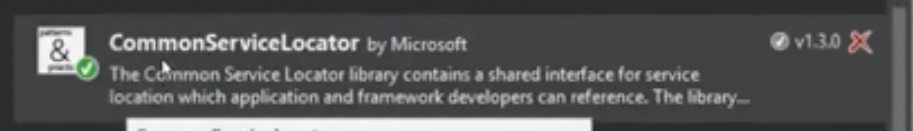
Resolve mehrer Classen für einen Iterface:

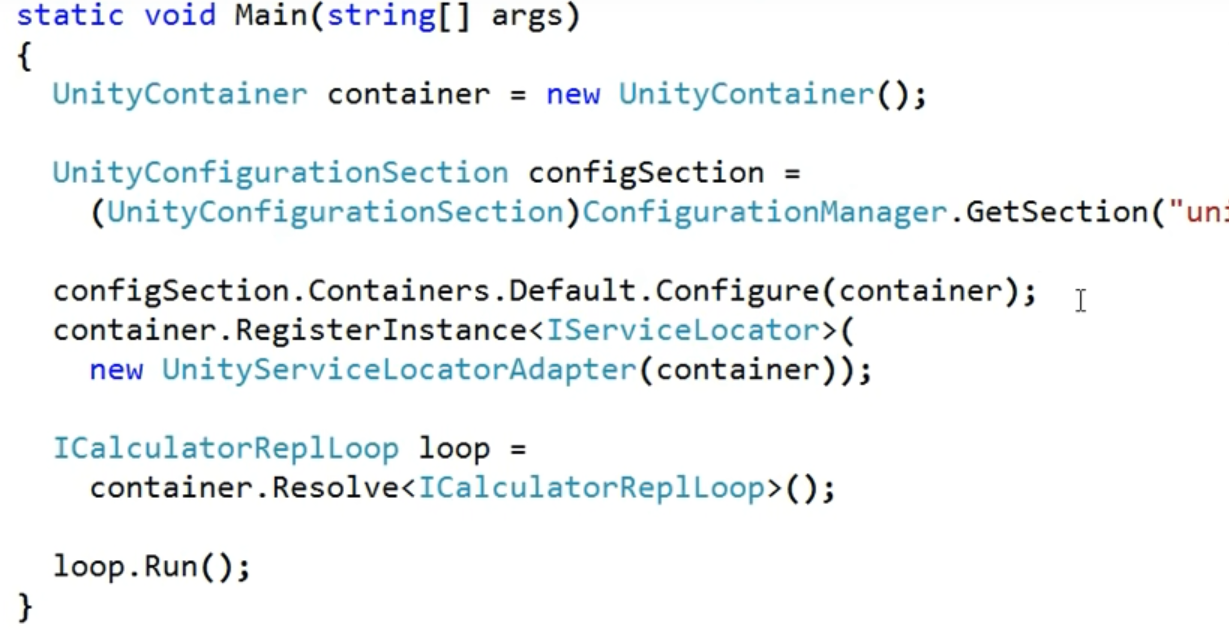


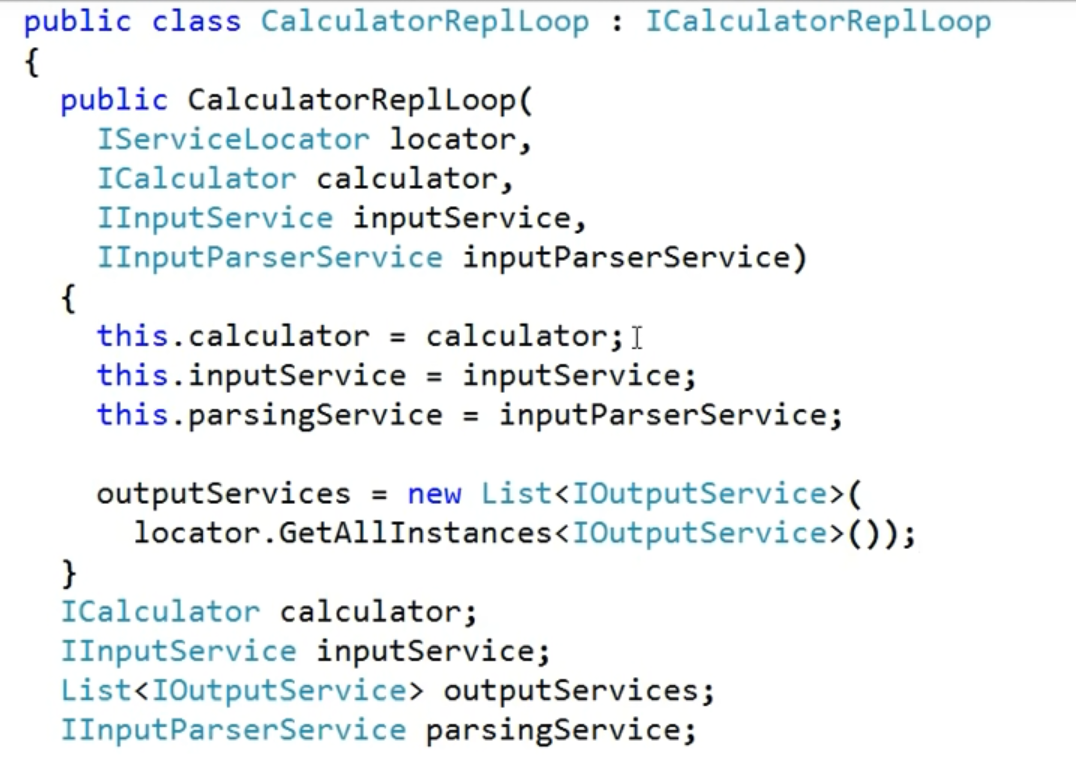




**Resolve IUnityContainer mit dem ServiceLocator**

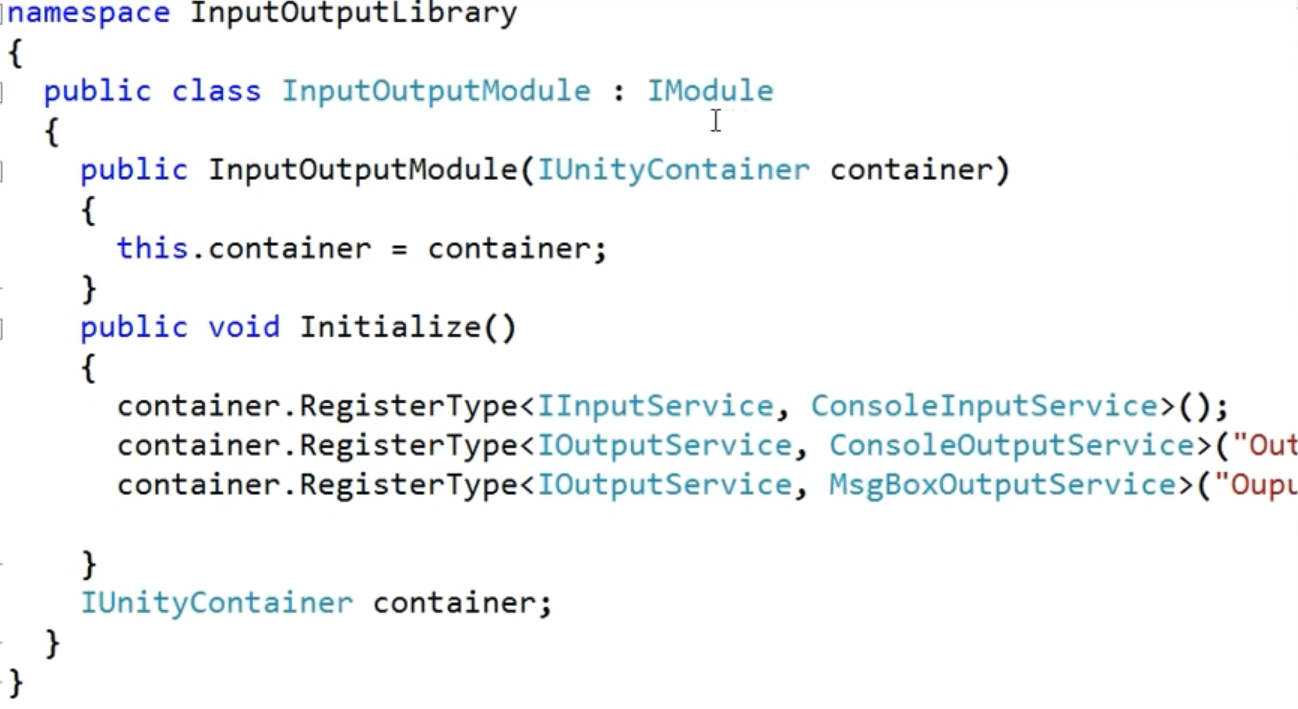


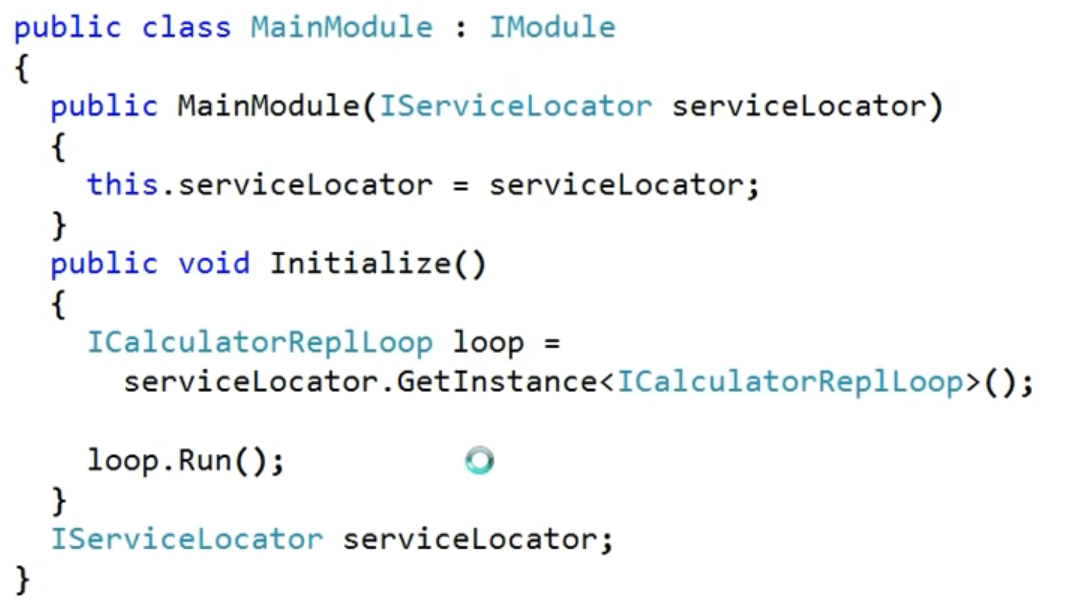




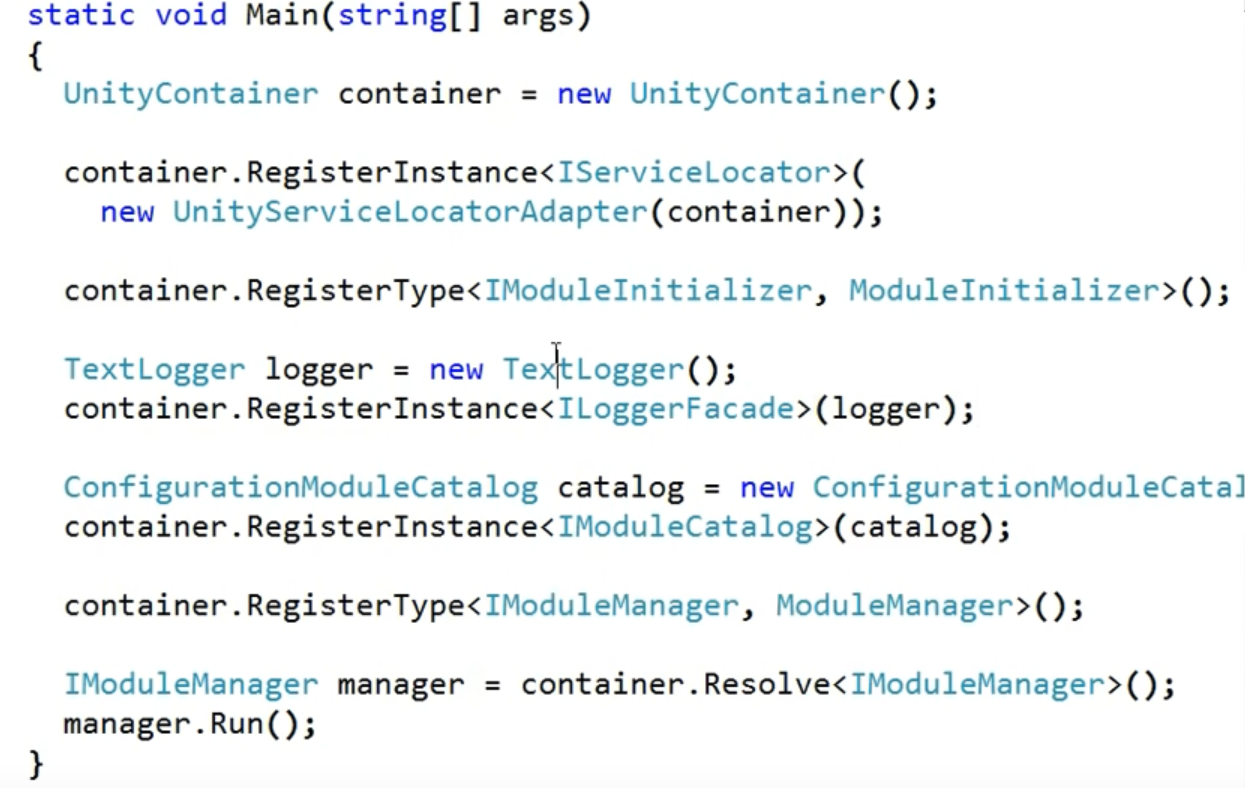
**Modularity**

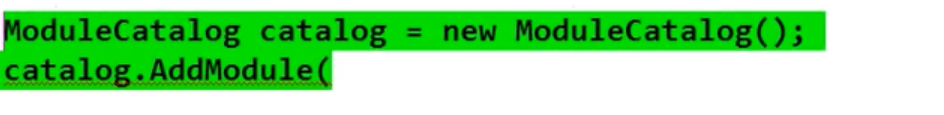
In jedem Modul wir Modul Installer angelegt

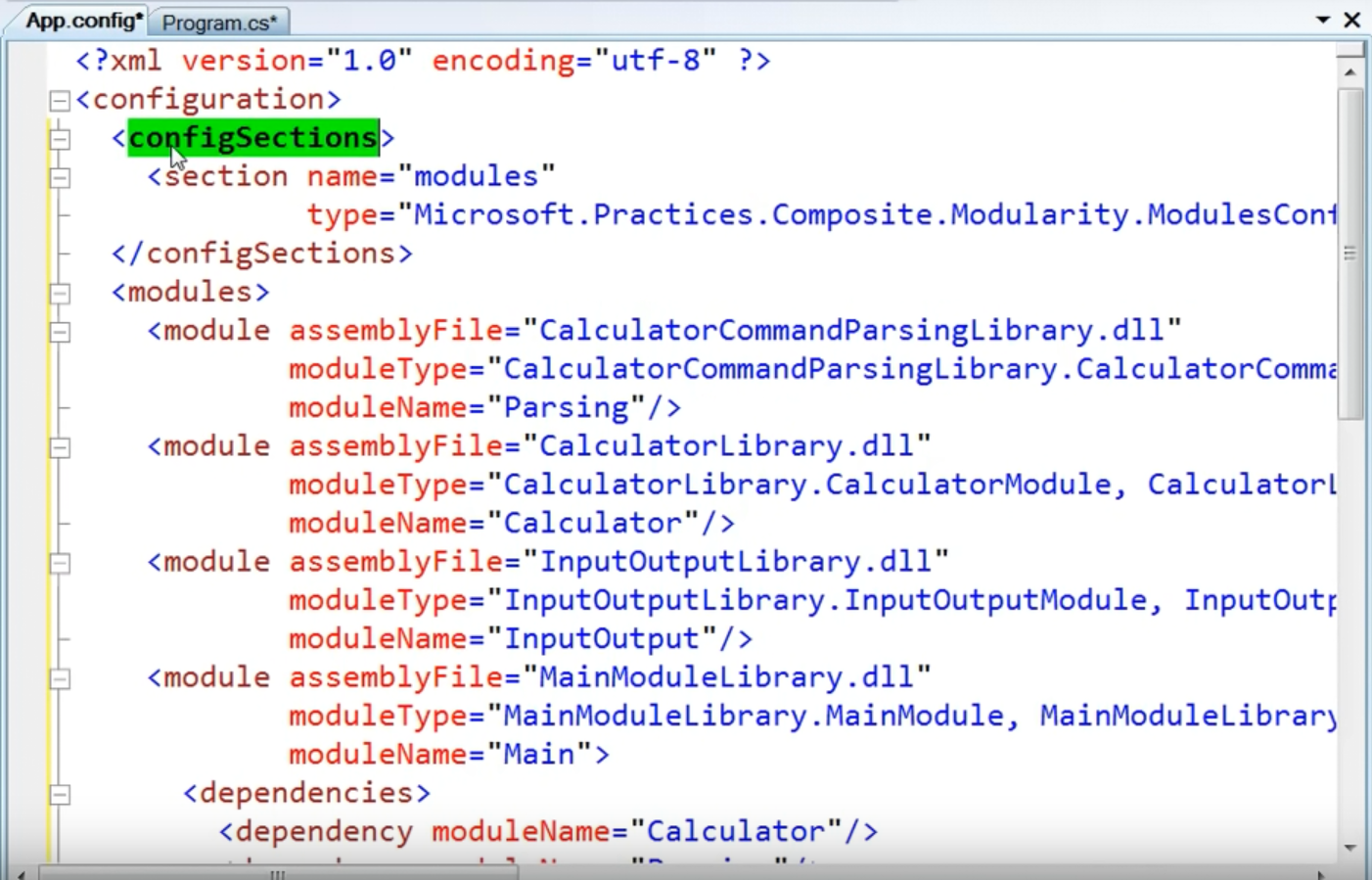




Und in Main Funktion ->



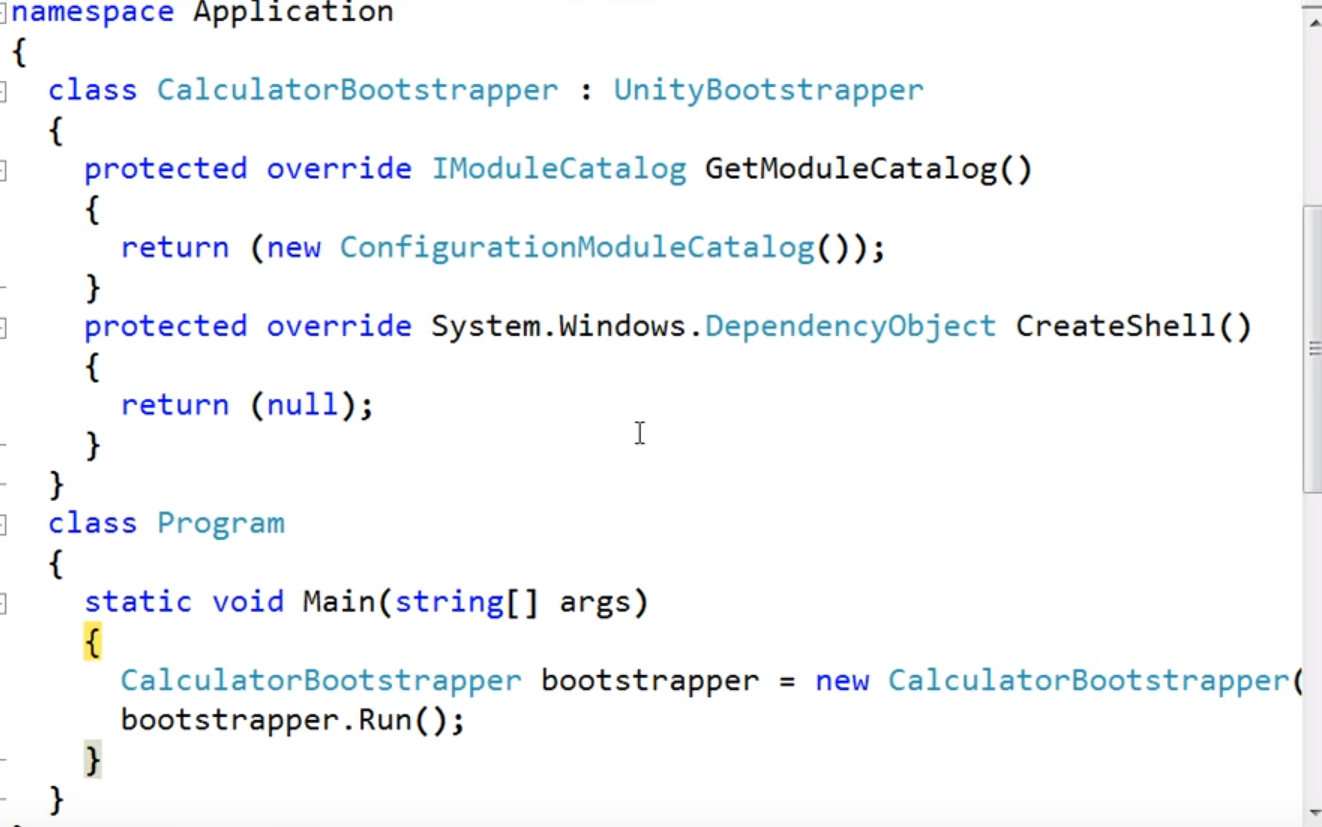
 So kann man die Module aus Verzeichnis einfügen





<https://www.youtube.com/watch?v=bNVF8k_II9Y&list=PLpKSP8oN83Cndswi7GZukikUEcv5zMNoZ&index=3>

**Bootstrapper**



Bootstrapper ersetzt den Main-Function Teil aus Modularity