

# [DIP]

! The Dependency Inversion Principle (DIP) states that high level modules should not depend on low level modules; both should depend on abstractions. Abstractions should not depend on details. Details should depend upon abstractions.

# Question:

? What is your experience with dependency injection frameworks?

(framework independent)

# DI vs. SL

- Dependency injection (DI)
  - \*\* Injects dependencies
  - \*\* Constructor/property injection
- Service Locator (SL)
  - \*\* Single point of contact
  - \*\* Static dependency resolver

# Demo

- Project [EUMEL Dj](#)
- Mobile app uses service locator
- Desktop app uses dependency injection

# Using DI Container

- Reduces "hard dependencies"
- Delegates creation
- Simplifies injecting of code
- Simplifies changing of implementation

👉 A DI container makes you write cleaner software

👍 A DI container helps refactoring code

# [Singleton]

- Create once, use the same instance everywhere
- Scope of a singleton can be different
  - \*\* Static
  - \*\* Per thread
  - \*\* Per HTTP request
  - \*\* Any customer defined
- Implementation depends on requirements
- DI implements singleton with different scopes

# [Strategy]

- Inject behaviour
- Strategy changes depending on needs
- DI implementa strategy with registrations
- Some frameworks support "named registrations"

# Instance Creation

- `T` aka. Instance
- `Func<T>` aka. Instance Factory
- `Lazy<T>` aka. Lazy Instance



# Demo: DI

- Setup (Singleton, Scopes)
- Strategy
- T, Lazy<T>, Func<T>

# Container Abstraction

- Container registers itself
- Create "Layer of Abstraction"
- IResolve
  - \*\* Get<T>
  - \*\* GetAll<T>