## Startup and dependency injection

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Presently, the entry point of a Kotlin application is always a static function named main(). We propose introducing an annotation that allows a class constructor to serve as an entry point:

```
class OurApp : Application {
   @main constructor(args: Array<String>) { ... }
}
```

At startup, applications typically couple external components, naïvely implemented as singletons:

```
object Database : DbConnection("jdbc:mysql://user:pass@localhost:3306/ourApp")
```

Global singletons are visible to each other and initialized when first used, so no dependency injection is required. While this approach is unbeatably concise, it has serious drawbacks:

- parameters must be known in advance, ruling out config files and command-line arguments;
- tight coupling hinders unit testing and reusability;
- initialization happens in an uncontrolled manner.

To address these issues, let us introduce a syntax to state component dependencies explicitly:

```
// Declaration syntax: init Component(Dependencies) { initializer }
init ConfigPath() = "./etc/config.yaml"
init Config(ConfigPath) = Yaml.fromFile(ConfigPath)
init Database(Config) = DbConnection(Config.dbConnString)
// Application class with explicit overridable dependencies:
class OurApp(params) init(Config, Database) : Application { ... }
```

Under the hood, dependencies are additional constructor parameters of <code>OurApp</code> with default values which allows overriding them if necessary. Their initialization precedes superclass constructors. Explicit dependencies (<code>Config</code>, <code>Database</code>) are <code>protected val</code> arguments accessible as fields of the class after its construction, while implicit transitive dependencies (<code>ConfigPath</code>) are not. Yet they are initialized in the same phase and can also be overridden:

Very often, default components can be overridden using command-line arguments, so let us also introduce syntax for optional overriding: