Module 5:
"DI Containers"

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Agenda

- Pure DI
- Dependency Injection Containers
- Pattern: Register-Resolve-Release
- Workshop C.1: Adding Unity DI to Services
- DI: Interception
- Workshop C.2: Interception
- DI: Lifetime Management
- (In Your Own Time): Workshop D

Pattern: Pure DI (a.k.a. Poor Man's DI)

- *Pure DI is the practice of applying DI without a DI Container.*

- Outline
  - This is essentially what we have been doing throughout the course
  - Compose object graphs manually at Composition Root

- See:
  "Dependency Injection Principles, Practices, and Patterns"
  Steven van Deursen and Mark Seemann (2019)

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Dependency Injection Containers

- Unity
- Autofac
- Simple Injector
- Microsoft.Extensions.DependencyInjection

- Ninject
- Castle Windsor
- Spring.NET
- SimpleIoc
- …

- Don’t create your own! ☺

Unity Container

- Microsoft's "classic" DI container implementation
  - Available in **`Unity`** nuget package

```
IUnityContainer unity = new UnityContainer();

unity.RegisterType<ICreateUserService, CreateUserService>()
   .RegisterType<Messenger>()
   .RegisterType<IMessageTemplateRepository,SqlMessageTemplateRepository>()
   .RegisterType<MessageTemplateContext>()
   .RegisterType<CreateUserViewModel>()
   .RegisterInstance<IDependency>(new DependencyImplementation())
   ;
```

```
ICreateUserService service = unity.Resolve<ICreateUserService>();
```

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Pattern: Register-Resolve-Release

- *Always do a sequence of three things with a container:*
  - *Register components with the container*
  - *Resolve root components*
  - *Release components from the container.*

- Outline
  - RRR captures the best practice of container use in the Composition Root only!

- See:
  https://blog.ploeh.dk/2010/09/29/TheRegisterResolveReleasepattern/
  Mark Seemann (2010)

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Workshop C.1:
Adding Unity DI to Services

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Dependency Injection Topic Areas

- Object Composition
- Interception
- Lifetime Management

Definition: Interception

- *Interception is the ability to intercept calls between two collaborating components in such a way that you can enrich or change the behavior of the dependency without the need to change the two collaborators themselves.*

- Examples
  - Security, Caching, Logging, Composites, Decorators, Proxy, …
  - Test-specific behavior

- See:
  "Dependency Injection Principles, Practices, and Patterns"
  Steven van Deursen and Mark Seemann (2019)

Example: Composite Behavior

- Sending messages via multiple channels

```
class CompositeMessageTransmissionStrategy : IMessageTransmissionStrategy
{
    readonly IEnumerable<IMessageTransmissionStrategy> _strategies;

    public CompositeMessageTransmissionStrategy(
        params IMessageTransmissionStrategy[] strategies)
    {
        _strategies = strategies;
    }

    async public Task TransmitAsync(...)  { ...}
}
```

Example: Composite Behavior

- Note: This is where the various container frameworks have (quirky) specific behaviors…

```
_container
    .RegisterType<IMessageTransmissionStrategy,
        CompositeMessageTransmissionStrategy>(
            new InjectionConstructor(
                new ResolvedArrayParameter<IMessageTransmissionStrategy>(
                new ResolvedParameter<TwilioSmsTransmissionStrategy>(),
                new ResolvedParameter<SendGridEmailTransmissionStrategy>()
                )
            )
        );
```

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Workshop C.2: Interception

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Definition: Lifestyles

- *A Lifestyle is a formalized way of describing the intended lifetime of a dependency.*

- Transient ~ New instance at every resolve
- Singleton ~ Only one instance exists per container
- Scoped ~ New instance at every scope

- Unity has **`LifetimeManager`** associated with registrations

Transient Lifestyle

- Default lifestyle for Unity and most other containers
  - Instances are not disposed by container

```
container.RegisterType<ILogger, ConsoleLogger>();
```

```
container.RegisterType<ILogger, ConsoleLogger>(
   new TransientLifetimeManager()
);
```

Singleton Lifestyle

- Can be selected for Unity and most other containers
  - Instances are tracked and disposed by container

```
container.RegisterSingleton<ILogger, ConsoleLogger>();
```

```
container.RegisterType<ILogger, ConsoleLogger>(
   new ContainedControlledLifetimeManager()
);
```

```
container.RegisterInstance<ILogger>( new ConsoleLogger() );
```

Scoped Lifestyle

- Can be selected for Unity and most other containers
  - Instances are reused within the each child container

```
IDependencyScope scope = container.CreateChildContainer();
```

- Usually not selected explicitly, but chosen by plugging into some inversion of control framework,
  - E.g. per request in ASP.NET

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