# Programowanie w .NET – loC

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### Model klasyczny

```
public class MyService
{
    MyLogger _1;
    MyDatabase _d;
    MyValidator _v;

public MyService()
    {
        _1 = new MyLogger();
        _d = new MyDatabase();
        _v = new MyValidator();
    }
    ...
}
```

#### Service Locator

```
public class MyService
{
    MyLogger _1;
    MyDatabase _d;
    MyValidator _v;

public MyService()
    {
        _1 = ServiceLocator.Logger;
        _d = ServiceLocator.Database;
        _v = ServiceLocator.Validator;
    }
}
```

```
public static class ServiceLocator
{
    public static MyLogger Logger { get; set;}
    public static MyDatabase Database { get; set;}
    public static MyValidator Validator { get; set;}

    static ServiceLocator()
    {
        Logger = new MyLogger();
        Database = new MyDatabase();
        Validator = new MyValidator();
    }
}
```

#### **Inversion Of Control**

```
public class MyService
   ILogger _1;
   IDatabase d;
   IValidator _v;
    public MyService(ILogger 1, IDatabase d, IValidator v)
        _1 = 1;
        _{V} = V;
                                      _container = new WindsorContainer();
                                      container.Register(Component.For<MyService>());
                                      var service = container.Resolve<MyService>();
```

#### Windsor 101

```
_container.Register(Component.For<IDatabase>().ImplementedBy<MyDatabase>());
_container.Register(Component.For<IDatabase>().Forward<ISecondInterface>().ImplementedBy<MyDatabase>());
_container.Register(Component.For<IDatabase>().UsingFactoryMethod(c => new MyDatabase()));
_container.Register(Component.For<IDatabase>().ImplementedBy<MyDatabase>().Named("Baza"));

var d1 = _container.Resolve<IDatabase>();
var d2 = _container.Resolve<IDatabase>("Baza");
```

https://github.com/castleproject/Windsor/blob/master/docs/README.md

## Q&A

Pytania?

#### Zadanie

- Zmienić kod, tak żeby spełniał założenia loC
- Dla chętnych: Logger powinien wyświetlać numer żądania