* No dependencies
  + Activator.CreateInstance
* With dependencies
  + Find constructor
    - Most parameters? Least parameters?
  + Activate dependencies
    - Resolve
* With unresolvable dependencies
  + Options?
    - Delegate factory? Provide ordered or named parameter values?
  + Refactor into IActivator
    - ReflectionActivator
  + Refactor into Registration
  + DelegateActivator
  + Extension methods on Registration
* Resolving abstractions
  + Add aliases to Registration
  + Add extension methods on Registration
* Introduce lifetimes
  + Refactor into ILifetime
  + TransientLifetime
  + SingletonLifetime
* Cyclic Dependencies
  + Refactor into ResolutionContext