DI Why? Getting a Grip on Dependency Injection

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Typical Introduction

```
private void BuildMainWindow()
   var builder = new ContainerBuilder();
   builder.RegisterType<SQLReader>().As<IPersonReader>()
        .SingleInstance();
   builder.RegisterSource(
       new AnyConcreteTypeNotAlreadyRegisteredSource());
    IContainer Container = builder.Build();
   Application.Current.MainWindow =
        Container.Resolve<PeopleViewerWindow>();
```

 Dependency Injection is a software design pattern that allows a choice of component to be made at run-time rather than compile time.

 Dependency injection is a software design pattern that allows the removal of hard-coded dependencies and makes it possible to change them, whether at run-time or compile-time.

 Dependency injection is a software design pattern that implements inversion of control and allows a program design to follow the dependency inversion principle. The term was coined by Martin Fowler.

In software engineering, dependency injection is a software design pattern that implements inversion of control for software libraries, where the caller delegates to an external framework the control flow of discovering and importing a service or software module.
 Dependency injection allows a program design to follow the dependency inversion principle where modules are loosely coupled. With dependency injection, the client part of a program which uses a module or service doesn't need to know all its details, and typically the module can be replaced by another one of similar characteristics without altering the client.

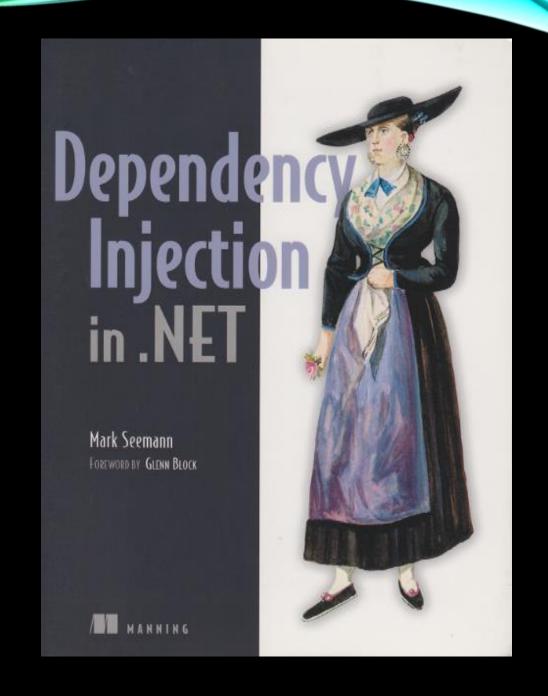
In software engineering, dependency injection is a software design pattern
that implements inversion of control for resolving dependencies. A
dependency is an object that can be used (a service). An injection is the
passing of a dependency to a dependent object (a client) that would use it.
The service is made part of the client's state.[1] Passing the service to the client,
rather than allowing a client to build or find the service, is the fundamental
requirement of the pattern.

 Dependency Injection is a set of software design principles and patterns that enable us to develop loosely coupled code.

Mark Seemann

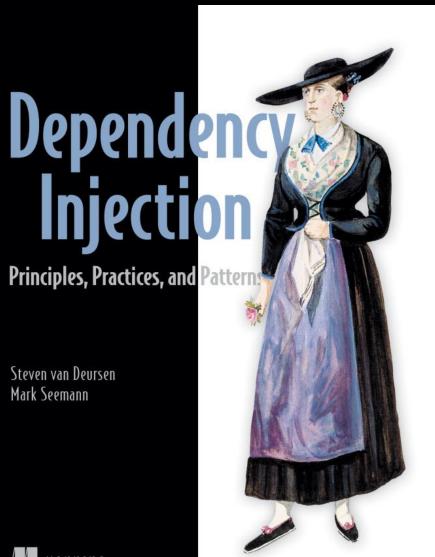
Dependency Injection in .NET

Mark Seemann



Dependency Injection Principles, Practices, and Patterns

- Steven von Deursen
- Mark Seemann





Primary Benefits

- Extensibility*
- Late Binding*
- Parallel Development
- Maintainability
- Testability*
- Adherence to S.O.L.I.D. Design Principles.

Dependency Injection Concepts

- DI Design Patterns
 - Constructor Injection*
 - Property Injection*
 - Method Injection
 - Ambient Context
 - Service Locator
- Object Composition*

- DI Containers
 - Unity
 - Castle Windsor
 - Ninject*
 - Autofac*
 - Spring.NET
 - and others

Application Layers

ViewMainWindow

Presentation

• PeopleViewModel

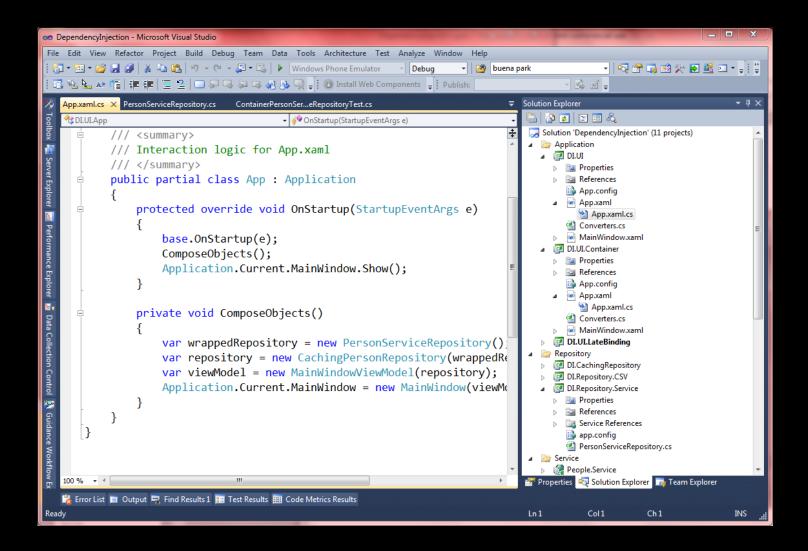
Data Access

• ServiceReader

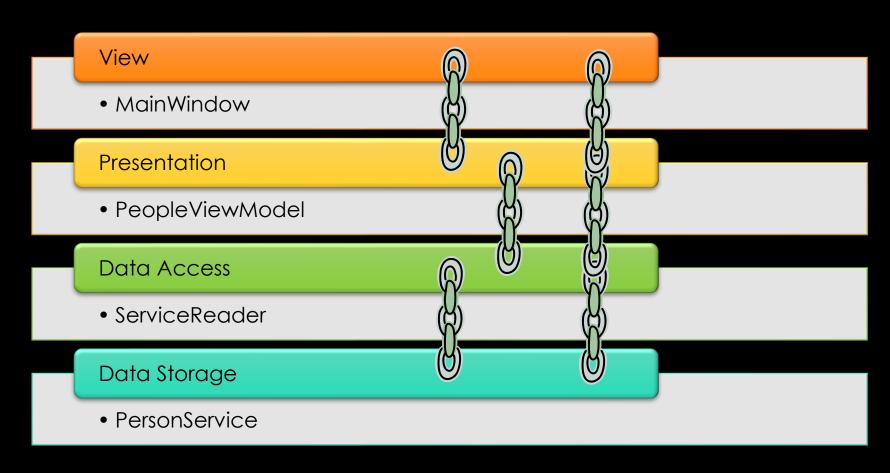
Data Storage

• PersonService

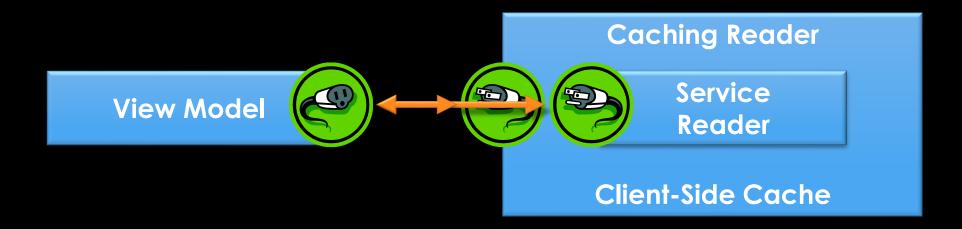
Look At The Code



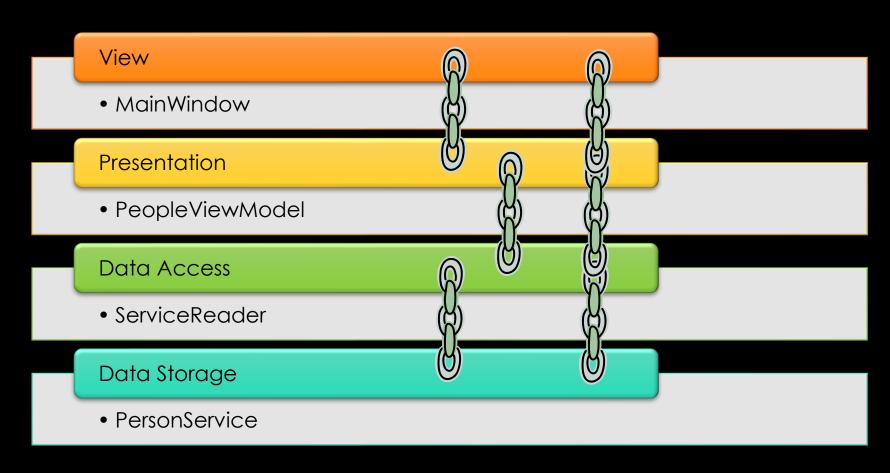
Tight Coupling



Creating a Caching Reader



Loose(r) Coupling



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Thank You!

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