

Dependency Injection

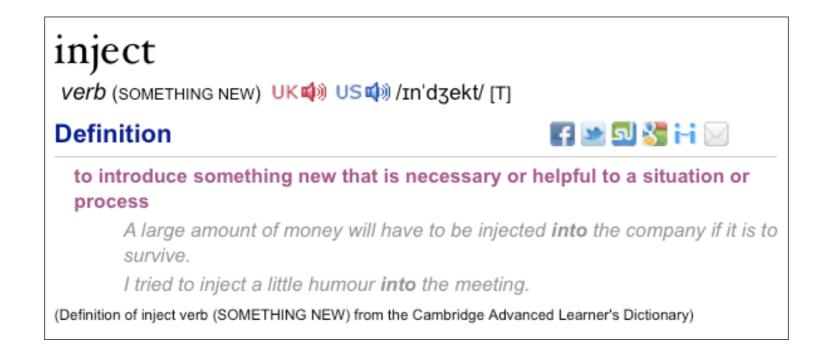
Usa Sammapun

Dependency Injection (DI)

- One of important software design principles and patterns
 - Loosely coupled code
 - Easy to change implementation
- Focus at composing objects (dependency)
 - A class doesn't instantiate depending objects within itself
 - No "new" keyword in class definition
 - But receive depending object via constructor or setter methods
 - —> "inject" dependency via constructor/setter
 - object instantiation now locates at only one place

Dependency Injection

- Dependency Injection (DI)
 - Specifically in the context of assembling dependencies between objects



http://dictionary.cambridge.org/

Dependency Injection

- Dependency Injection is also known as Inversion of Control (IoC)
 - Instead of the object creates its own depending objects
 - It lets some other objects create and inject dependencies instead

(create depending object within class)

https://github.com/ladyusa/atm

```
public class BankAccount {
   private int id;
   private String name
   private double balance;
   // . . . code . . .
public class Customer {
   private int id;
   private String name
   private int pin;
   private BankAccount account;
  // . . . code . . .
```

```
public class DataSourceDB {
    public Map<Integer,Customer> readCustomers() {
        // . . . code . . .
    }
}
```

```
public class Bank {
    private String name
    private Map<Integer, Customer> customers;
    private DataSourceDB dataSource;

public Bank(String name) {
        this.name = name;
        this.dataSource = new DataSourceDB();
        this.customers = dataSource.readCustomers();
    }

// . . . code . . .
}
```

```
public class ATM {
    private Bank bank;
    private Customer currentCustomer;

public ATM() {
    this.bank = new Bank();
    this.currentCustomer = null;
    }

// . . . code . . .
}
```

```
public class AtmUI {
   private ATM atm;

public AtmUI() {
    this.atm = new ATM();
  }

// . . . code . . .
}
```

```
public class Main {
    public static void main(String[] args) {
        AtmUI atmUI = new AtmUI();
        atmUI.run();
    }
}
```

(receive dependent object via constructor or setter)

https://github.com/ladyusa/atm-di

```
public class Bank {
    private String name
    private Map<Integer, Customer> customers;
    private DataSourceDB dataSource;

public Bank(String name, DataSourceDB dataSource) {
    this.name = name;
    this.dataSource = dataSource;
    this.customers = dataSource.readCustomers();
}

// . . . code . . .
```

```
public class ATM {
    private Bank bank;
    private Customer currentCustomer;

public ATM(Bank bank) {
    this.bank = bank;
    this.currentCustomer = null;
}

// . . . code . . .
}
```

```
public class AtmUI {
    private ATM atm;

public AtmUI(ATM atm) {
        this.atm = atm;
    }

    // . . . code . . .
}
```

```
public class Main {
   public static void main(String[] args) {
        DataSourceDB dataSource = new DataSourceDB();
        Bank bank = new Bank("My Bank",dataSource);
        ATM atm = new ATM(bank);
        AtmUI atmUI = new AtmUI(atm);
        atmUI.run();
   }
}
```

Dependency Injection with Interface

(Change implementation easier --- Layer of Indirection)

https://github.com/ladyusa/atm-di-layer

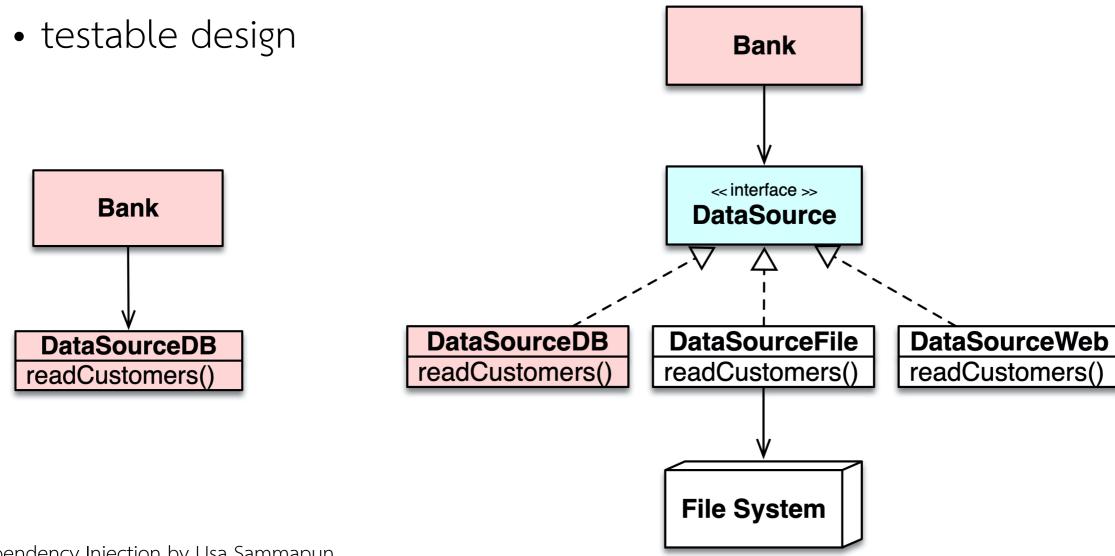
No Layer of Indirection

- If we want to change from reading database to files
 - Must change both class Bank and Main

```
public class Bank {
   private String name
   private Map<Integer,Customer> customers;
   private DataSourceDB dataSource;
   private DataSourceFile dataSource;
   public Bank(String name, DataSourceFile dataSource DataSourceDB dataSource) {
   // . . . code . . .
public class Main {
   public static void main(String[] args) {
        DataSourceDB dataSource = new DataSourceDB();
        DataSourceFile dataSource = new DataSourceFile("customers.txt");
        Bank bank = new Bank("My Bank", dataSource);
        ATM atm = new ATM(bank);
        AtmUI atmUI = new AtmUI(atm);
        atmUI.run();
 Dependency Injection by Usa Sammapun
```

Layer of Indirection

- insert a "layer" of interface between classes
 - help change implementation easier



ATM with DI and Layer of Indirection

```
public interface DataSource{
    Map<Integer,Customer> readCustomers();
}
public class DataSourceDB implements DataSource {
    public Map<Integer,Customer> readCustomers() {
       // . . . code . . .
public class DataSourceFile implements DataSource {
    public Map<Integer,Customer> readCustomers() {
       // . . . code . . .
```

ATM with DI and Layer of Indirection

```
public class Bank {
    private String name
    private Map<Integer, Customer> customers;
    private DataSourceDB dataSource;
    private DataSource dataSource;

public Bank(String name, DataSource dataSource DataSourceDB dataSource) {
        this.name = name;
        this.dataSource = dataSource;
        this.customers = dataSource.readCustomers();
    }

// . . . code . . .
}
```

Layer of Indirection

- If we want to change from reading database to files
 - only change class Main

```
public class Main {
    public static void main(String[] args) {
        DataSourceDB dataSourceDB = new DataSourceDB();
        DataSourceFile dataSourceFile = new DataSourceFile("customers.txt");
        Bank bank = new Bank("My Bank", dataSourceFile);
        ATM atm = new ATM(bank);
        AtmUI atmUI = new AtmUI(atm);
        atmUI.run();
    }
}
```

Layer of Indirection

- Very helpful principle
 - Very easy to change implementation
 - No need to touch domain classes, just a main method (which is very unstable already)
 - Flexible design and implementation