<https://www.baeldung.com/inversion-control-and-dependency-injection-in-spring>

**2. What is Inversion of Control?**

Inversion of Control is a principle in software engineering by which the control of objects or portions of a program is transferred to a container or framework. It’s most often used in the context of object-oriented programming.

By contrast with traditional programming, in which our custom code makes calls to a library, IoC enables a framework to take control of the flow of a program and make calls to our custom code. To enable this, frameworks use abstractions with additional behavior built in. **If we want to add our own behavior, we need to extend the classes of the framework or plugin our own classes.**

The advantages of this architecture are:

* decoupling the execution of a task from its implementation
* making it easier to switch between different implementations
* greater modularity of a program
* greater ease in testing a program by isolating a component or mocking its dependencies and allowing components to communicate through contracts

Inversion of Control can be achieved through various mechanisms such as: Strategy design pattern, Service Locator pattern, Factory pattern, and Dependency Injection (DI).

We’re going to look at DI next.

**3. What is Dependency Injection?**

Dependency injection is a pattern through which to implement IoC, where the control being inverted is the setting of object’s dependencies.

The act of connecting objects with other objects, or “injecting” objects into other objects, is done by an assembler rather than by the objects themselves.

Here’s how you would create an object dependency in traditional programming:

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7 | public class Store {      private Item item;        public Store() {          item = new ItemImpl1();      }  } |

In the example above, we need to instantiate an implementation of the *Item* interface within the *Store*class itself.

By using DI, we can rewrite the example without specifying the implementation of *Item* that we want:

|  |  |
| --- | --- |
| 1  2  3  4  5  6 | public class Store {      private Item item;      public Store(Item item) {          this.item = item;      }  } |

In the next sections, we’ll see how we can provide the implementation of *Item* through metadata.

Both IoC and DI are simple concepts, but have deep implications in the way we structure our systems, so they’re well worth understanding well.

**4. The Spring IoC Container**

An IoC container is a common characteristic of frameworks that implement IoC.

In the Spring framework, the IoC container is represented by the interface *ApplicationContext*. The Spring container is responsible for instantiating, configuring and assembling objects known as *beans*, as well as managing their lifecycle.

The Spring framework provides several implementations of the *ApplicationContext* interface — *ClassPathXmlApplicationContext* and *FileSystemXmlApplicationContext*for standalone applications, and *WebApplicationContext* for web applications.

In order to assemble beans, the container uses configuration metadata, which can be in the form of XML configuration or annotations.

Here’s one way to manually instantiate a container:

|  |  |
| --- | --- |
| 1  2 | ApplicationContext context    = new ClassPathXmlApplicationContext("applicationContext.xml"); |

To set the *item* attribute in the example above, we can use metadata. Then, the container will read this metadata and use it to assemble beans at runtime.

**Dependency Injection in Spring can be done through constructors, setters or fields.**

**5. Constructor-Based Dependency Injection**

In the case of [constructor-based dependency injection](https://www.baeldung.com/constructor-injection-in-spring), the container will invoke a constructor with arguments each representing a dependency we want to set.

Spring resolves each argument primarily by type, followed by name of the attribute and index for disambiguation. Let’s see the configuration of a bean and its dependencies using annotations:

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13 | @Configuration  public class AppConfig {        @Bean      public Item item1() {          return new ItemImpl1();      }        @Bean      public Store store() {          return new Store(item1());      }  } |

The *@Configuration* annotation indicates that the class is a source of bean definitions. Also, we can add it to multiple configuration classes.

The *@Bean* annotation is used on a method to define a bean. If we don’t specify a custom name, the bean name will default to the method name.

For a bean with the default *singleton* scope, Spring first checks if a cached instance of the bean already exists and only creates a new one if it doesn’t. If we’re using the *prototype* scope, the container returns a new bean instance for each method call.

Another way to create the configuration of the beans is through XML configuration:

|  |  |
| --- | --- |
| 1  2  3  4 | <bean id="item1" class="org.baeldung.store.ItemImpl1" />  <bean id="store" class="org.baeldung.store.Store">      <constructor-arg type="ItemImpl1" index="0" name="item" ref="item1" />  </bean> |

**6. Setter-Based Dependency Injection**

For setter-based DI, the container will call setter methods of our class, after invoking a no-argument constructor or no-argument static factory method to instantiate the bean. Let’s create this configuration using annotations:

|  |  |
| --- | --- |
| 1  2  3  4  5  6 | @Bean  public Store store() {      Store store = new Store();      store.setItem(item1());      return store;  } |

We can also use XML for the same configuration of beans:

|  |  |
| --- | --- |
| 1  2  3 | <bean id="store" class="org.baeldung.store.Store">      <property name="item" ref="item1" />  </bean> |

Constructor-based and setter-based types of injection can be combined for the same bean. The Spring documentation recommends using constructor-based injection for mandatory dependencies, and setter-based injection for optional ones.

**7. Field-Based Dependency Injection**

In case of Field-Based DI, we can inject the dependencies by marking them with an *@Autowired*annotation:

|  |  |
| --- | --- |
| 1  2  3  4 | public class Store {      @Autowired      private Item item;  } |

While constructing the *Store* object, if there’s no constructor or setter method to inject the *Item* bean, the container will use reflection to inject *Item* into *Store*.

We can also achieve this using [XML configuration](https://www.baeldung.com/spring-xml-injection).

This approach might look simpler and cleaner but is not recommended to use because it has a few drawbacks such as:

* This method uses reflection to inject the dependencies, which is costlier than constructor-based or setter-based injection
* It’s really easy to keep adding multiple dependencies using this approach. If you were using constructor injection having multiple arguments would have made us think that the class does more than one thing which can violate the Single Responsibility Principle.

More information on *@Autowired* annotation can be found in [Wiring In Spring](https://www.baeldung.com/spring-annotations-resource-inject-autowire) article.

**8. Autowiring Dependencies**

[Wiring](https://www.baeldung.com/spring-annotations-resource-inject-autowire) allows the Spring container to automatically resolve dependencies between collaborating beans by inspecting the beans that have been defined.

There are four modes of autowiring a bean using an XML configuration:

* ***no*:** the default value – this means no autowiring is used for the bean and we have to explicitly name the dependencies
* ***byName*:** autowiring is done based on the name of the property, therefore Spring will look for a bean with the same name as the property that needs to be set
* ***byType*:** similar to the *byName* autowiring, only based on the type of the property. This means Spring will look for a bean with the same type of the property to set. If there’s more than one bean of that type, the framework throws an exception.
* ***constructor*:** autowiring is done based on constructor arguments, meaning Spring will look for beans with the same type as the constructor arguments

For example, let’s autowire the *item1* bean defined above by type into the *store* bean:

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9 | @Bean(autowire = Autowire.BY\_TYPE)  public class Store {        private Item item;        public setItem(Item item){          this.item = item;      }  } |

We can also inject beans using the *@Autowired* annotation for autowiring by type:

|  |  |
| --- | --- |
| 1  2  3  4  5 | public class Store {        @Autowired      private Item item;  } |

If there’s more than one bean of the same type, we can use the *@Qualifier* annotation to reference a bean by name:

|  |  |
| --- | --- |
| 1  2  3  4  5  6 | public class Store {        @Autowired      @Qualifier("item1")      private Item item;  } |

Now, let’s autowire beans by type through XML configuration:

|  |  |
| --- | --- |
| 1 | <bean id="store" class="org.baeldung.store.Store" autowire="byType"> </bean> |

Next, let’s inject a bean named *item* into the *item* property of *store* bean by name through XML:

|  |  |
| --- | --- |
| 1  2  3  4 | <bean id="item" class="org.baeldung.store.ItemImpl1" />    <bean id="store" class="org.baeldung.store.Store" autowire="byName">  </bean> |

We can also override the autowiring by defining dependencies explicitly through constructor arguments or setters.

**9. Lazy Initialized Beans**

By default, the container creates and configures all singleton beans during initialization. To avoid this, you can use the *lazy-init* attribute with value *true* on the bean configuration:

|  |  |
| --- | --- |
| 1 | <bean id="item1" class="org.baeldung.store.ItemImpl1" lazy-init="true" /> |

As a consequence, the *item1* bean will be initialized only when it’s first requested, and not at startup. The advantage of this is faster initialization time, but the trade-off is that configuration errors may be discovered only after the bean is requested, which could be several hours or even days after the application has already been running.