

Leveling Up: Dependency Injection in C#

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Schedule

- 9:00 a.m. Workshop Begins
- 10:00 a.m. BREAK (10 min.)
- 11:00 a.m. BREAK (10 min.)
- 12:00 p.m. LUNCH (60 min.)
- 1:00 p.m. Workshop Resumes
- 2:00 p.m. BREAK (10 min.)
- 3:00 p.m. BREAK (10 min.)
- 4:00 p.m. Workshop Ends

All Times are Eastern Daylight Time

Today's Agenda

- Overview
 - What is it?
 - Why do we care?
 - How do we use it?
- Lab
- A Closer Look at DI
 - Dimensions of DI
 - SOLID Principles
 - Tips

Today's Agenda

- Patterns and Abstractions
 - DI Patterns
 - Other useful Design Patterns
- Lab
- Common Stumbling Blocks
 - Constructor Over-
Injection
 - Static Dependencies
 - IDisposable

Today's Agenda

- DI Containers
 - Lifetime
 - Configuration
 - Stable vs. Volatile Dependencies
 - DI Container Overview
- Lab

Lab File Location

[https://github.com/jeremybytes/
di-dotnet-workshop-2022](https://github.com/jeremybytes/di-dotnet-workshop-2022)

Lab Requirements:

- Visual Studio Code or Visual Studio 2022
- .NET 6.0 SDK

Labs will work with Windows, Mac, and Linux