



DI Battle: Kotlin vs Dagger vs ~~Toothpick~~

Metas 

Growth Session #22 - February 15 2019

Intro - What is dependency injection (DI)

Dependency injection (DI) is a technique in which an object is passed as a dependency of another object

Non DI way


```
class Car {  
    private val seat: Seat  
  
    init {  
        seat = BigSeat()  
    }  
}  
  
val car = Car()
```

DI way

```
class Car(val seat: Seat)  
  
val bigSeatCar = Car(BigSeat())  
val smallSeatCar = Car(SmallSeat())
```

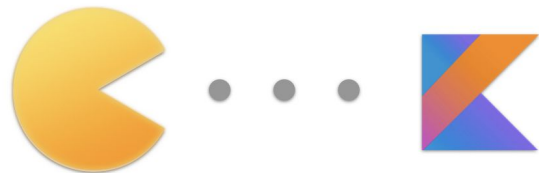
Intro - Why we need DI framework then?

To avoid having to pass a lot of dependencies around, which could be a very time consuming task



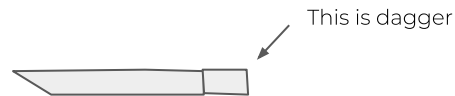
```
val apiService = ApiService()  
val database = SomeDatabase()  
  
val userRepository = UserRepositoryImpl(apiService, database)  
val articleRepository = ArticleRepositoryImpl(apiService)  
val rewardRepository = RewardRepositoryImpl(apiService)  
  
val viewModel = MainViewModel(  
    userRepository,  
    articleRepository,  
    rewardRepository  
)
```

Intro - Differences



KOIN

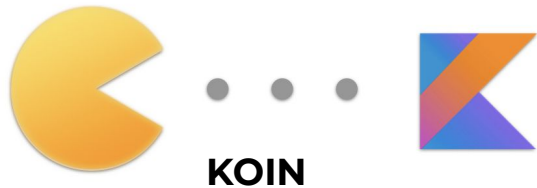
- Written in kotlin
- Does not use annotations
- Android support
- Uses DSL style



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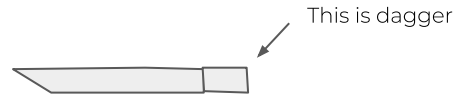
- Written in java
- Official framework from Google
- Use annotations
- Android support

Differences - Create a module



- Put dependencies inside of **module** function
- Use **single { .. }** for binding singleton object and **factory { .. }** to create new instance every time

```
val appModule = module {  
  
    single { RetrofitApiService.service }  
    single<CallerApi> { CallerApiRetrofit() }  
  
    factory { BaseRepository() }  
    factory { RegisterRepository(androidContext()) }  
    factory { MainRepository(androidContext()) }  
  
    viewModel { SplashViewModel() }  
  
}
```

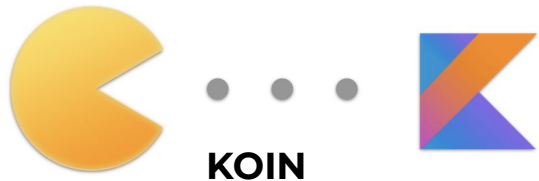


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- Create a class then annotate them with **@Module**
- For each dependency annotate them with **@Provides**

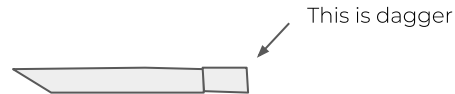
```
@Module  
class NetworkModule {  
  
    @Provides  
    fun provideRetrofitApiService(): RetrofitApiService = RetrofitApiService  
  
    @Provides  
    fun provideApiService(): ApiService = RetrofitApiService.service  
  
    @Provides  
    fun provideCallerApi(apiService: ApiService): CallerApi = CallerApiRetrofit(apiService)  
  
}
```

Differences - Create app component



- **startKoin { .. }** is a function
- Put it where the application is created, usually it's a **onCreate(..)**
- It supports some basic android component out of the box like **Context**

```
startKoin {  
    androidContext(application)  
    androidLogger( )  
    modules(appModule)  
}
```

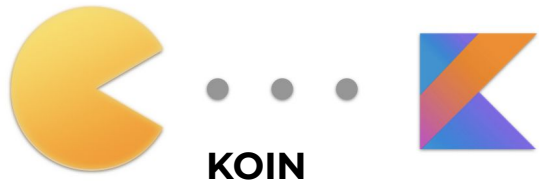


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- Create an interface which annotated with **@Component** and define each modules inside
- There are some convention that we need to follow like: it needs to has **build()** function

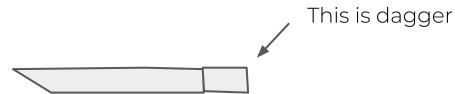
```
@Component(  
    modules = [  
        NetworkModule::class,  
        RepositoryModule::class  
    ]  
)  
interface AppComponent {  
    fun inject(application: OneCardApplication)  
  
    @Component.Builder  
    interface Builder {  
        @BindsInstance  
        fun application(application: Application): Builder  
  
        fun build(): AppComponent  
    }  
}
```

Differences - Create app component



- Just uses **inject()** that koin provided for us

```
class MainActivity: AppCompatActivity() {  
    val viewModel: MainViewModel by inject()  
}
```



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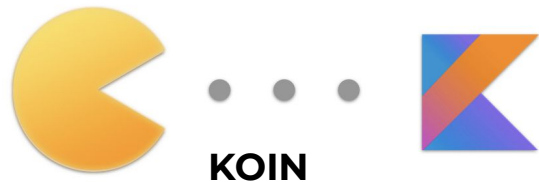
- Use **@Inject** for dependency that we want

```
class MainActivity : AppCompatActivity() {  
  
    @Inject  
    val viewModel: MainViewModel  
  
    override fun onCreate() {  
        AndroidInjection.inject(this)  
        super.onCreate()  
    }  
  
}
```

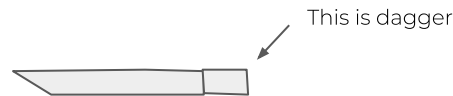
- Add **Dagger**, **Toothpick** and **Koin** to **The 1** project.
- See the cost when adding these framework.

- Add **Dagger** and **Koin** to **The 1** project.
- Try implementing some... testing with these dependency framework.

Conclusion



- It's pure kotlin, So It's better when using on koltin project.
- Setting up is lesser than **Dagger.**
- Easier to understand than **Dagger.**
- Better documentation.



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- It's written in Java, It's working well with kotlin though.
- Setting up takes time than **Koin.**
- Has a steep learning curve.
- The community is larger, There are so many project using it.
- Confusing documentation.

Thanks!

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