## **Context Injection**

he following example defines a context class to store referred books. The context class is injected to a binding class.

```
public class CatalogContext
{
    public CatalogContext()
    {
        ReferenceBooks = new ReferenceBookList();
    }
public ReferenceBookList ReferenceBooks { get; set; }
}
```

```
[Binding]
public class BookSteps
{
    private readonly CatalogContext _catalogContext;

    public BookSteps(CatalogContext catalogContext)
    {
        _catalogContext = catalogContext;
    }

[Given(@"the following books")]
    public void GivenTheFollowingBooks(Table table)
    {
        foreach (var book in table.CreateSet<Book>())
        {
            SaveBook(book);
            _catalogContext.ReferenceBooks.Add(book.ld, book);
        }
    }
}
```

In the first example we define a POCO for holding the data of a person and use it in a given and a then step that are placed in different binding classes.

```
public class PersonData // the POCO for sharing person data {
  public string FirstName;
  public string LastName;
}
```

```
[Binding]
public class MyStepDefs
{
  private readonly PersonData personData;
  public MyStepDefs(PersonData personData) // use it as ctor parameter
  {
    this.personData = personData;
  }
```

```
[Given]
 public void The_person_FIRSTNAME_LASTNAME(string firstName, string lastName)
  personData.FirstName = firstName; // write into the shared data
  personData.LastName = lastName;
  //... do other things you need
 }
[Binding]
public class OtherStepDefs // another binding class needing the person
 private readonly PersonData personData;
 public OtherStepDefs(PersonData personData) // ctor parameter here too
  this.personData = personData;
 [Then]
 public void The_person_data_is_properly_displayed()
  var displayedData = ... // get the displayed data from the app
   // read from shared data, to perform assertions
  Assert.AreEqual(personData.FirstName + " " + personData.LastName,
   displayedData, "Person name was not displayed properly");
 }
```