

Practical IoC With MVC 4

Injecting With Unity

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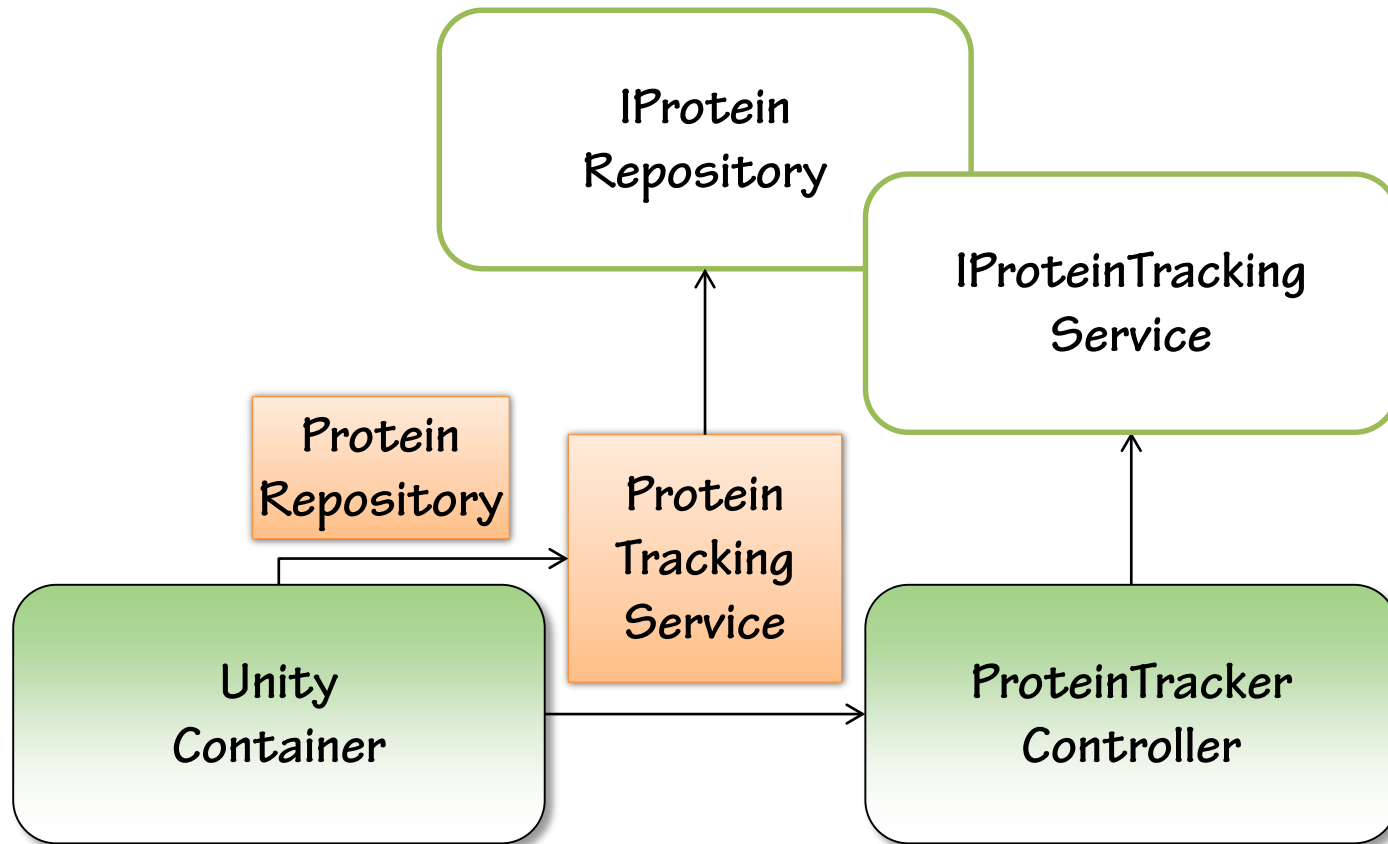
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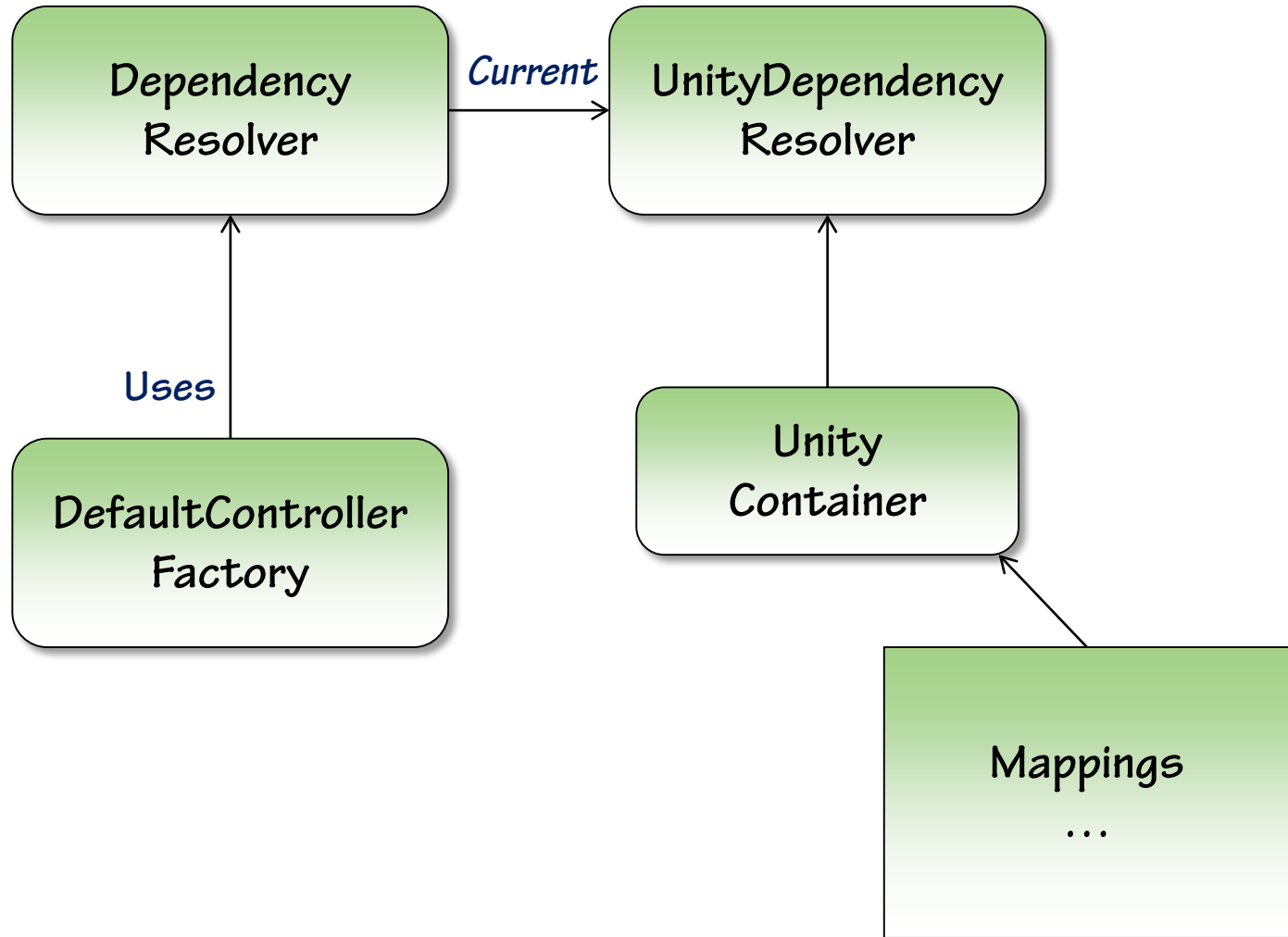
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Using IoC



The IoC container will be responsible for resolving all of our dependencies


Plugging In Unity




We'll be using a different extensibility point for injecting with Unity

About Unity

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Unity 2.1 for .NET3.5 & 4.0, Unity 3.0 for .NET4.5**Project Description**
The Unity Application Block (Unity) is a lightweight extensible dependency injection container with support for constructor, property, and method call injection.

Unity addresses the issues faced by developers engaged in component-based software engineering. Modern business applications consist of custom business objects and components that perform specific or generic tasks within the application, in addition to components that individually address cross cutting concerns such as logging, authentication, authorization, caching, and exception handling.

The key to successfully building such applications is to achieve a decoupled or very loosely coupled design. Loosely coupled applications are more flexible and easier to maintain. They are also easier to test duringSearch Wiki & Documentation 

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Documentation at: <http://msdn.microsoft.com/en-us/library/ff647202>

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We'll be looking at some advanced techniques for doing injection