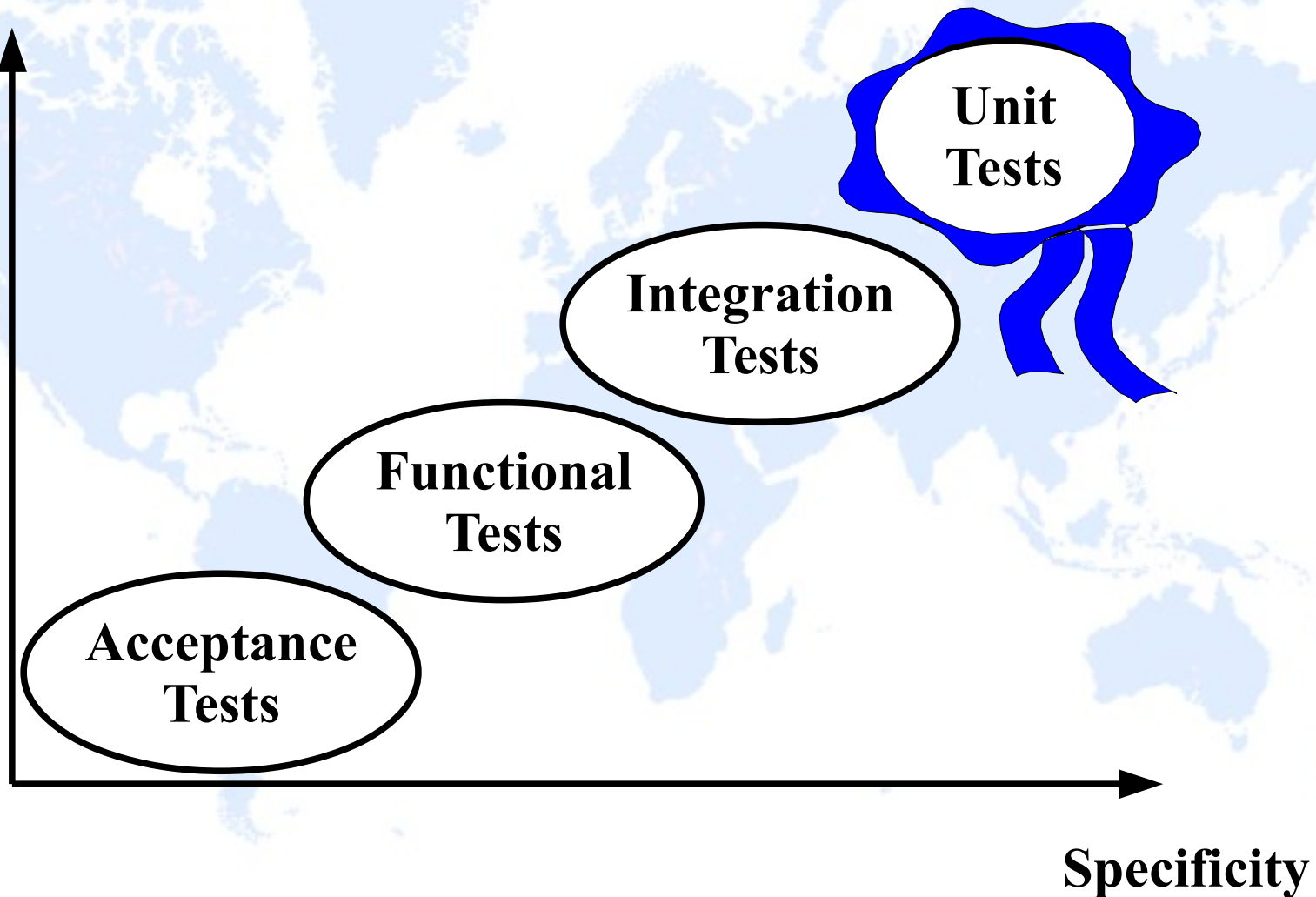


# Dependency Injection



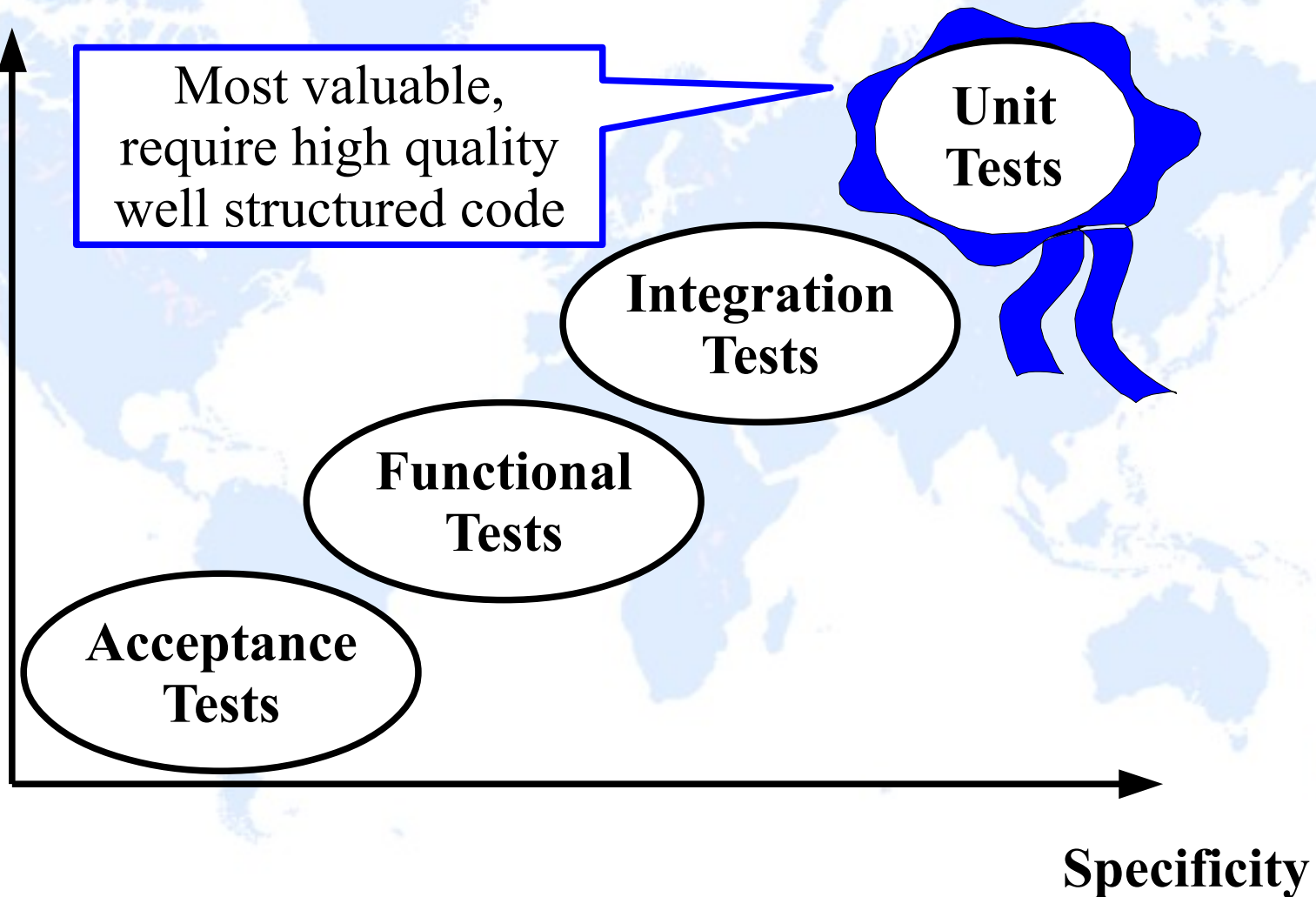
# Not all tests are created equal

Stability



# Not all tests are created equal

Stability





# Real Unit Tests

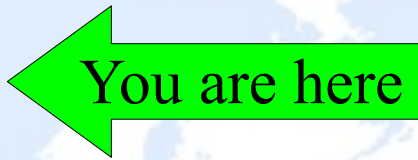
- Test a single unit of code, i.e. a **single class**

# Real Unit Tests

- Test a single unit of code, i.e. a **single class**

We need to be able to  
**replace** (mock/stub)  
**dependencies dynamically**

# Structure of this presentation

- Why do we want Dependency Injection?
- Code example: DI for generic PHP classes 
- Code example: DI in Symfony 2

Why is this class  
difficult to unit test?

```
<?php
use Guzzle\Http\Client;
use Acme\Logger\XmlLogger;
```

```
class FeedAggregator {
    private $client;
    private $logger;

    public function __construct () {
        $this->client = new Client();
        $this->logger = new XmlLogger();
    }

    public function retrieveFeed ($baseurl, $path) {
        $request = $this->client->setBaseUrl($baseurl)->get($path);
        $response = $request->send();
        if (200 != $response->getStatusCode()) {
            $this->logger->log('Could not get: '.$host.$path);
            return null;
        }

        return $response->getBody();
    }
    // ...
}
```

```
<?php
use Guzzle\Http\Client;
use Acme\Logger\XmlLogger;
```

Why is this class  
difficult to unit test?

```
class FeedAggregator {
    private $client;
    private $logger;

    public function __construct ()
        $this->client = new Client();
        $this->logger = new XmlLogger();
    }
```

What if we want unit tests to run fast  
without waiting for the network?

```
public function retrieveFeed ($baseUrl, $path) {
    $request = $this->client->setBaseUrl($baseUrl)->get($path);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log('Could not get: '.$host.$path);
        return null;
    }

    return $response->getBody();
}
// ...
}
```



```
<?php
use Guzzle\Http\Client;
use Acme\Logger\XmlLogger;
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Why is this class  
difficult to unit test?

```
class FeedAggregator {
    private $client;
    private $logger;

    public function __construct ()
    {
        $this->client = new Client();
        $this->logger = new XmlLogger();
    }
}
```

What if we want unit tests to run fast  
without waiting for the network?

```
public function retrieveFeed ($host, $path) {
    $request = $this->client->get($host.$path);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log('Could not get: '.$host.$path);
        return null;
    }

    return $response->getBody();
}
// ...
}
```

What if we want unit tests to run fast  
without logging?

```
<?php
use Guzzle\Http\Client;
use Acme\Logger\XmlLogger;
```

```
class FeedAggregator {
    private $client;
    private $logger;
```

```
public function __construct ()
    $this->client = new Client();
    $this->logger = new XmlLogger();
}
```

```
public function retrieveFeed ($url, $path) {
    $request = $this->client->get($url);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log('Could not get: ' . $host . $path);
        return null;
    }
}
```

```
return $response->getBody();
}
```

```
// ...
}
```

What if we ever want to use a different HTTP client?

Why is this class difficult to unit test?

What if we want unit tests to run fast without waiting for the network?

What if we want unit tests to run fast without logging?

```
<?php
use Guzzle\Http\Client;
use Acme\Logger\XmlLogger;
```

What if we ever want to use a different HTTP client?

Why is this class difficult to unit test?

What if we ever want to use a different logger class?

What if we want unit tests to run fast without waiting for the network?

```
class FeedRetriever {
    private Client $client;
    private XmlLogger $logger;

    public function __construct () {
        $this->client = new Client();
        $this->logger = new XmlLogger();
    }
}
```

```
public function retrieveFeed ($url, $path) {
    $request = $this->client->createRequest('GET', $url);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log('Could not get: ' . $host . $path);
        return null;
    }
}
```

What if we want unit tests to run fast without logging?

```
return $response->getBody();
}
```

```
// ...
}
```

```
<?php
use Guzzle\Http\Client;
use Acme\Logger\XmlLogger;
```

What if we ever want to use a different HTTP client?

Why is this class difficult to unit test?

What if we ever want to use a different logger class?

What if we ever want to use a different log format?

What if we want unit tests to run fast without waiting for the network?

```
    $this->client = new Client();
    $this->logger = new XmlLogger();
}
```

```
public function retrieveFeed ($url, $path) {
    $request = $this->client->get($url);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log('Could not get: ' . $host . $path);
        return null;
    }
}
```

What if we want unit tests to run fast without logging?

```
    return $response->getBody();
}
// ...
}
```

```
<?php
use Guzzle\Http\Client;
use Acme\Logger\XmlLogger;
```

What if we ever want to use a different HTTP client?

Why is this class difficult to unit test?

What if we ever want to use a different logger class?

What if we ever want to

What if we want unit tests to run fast waiting for the network?

Dependencies are **pulled**.  
=> Replacing requires refactoring  
=> Dynamic replacing (only for testing) is **impossible**

What if we want unit tests to run fast without logging?

```
}
public function get($url) {
    $request = $this->client->createRequest('GET', $url);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log('Could not get: ' . $url);
        return null;
    }
    return $response->getBody();
}
// ...
}
```

```
<?php
use Guzzle\Http\Client;
use Acme\Logger\XmlLogger;
```

Dependencies are **pulled**.

```
class FeedAggregator {
    private $client;
    private $logger;

    public function __construct () {

        $this->client = new Client();
        $this->logger = new XmlLogger();
    }

    public function retrieveFeed ($baseurl, $path) {
        $request = $this->client->setBaseUrl($baseurl)->get($path);
        $response = $request->send();
        if (200 != $response->getStatusCode()) {
            $this->logger->log('Could not get: '.$host.$path);
            return null;
        }

        return $response->getBody();
    }
    // ...
}
```

```
<?php
use Guzzle\Http\ClientInterface;
use Acme\Logger\LoggerInterface;
```

Dependencies are **pushed**.

```
class FeedAggregator {
    private $client;
    private $logger;

    public function __construct(ClientInterface $client,
                               LoggerInterface $logger) {
        $this->client = $client;
        $this->logger = $logger;
    }

    public function retrieveFeed ($baseurl, $path) {
        $request = $this->client->setBaseUrl($baseurl)->get($path);
        $response = $request->send();
        if (200 != $response->getStatusCode()) {
            $this->logger->log('Could not get: '.$host.$path);
            return null;
        }

        return $response->getBody();
    }
    // ...
}
```

```
<?php
use Guzzle\Http\ClientInterface;
use Acme\Logger\LoggerInterface;
```

Dependencies are **pushed**.

```
class FeedAggregator
    private $client;
    private $logger;
```

Class only depends  
on **interfaces**

```
public function __construct(ClientInterface $client,
                             LoggerInterface $logger) {
    $this->client = $client;
    $this->logger = $logger;
}
```

```
public function retrieveFeed ($baseurl, $path) {
    $request = $this->client->setBaseUrl($baseurl)->get($path);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log('Could not get: '.$host.$path);
        return null;
    }

    return $response->getBody();
}
// ...
}
```



```
<?php
use Guzzle\Http\ClientInterface;
use Acme\Logger\LoggerInterface;
```

Dependencies are **pushed**.

```
class FeedAggregator
private $client
private $logger
```

Class only depends  
on **interfaces**

Implementations are  
**injected** at runtime

```
public function __construct(ClientInterface $client,
                             LoggerInterface $logger) {
    $this->client = $client;
    $this->logger = $logger;
}

public function retrieveFeed ($baseurl, $path) {
    $request = $this->client->setBaseUrl($baseurl)->get($path);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
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        return null;
    }

    return $response->getBody();
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// ...
}
```

```
<?php
use Guzzle\Http\ClientInterface;
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Dependencies are **pushed**.

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private $logger
```

Class only depends  
on **interfaces**

Implementations are  
**injected** at runtime

```
public function __construct(ClientInterface $client,
                             LoggerInterface $logger) {
    $this->client = $client;
    $this->logger = $logger;
}
```

Easy to **replace**, even  
**dynamically** (for testing)

```
public function retrieveFeed ($baseurl, $path) {
    $request = $this->client->setBaseUrl($baseurl)->get($path);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log('Could not get: ' . $host . $path);
        return null;
    }

    return $response->getBody();
}
// ...
}
```

```
<?php
use Guzzle\Http\ClientInterface;
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Dependencies are **pushed**.

```
class FeedAggregator
private $client
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Easy to **replace**, even **dynamically** (for testing)

```
public function retrieveFeed ($baseurl, $path) {
    $request = $this->client->setBaseUrl($baseurl)->get($path);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log($response->getStatusCode(), $response->getBody());
        return null;
    }
}
```

On the level of the class,  
You are now experts for **Dependency Injection**.

```
return $response->getBody();
}
// ...
}
```

```
<?php
use Guzzle\Http\ClientInterface;
use Acme\Logger\LoggerInterface;
```

Dependencies are **pushed**.

```
class FeedAggregator
private $client
private $logger
```

Class only depends on **interfaces**

Implementations are **injected** at runtime

```
public function __construct(ClientInterface $client,
                             LoggerInterface $logger) {
    $this->client = $client;
    $this->logger = $logger;
}
```

Easy to **replace**, even **dynamically** (for testing)

```
public function retrieveFeed ($baseurl, $path) {
    $request = $this->client->setBaseUrl($baseurl)->get($path);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->log($response->getStatusCode(), $response->getBody());
        return null;
    }
}
```

On the level of the class,  
You are now experts for **Dependency Injection**.

Any questions?

```
return $response->getBody();
}
// ...
}
```

```
<?php
use Guzzle\Http\ClientInterface;
use Acme\Logger\LoggerInterface;
```

Dependencies are **pushed**.

```
class FeedAggregator
private $client
private $logger
```

Class only depends on **interfaces**

Implementations are **injected** at runtime

```
public function __construct(ClientInterface $client,
                             LoggerInterface $logger) {
    $this->client = $client;
    $this->logger = $logger;
}
```

Easy to **replace**, even **dynamically** (for testing)

```
public function retrieveFeed ($baseurl, $path) {
    $request = $this->client->setBaseUrl($baseurl)->get($path);
    $response = $request->send();
    if (200 != $response->getStatusCode()) {
        $this->logger->error($response->getStatusCode() . $host . $path);
        return null;
    }
}
```

On the level of the class,  
You are now experts for **Dependency Injection**.

Who constructs and pushes all the dependencies?

```
return $response->getBody();
}
// ...
}
```



# Dependency Injection Container

“DI Container”, “DIC”, “Service Container”, “the Container”



## C++ [\[Bearbeiten\]](#)

- PocoCapsule/C++ IoC und DSM Framework

## Java [\[Bearbeiten\]](#)

- [Contexts and Dependency Injection \(CDI\)](#), Standard für DI (JSR 299,<sup>[1]</sup> eine Rahmenrichtlinie, umgesetzt durch verschiedene Frameworks wie z. B. *Seam Weld* in Java EE 6)
- [EJB](#) ab Version 3.0
- [Spring](#)
- [PicoContainer](#)
- [Seam 2](#)
- [Guice](#)
- [simject](#)
- [JBoss Microcontainer](#) ab [JBoss Application Server 5.0](#)
- [OSGi Declarative Services](#)

## PHP 5 [\[Bearbeiten\]](#)

- [Garden](#) (wird nicht mehr weiterentwickelt)
- [Stubbles IoC](#)
- [Enterprise-PHP-Framework](#)
- [Symfony Components \(BETA\)](#), Opensource PHP Standalone Classes
- [Symfony2](#), Open-Source PHP Framework
- [FLOW3](#), Open-Source PHP Framework
- [Phemto](#)
- [PicoContainer for PHP](#)
- [Pimple](#)
- [pinjector](#)
- [Zend Framework 2](#), Opensource PHP Framework
- [Adventure PHP Framework](#)

## Perl [\[Bearbeiten\]](#)

- [Bread::Board](#)
- [Orochi](#)

## Ruby [\[Bearbeiten\]](#)

- [Copland](#)
- [Needle](#)

## Python [\[Bearbeiten\]](#)

- [PyContainer](#)
- [SpringPython](#)
- [snake-guice](#)
- [python-inject](#)

## .NET [\[Bearbeiten\]](#)

- [Autofac](#)
- [Ninject](#)
- [Spring.NET](#)
- [Structuremap](#)
- [Unity Application Block](#)
- [Puzzle.NFactory](#)
- [Castle MicroKernel](#) und [Windsor Container](#)
- [NauckIT.MicroKernel](#)
- [Managed Extensibility Framework](#)
- [ObjectBuilder](#)
- [PicoContainer.NET](#)
- [WINTER4NET](#)
- [LightCore](#)
- [OpenNETCF.IoC](#)
- [LOOM.NET](#) mit [Dependency Injection Aspect](#)
- [PRISM](#)

## ColdFusion [\[Bearbeiten\]](#)

- [ColdSpring](#)
- [LightWire](#)

## Actionscript [\[Bearbeiten\]](#)

- [Swiz](#)
- [Parsley](#)
- [Cairngorm 3](#)
- [Robotlegs](#)
- [StarlingMVC](#)

## Objective C [\[Bearbeiten\]](#)

- [Objection](#)

## Delphi [\[Bearbeiten\]](#)

- [Spring Framework for Delphi](#)



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- [Zend Framework 2](#), Opensource PHP Framework
- Adventure PHP Framework

## Perl [\[Bearbeiten\]](#)

- Bread::Board
- Orochi

## Ruby [\[Bearbeiten\]](#)

- Copland
- Needle

## ColdFusion [\[Bearbeiten\]](#)

- ColdSpring

# Very Many Frameworks support Dependency Injection

## .NET [\[Bearbeiten\]](#)

- Autofac
- Ninject
- Spring.NET
- Structuremap
- Unity Application Block
- Puzzle.NFactory
- Castle MicroKernel und Windsor Container
- NauckIT.MicroKernel
- Managed Extensibility Framework
- ObjectBuilder
- PicoContainer.NET
- WINTER4NET
- LightCore
- OpenNETCF.IoC
- LOOM.NET mit Dependency Injection Aspect
- PRISM

- Robotlegs
- StarlingMVC

## Objective C [\[Bearbeiten\]](#)

- Objection

## Delphi [\[Bearbeiten\]](#)

- Spring Framework for Delphi



**Vielen Dank  
für Eure Aufmerksamkeit!**

# SOLID

- S Single Responsibility Principle
- O Open / Close Principle
- L Liskov Substitution Principle
- I Interface Segregation Principle
- D Dependency Inversion Principle