

 무료 전자 책

배우기

unity-container

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#unity-  
container

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# 1:

Unity Container (Unity) . . . . [ <https://msdn.microsoft.com/en-us/library/ff647202.aspx>]

2.0.0	2	2011-05-05
2.1.0	2.1	2011-05-11
3.0.0	3	2013-04-26
3.5.0	3.5	2015-05-15
4.0.0	OSS	2015-10-06

## Examples

Unity NuGet . . . .

```
PM> Install-Package Unity
```

Visual Studio -> NuGet *NuGet* Unity .

```
interface IGreeter
{
    void Greet();
}

class Greeter : IGreeter
{
    public void Greet()
    {
        Console.WriteLine("Hello World");
    }
}

class SpanishGreeter : IGreeter
{
    public void Greet()
    {
        Console.WriteLine("Hola Mundo");
    }
}

class FrenchGreeter : IGreeter
{
    public void Greet()
    {
```

```

        Console.WriteLine("Bonjour le Monde");
    }
}

class Program
{
    static void Main(string[] args)
    {
        var container = new UnityContainer()
            .RegisterType<IGreeter, SpanishGreeter>("spanish")
            .RegisterType<IGreeter, FrenchGreeter>("french")
            .RegisterType<IGreeter, Greeter>();

        //Get default registration. Outputs "Hello World"
        var greeter = container.Resolve<IGreeter>();
        greeter.Greet();

        //Get specific named registration. Outputs "Hola Mundo"
        greeter = container.Resolve<IGreeter>("spanish");
        greeter.Greet();

        //Get all named registrations (excludes the default one)
        //Outputs "Hola Mundo" and "Bonjour le Monde"
        foreach (var g in container.ResolveAll<IGreeter>())
        {
            g.Greet();
        }

        Console.ReadLine();
    }
}

```

```

interface IService
{
    void ProcessRequest();
}

interface IRepository
{
    IEnumerable<string> GetData();
}

class HelloWorldRepository : IRepository
{
    public IEnumerable<string> GetData()
    {
        return new[] { "Hello", "World" };
    }
}

class HelloWorldService : IService
{
    private readonly IRepository repo;
    public HelloWorldService(IRepository repo)
    {
        this.repo = repo;
    }
    public void ProcessRequest()
    {
        Console.WriteLine(String.Join(" ", this.repo.GetData()));
    }
}

```

```
    }  
}  
  
class Program  
{  
    static void Main(string[] args)  
    {  
        var container = new UnityContainer()  
            .RegisterType<IRepository, HelloWorldRepository>()  
            .RegisterType<IService, HelloWorldService>();  
  
        //Unity automatically resolves constructor parameters that knows about.  
        //It will return a HelloWorldService with a HelloWorldRepository  
        var greeter = container.Resolve<IService>();  
        //Outputs "Hello World"  
        greeter.ProcessRequest();  
  
        Console.ReadLine();  
    }  
}
```

: <https://riptutorial.com/ko/unity-container/topic/5292/-->

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# 2: Unity WebAPI

## Examples

### API Unity .

#### 1. Unity .

[NuGet Unity](#) . `Install-Package Unity` `Install-Package Unity` . `Unity ( )` .

#### 2. `IDependencyResolver` `IDependencyResolver` .

:

```
public class UnityResolver : IDependencyResolver
{
    protected IUnityContainer Container;

    public UnityResolver(IUnityContainer container)
    {
        if (container == null)
        {
            throw new ArgumentNullException("container");
        }
        this.Container = container;
    }

    public object GetService(Type serviceType)
    {
        try
        {
            return Container.Resolve(serviceType);
        }
        catch (ResolutionFailedException)
        {
            return null;
        }
    }

    public IEnumerable<object> GetServices(Type serviceType)
    {
        try
        {
            return Container.ResolveAll(serviceType);
        }
        catch (ResolutionFailedException)
        {
            return new List<object>();
        }
    }

    public IDependencyScope BeginScope()
    {
        var child = Container.CreateChildContainer();
        return new UnityResolver(child);
    }
}
```

```
    }

    public void Dispose()
    {
        Container.Dispose();
    }
}
```

### 3. IDependencyResolver WebApiConfig .

```
public static class WebApiConfig
{
    public static void Register(HttpConfiguration config)
    {
        // Routes goes here..

        // Create your container.
        var container = new UnityContainer();

        // Do registrations here...

        // Assign your container.
        config.DependencyResolver = new UnityResolver(container);
    }
}
```

Unity WebAPI : <https://riptutorial.com/ko/unity-container/topic/6396/unity-webapi>



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S. No		Contributors
1		<a href="#">Clemens Tolboom</a> , <a href="#">Community</a> , <a href="#">Daniel J.G.</a>
2	Unity WebAPI	<a href="#">smoksnes</a>