

 免費電子書

學習

# unity-container

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#unity-  
container

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# 1: unity-container

UnityUnity。 ◦ [ <https://msdn.microsoft.com/en-us/library/ff647202.aspx>]

◦ unity-container◦

2.0.0	2	2011-05-05
2.1.0	Unity 2.1	2011-05-11
3.0.0	3	2013426
3.5.0	Unity 3.5	2015515
4.0.0	UnityOSS	2015106

## Examples

Unity nuget◦

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

Visual StudioTools - > NuGet Package Manager*Manage NuGet Packages for Solution*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();  
    }  
}
```

[unity-container](https://riptutorial.com/zh-TW/unity-container/topic/5292/unity-container) <https://riptutorial.com/zh-TW/unity-container/topic/5292/unity-container>

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# 2: Unity WebAPI

## Examples

### Web APIUnity

#### 1.Unity

[NuGetUnity-package](#) ◦ [Install-Package Unity](#) ◦ [Unity](#) ◦

#### 2.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. IDependencyResolverWebApiConfig ◦

```
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/zh-TW/unity-container/topic/6396/unity-webapi>



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