

Injeqt - dependency  
injection framework for Qt  
applications

# Few words about me

---

Rafał Malinowski

[www.kadu.im](http://www.kadu.im)

C++/Qt consultant

[www.rkvalue.com](http://www.rkvalue.com)

# Lets look at some code

---

```
void YourAccounts::accountCreated(Account account)
{
    if (!account)
        return;

    AccountManager::instance()->addItem(account);
    account.accountContact().setOwnerBuddy(Core::instance()->myself());

    ConfigurationManager::instance()->flush();
    selectAccount(account);
}
```

# Lets look at some code

---

```
void YourAccounts::accountCreated(Account account)
{
    if (!account)
        return;

    AccountManager::instance()->addItem(account);
    account.accountContact().setOwnerBuddy(Core::instance()->myself());

    ConfigurationManager::instance()->flush();
    selectAccount(account);
}
```

# Dependency injection

---

Pass what is required to object

All dependencies are explicit

All dependencies are mockable

# A bit better

---

```
void YourAccounts::setAccountManager(AccountManager *x)
{
    m_accountManager = x;
}
```

```
void YourAccounts::setMyself(Buddy x)
{
    m_myself = x;
}
```

```
void YourAccounts::setConfigurationStorage(ConfigurationStorage *x)
{
    m_configurationStorage = x;
}
```

# A bit better

---

```
YourAccounts::YourAccounts(AccountManager *x, Buddy y, ConfigurationStorage *z)
    : m_accountManager{x}, m_myself{y}, m_configurationStorage{z}
{
    ...
}
```

# A bit better

---

```
void YourAccounts::accountCreated(Account account)
{
    if (!account)
        return;

    m_accountManager->addItem(account);
    account.accountContact().setOwnerBuddy(m_myself);

    m_configurationStorage->flush();
    selectAccount(account);
}
```



# Core class

---

```
m_pluginActivationService = new PluginActivationService{this};  
m_pluginDependencyHandler = new PluginDependencyHandler{this};  
m_pluginStateService = new PluginStateService{this};  
  
m_pluginManager = new PluginManager{this};  
m_pluginManager->setPluginActivationService{m_pluginActivationService};  
m_pluginManager->setPluginDependencyHandler{m_pluginDependencyHandler};  
m_pluginManager->setPluginStateService{m_pluginStateService};
```

# Automate it!

---

Manual creation and wiring of objects?  
Compiler can do it for us!

# Frameworks

---

C# – Spring.NET

Java – Spring, Guice

C++ – no reflection :(

Qt/MOC

---

Proof of concept

C++11/C++14

Injeqt!

# It works!

---

Will be released before end of the year  
Kadu master already uses it

# What works?

---

```
class KADUAPI ConfigurationWriter final : public QObject
{
    Q_OBJECT
public:
    Q_INVOKABLE explicit ConfigurationWriter();
    ...
private slots:
    INJEQT_SETTER void setConfiguration(Configuration *configuration);
    INJEQT_SETTER void setConfigurationPathProvider(
        ConfigurationPathProvider *configurationPathProvider);
};
```

# What works?

---

```
class KADUAPI ConfigurationFactory final : public QObject
{
    Q_OBJECT
public:
    Q_INVOKABLE explicit ConfigurationFactory(QObject *parent = nullptr);
    Q_INVOKABLE Configuration * createConfiguration() const;
    ...
private slots:
    INJEQT_SETTER void setConfigurationPathProvider(
        ConfigurationPathProvider *configurationPathProvider);
};
```

# What works?

---

```
class KADUAPI ConfigurationModule : public inject::module
{
public:
    ConfigurationModule()
    {
        add_type<ConfigurationFactory>();
        add_type<ConfigurationPathProvider>();
        add_type<ConfigurationWriter>();
        add_factory<Configuration, ConfigurationFactory>();
    }
};
```



# What works?

---

```
class KADUAPI CoreModule : public inject::module
{
public:
    explicit CoreModule(QString profileDirectory)
    {
        m_pathsProvider = make_not_owned<PathsProvider>(
            std::move(profileDirectory));
        add_ready_object<PathsProvider>(m_pathsProvider.get());
    }
    virtual CoreModule() {}
private:
    not_owned_qptr<PathsProvider> m_pathsProvider;
};
```

# What works?

---

```
auto modules = std::vector<std::unique_ptr<injeqt::module>>{};
modules.emplace_back(make_unique<ChatWidgetModule>());
modules.emplace_back(make_unique<CoreModule>(std::move(profileDirectory)));
modules.emplace_back(make_unique<ConfigurationModule>());

auto injector = injeqt::injector{std::move(modules)};

auto configurationWriter = injector.get<ConfigurationWriter>();
auto application = injector.get<Application>();
```

# Release

---

Tests

Build

Documentation

Examples

Comments

# Future

---

- Add scopes and subinjectors
- Add constructor dependencies
- Add signal/slots autoconnection
- C++ reflection (202x?)

# Links

---

[github.com/vogel/injeqt](https://github.com/vogel/injeqt)

[rkvalue.com](http://rkvalue.com)

[www.kadu.im](http://www.kadu.im)

[blog.kadu.im](http://blog.kadu.im)

# Thank you!

---

Don't forget to vote!

My name is: Rafał Malinowski