

# devfest 2022

```
book-nav-toggle'  
dden='' fixed='' aria-label='Hide  
Hide side navigation'
```

## 面向TC39标准的前端依赖注入

 Google Developer Groups  
[Hangzhou]



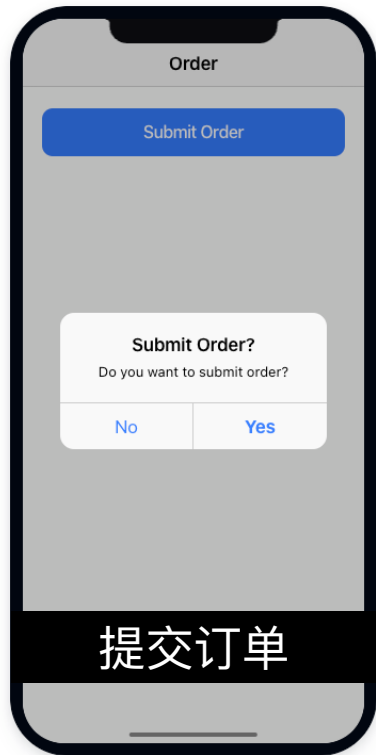
谢亚东  
Google Developer Experts

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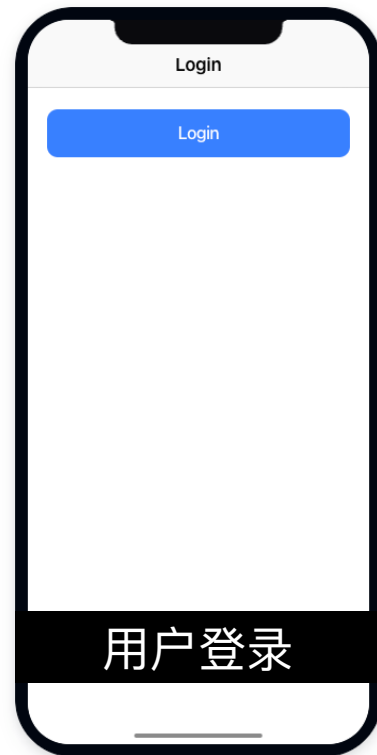
class="time talk-ended single-  
class="talk-name">...  
class="description">...

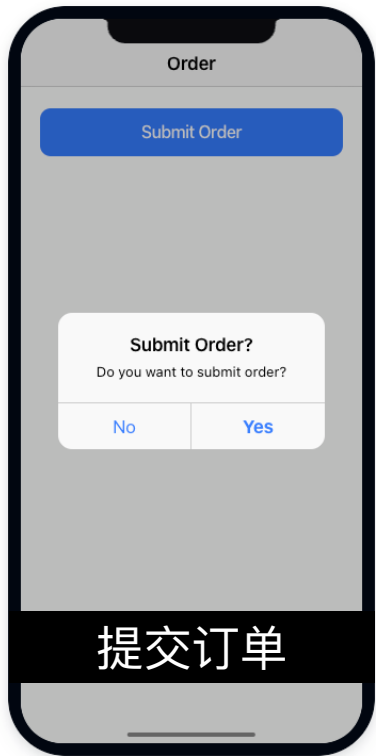
# 业务场景





购物应用

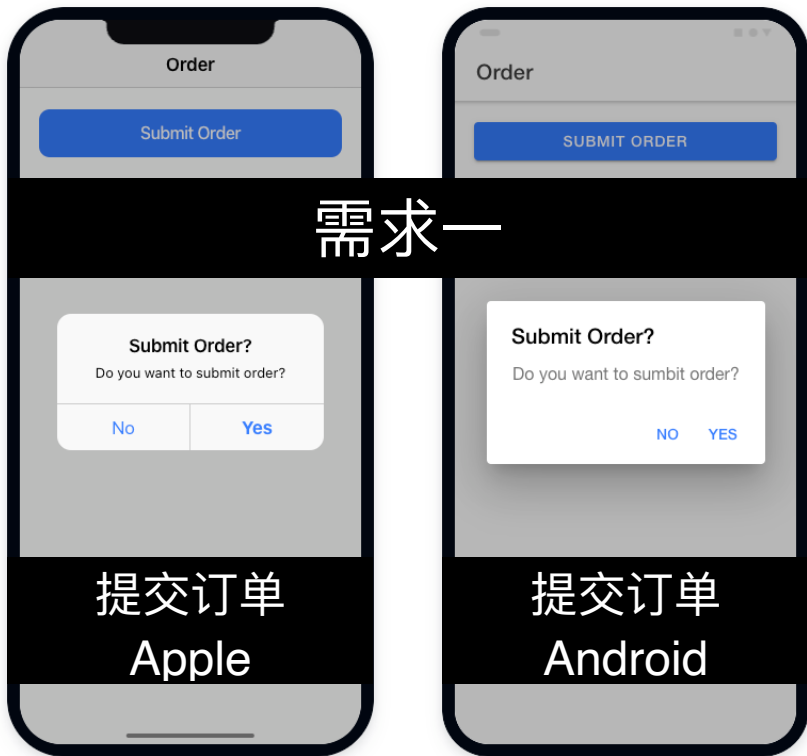




```
export class AppleDialogService {
  confirm(message: string): void {
    alert(`Apple Design Spec Message: ${message}`);
  }
}

export class OrderService {
  private dialogService = new AppleDialogService();
  confirmOrder(message: string): void {
    this.dialogService.confirm(message);
  }
}

export const Order: FC = () => {
  const orderService = new OrderService();
  return (
    <button onClick={() => orderService.confirmOrder("Submit Order")}>
      Submit Order
    </button>
  );
};
```



```
export class AppleDialogService {
  confirm(message: string): void {
    alert(`Apple Design Spec Message: ${message}`);
  }
}

export class AndroidDialogService {
  confirm(message: string): void {
    alert(`Android Design Spec Message: ${message}`);
  }
}

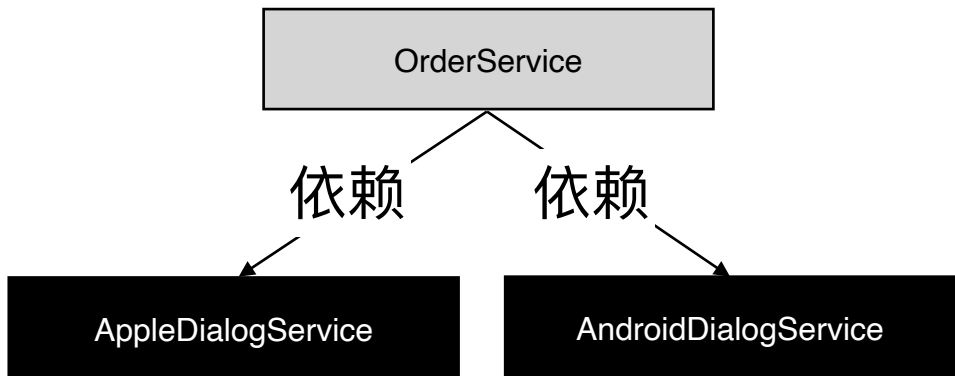
export class OrderService {
  private appleDialogService = new AppleDialogService();
  private androidDialogService = new AndroidDialogService();
  private env = "android";
  confirmOrder(message: string): void {
    if (this.env === "apple") {
      this.appleDialogService.confirm(message);
    } else if (this.env === "android") {
      this.androidDialogService.confirm(message);
    }
  }
}

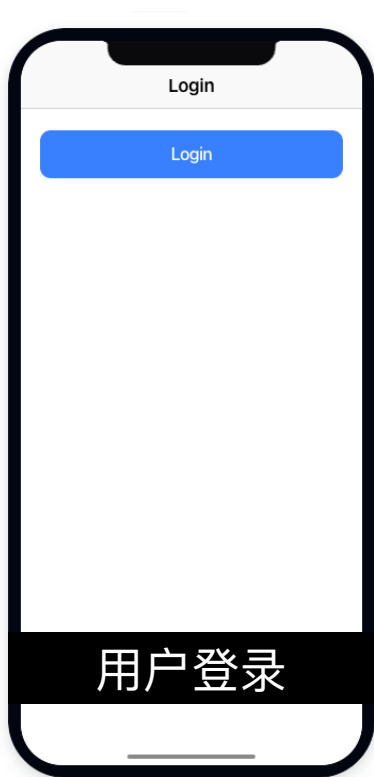
export const Order: FC = () => {
  const orderService = new OrderService();
  return (
    <button onClick={() => orderService.confirmOrder("Submit Order")}>
      Submit Order
    </button>
  );
};
```

## 困境一

OrderService 依赖于具体的实现

```
export class OrderService {  
  private appleDialogService = new AppleDialogService();  
  private androidDialogService = new AndroidDialogService();  
  private env = "android";  
  confirmOrder(message: string): void {  
    if (this.env === "apple") {  
      this.appleDialogService.confirm(message);  
    } else if (this.env === "android") {  
      this.androidDialogService.confirm(message);  
    }  
  }  
}
```

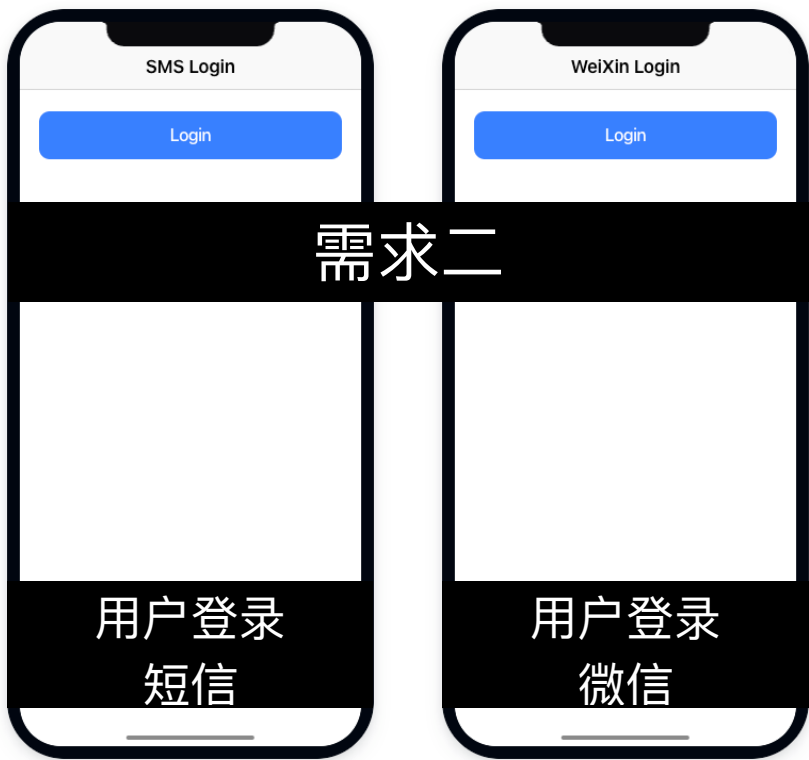




```
export class AuthService {
  name = "SMS";
  authenticated = true;
}

export class LoginService {
  private authService = new AuthService();
  login(): void {
    alert(
      `Login from ${this.authService.name} ${
        this.authService.authenticated ? "Success" : "Failed"
      }`
    );
  }
}

export const Login: FC = () => {
  const loginService = new LoginService();
  return <button onClick={() => loginService.login()}>Login</button>;
};
```



```
export abstract class AuthService {
  abstract authenticated: boolean;
  abstract name: string;
}

export class SMSAuthService implements AuthService {
  name = "SMS";
  authenticated = true;
}

export class WeiXinAuthService implements AuthService {
  name = "WeiXin";
  authenticated = false;
}

export class LoginService {
  constructor(private authServiceInterface: AuthService) {}
  login(): void {
    alert(
      `Login from ${this.authServiceInterface.name} ${
        this.authServiceInterface.authenticated ? "Success" : "Failed"
      }`
    );
  }
}

export const SMSLogin: FC = () => {
  const authService = new SMSAuthService();
  const loginService = new LoginService(authService);
  return <button onClick={() => loginService.login()}>Login</button>;
};

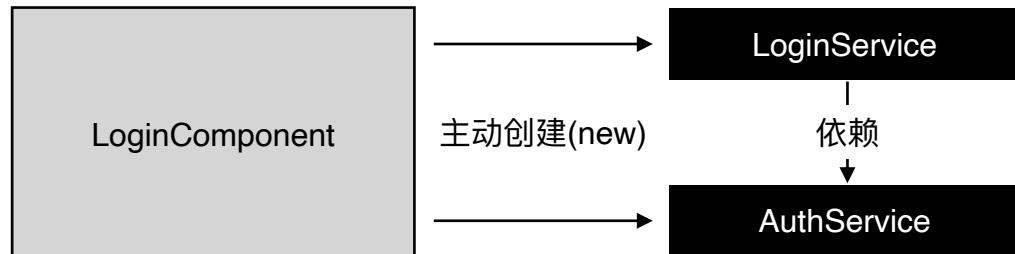
export const WeiXinLogin: FC = () => {
  const authService = new WeiXinAuthService();
  const loginService = new LoginService(authService);
  return <button onClick={() => loginService.login()}>Login</button>;
};
```



## 困境二

## 被依赖的模块需要手动创建

```
export const SMSLogin: FC = () => {  
  const authService = new SMSAuthService();  
  const loginService = new LoginService(authService);  
  return <button onClick={() => loginService.login()}>Login</button>;  
};  
  
export const WeiXinLogin: FC = () => {  
  const authService = new WeiXinAuthService();  
  const loginService = new LoginService(authService);  
  return <button onClick={() => loginService.login()}>Login</button>;  
};
```



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" class='time talk-ended single-  
' class='talk-name'>...  
class='description'>...

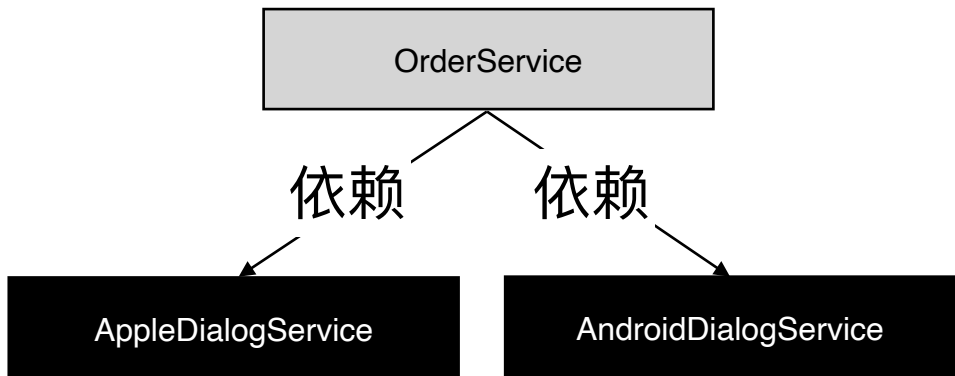
# 解决方案



## 困境一

OrderService 依赖于具体的实现

```
export class OrderService {  
  private appleDialogService = new AppleDialogService();  
  private androidDialogService = new AndroidDialogService();  
  private env = "android";  
  confirmOrder(message: string): void {  
    if (this.env === "apple") {  
      this.appleDialogService.confirm(message);  
    } else if (this.env === "android") {  
      this.androidDialogService.confirm(message);  
    }  
  }  
}
```



## 依赖具体实现

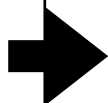
高阶模块

OrderService

依赖

AppleDialogService

具体实现



## 依赖业务抽象

高阶模块

OrderService

依赖

DialogService

业务抽象

具体实现

AppleDialogService

AndroidDialogService

依赖

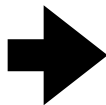
# 设计原则一 依赖反转 (DIP)

Dependency-Inversion Principle

解除高阶模块与低阶模块的耦合关系，使高阶模块不再依赖于低阶模块

1. 高阶模块不应当依赖于低阶模块，两者都应当依赖于抽象
2. 抽象不应当依赖具体的实现方式
3. 实现方式应当依赖于抽象

依赖具体实现

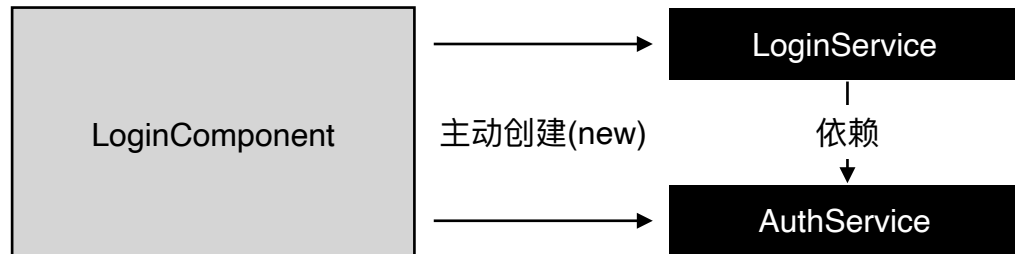


依赖业务抽象

## 困境二

## 被依赖的模块需要手动创建

```
export const SMSLogin: FC = () => {  
  const authService = new SMSAuthService();  
  const loginService = new LoginService(authService);  
  return <button onClick={() => loginService.login()}>Login</button>;  
};  
  
export const WeiXinLogin: FC = () => {  
  const authService = new WeiXinAuthService();  
  const loginService = new LoginService(authService);  
  return <button onClick={() => loginService.login()}>Login</button>;  
};
```



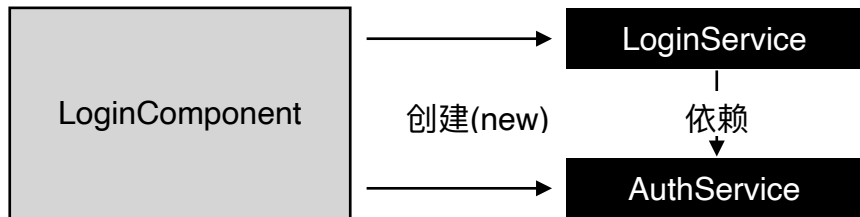
## 设计原则二

## 控制反转 (IoC)

Inversion of Control

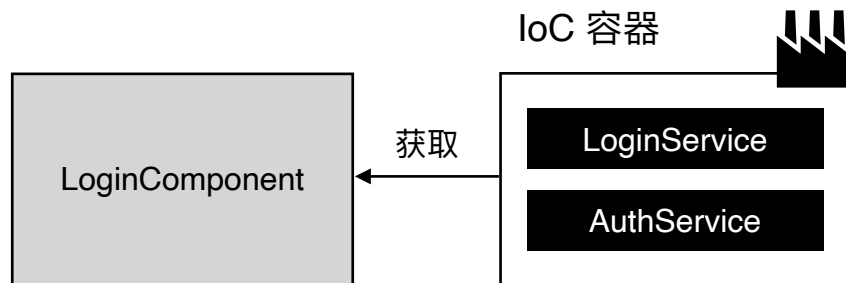
### 反转获得依赖对象的控制流程

主动创建



```
export const WeiXinLogin: FC = () => {  
  const authService = new WeiXinAuthService();  
  const loginService = new LoginService(authService);  
  return <button onClick={() => loginService.login()}>Login</button>;  
};
```

被动获取



```
export const Login: FC = () => {  
  const loginService = useInject(LoginService);  
  return <button onClick={() => loginService.login()}>Login</button>;  
});
```

# 设计模式

# 依赖注入 (DI)

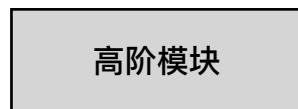
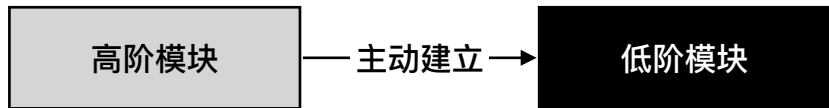
Dependency Injection

一种遵循控制反转原则的设计模式

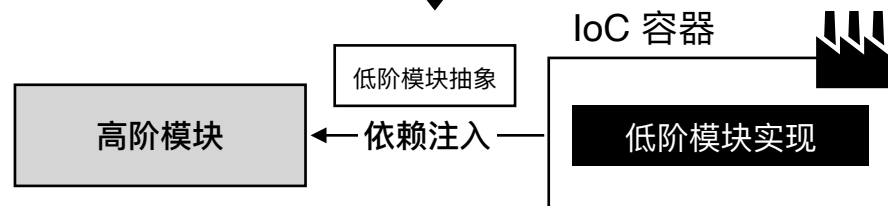
主动创建



被动获取



依赖反转思想





设计模式

依赖注入 DI

一定遵循

设计原则

控制反转 IoC



可以遵循

!=

依赖反转 DIP

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```
" class='time talk-ended single-  
' class='talk-name'>...  
 class='description'>...
```

# 技术实现





Angular - Angular 中的依赖注入 × +

angular.cn/guide/dependency-injection ☆ □ 无痕模式

≡ ANGULAR 特性 文档 资源 活动 译者博客 关于中文版 搜索

介绍

快速上手 >

理解 Angular <

概览

组件 >

模板 >

指令 >

依赖注入 <

Angular 依赖注入

DI 提供者

开发指南 >

最佳实践 >

Angular 工具 >

# Angular 中的依赖注入

依赖项是指某个类执行其功能所需的服务或对象。依赖项注入 (DI) 是一种设计模式，在这种设计模式中，类会从外部源请求依赖项而不是创建它们。

Angular 的 DI 框架会在实例化某个类时为其提供依赖。可以使用 Angular DI 来提高应用程序的灵活性和模块化程度。

包含本指南中代码片段的可工作范例，参阅[现场演练](#) / [下载范例](#)。

## 创建可注入服务

要想在 `src/app/heroes` 目录下生成一个新的 `HeroService` 类，请使用下列 [Angular CLI](#) 命令。

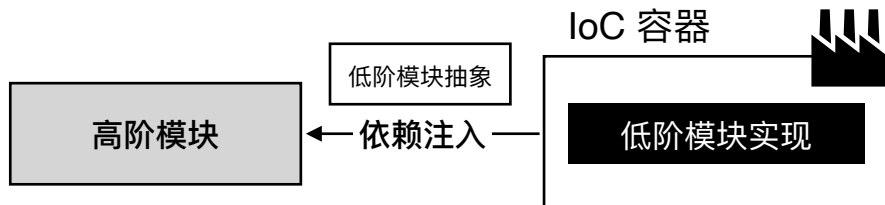
- Angular 中的依赖注入
  - 创建可注入服务
  - 注入服务
  - 在其他服务中使用这些服务
  - 下一步呢?



- <https://github.com/mgechev/injection-js>
- <https://github.com/inversify/InversifyJS>
- <https://github.com/hullis/redi>

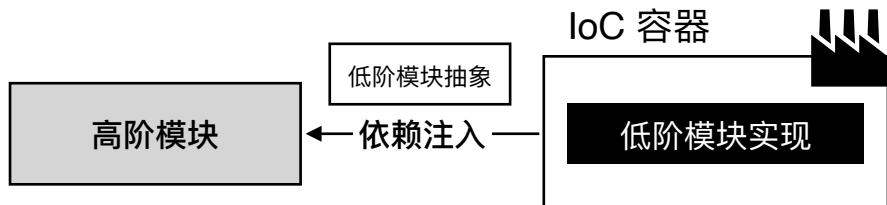
# 依赖注入 (DI)

injection-js



- 声明 IoC 容器及内容: `ReflectiveInjector.resolveAndCreate`
- 模块间依赖关系: `constructor(private service: Service)`
- 手动从 IoC 容器中获得模块: `IoCContainer.get(Service)`

# React + injection-js



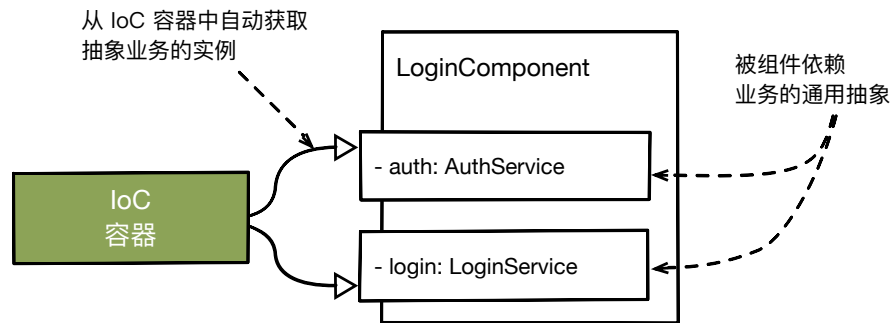
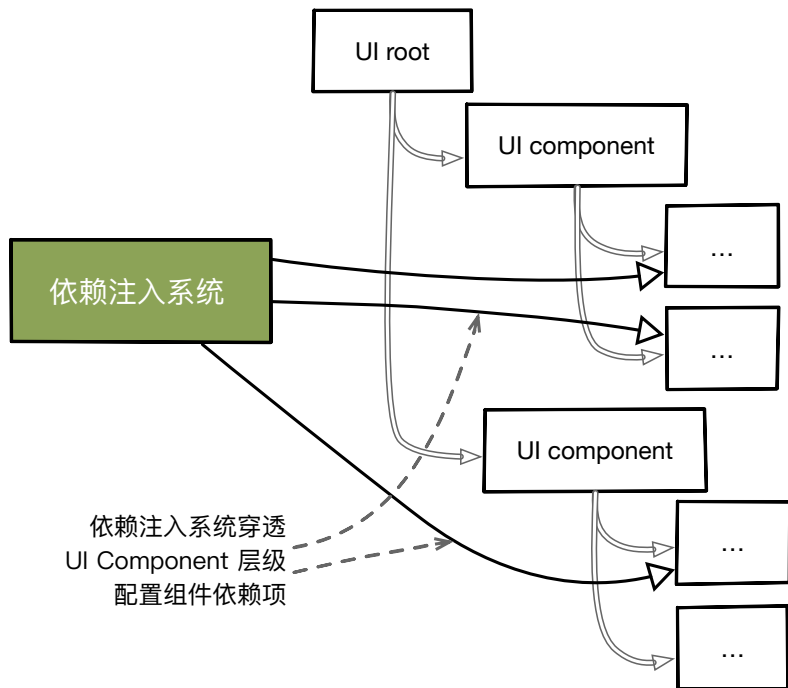
- 声明 IoC 容器及内容: `<DIContainer providers={ }></DIContainer>`
- 模块间依赖关系: `constructor(private service: Service)`
- 手动从 IoC 容器中获得模块: `useInject(Service)`

```

<DIContainer
  providers={[
    OrderService,
    LoginService,
    { provide: DialogService, useClass: AppleDialogService },
    { provide: AuthService, useClass: SMSAuthService },
  ]}
>
  <Login></Login>
  <DIContainer
    providers={[
      LoginService,
      { provide: AuthService, useClass: WeiXinAuthService },
    ]}
  >
    <Login></Login>
  </DIContainer>
</Order></Order>
</DIContainer>

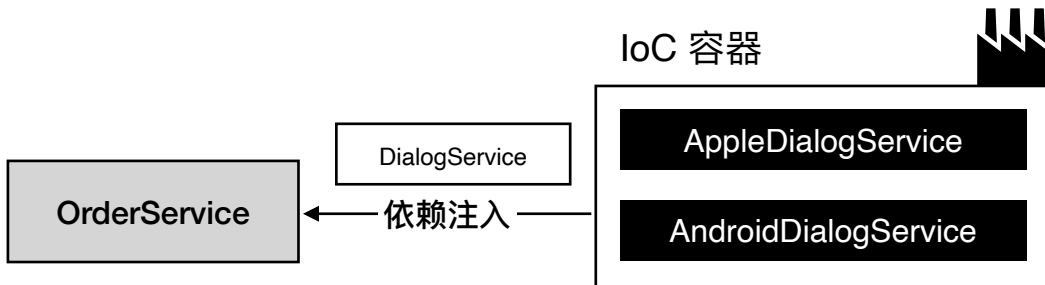
```

<https://stackblitz.com/github/vthinkxie/react-di-demo>

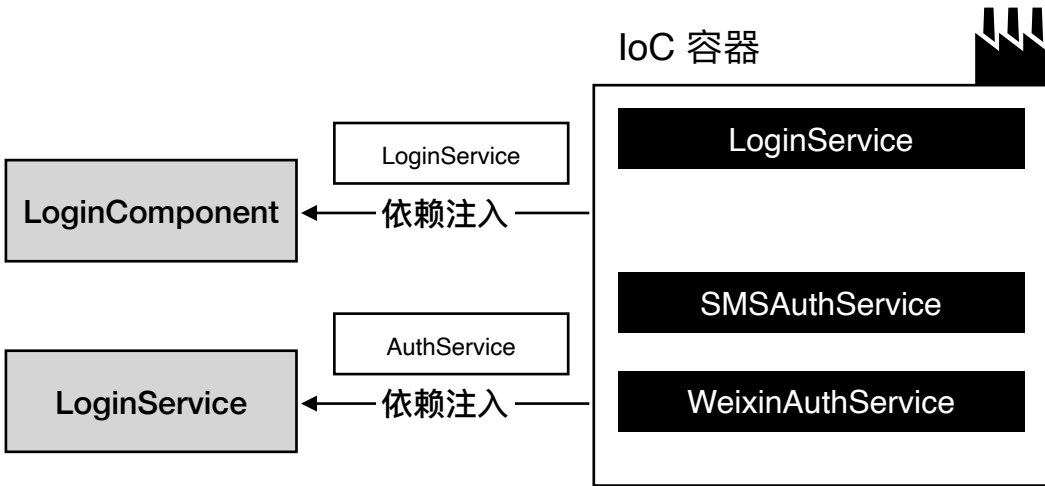




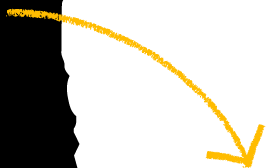
提交订单



用户登录



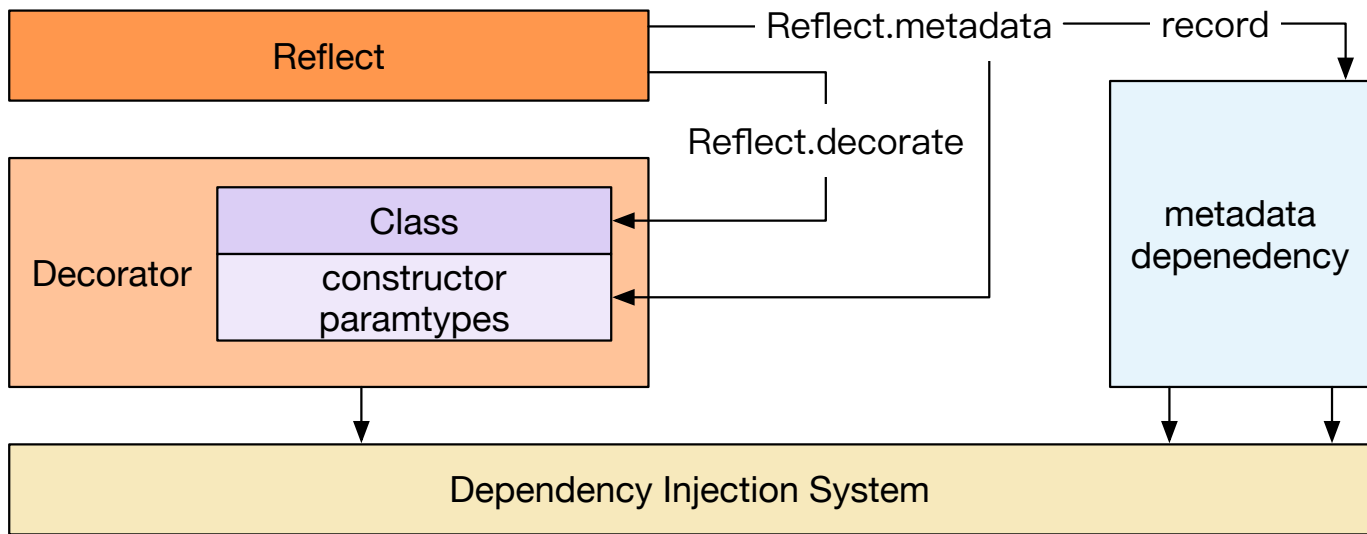
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`class="time talk-ended single-`  
`class="talk-name">...`  
`class="description">...`

# 方案优化





## 问题

- 依赖 polyfill : 影响 bundle size
- 非纯函数: 影响 tree-shaking 优化
- 非标准: TypeScript Decorator 标准即将 legacy

## 原理

@Injectable  
emitDecoratorMetadata  
reflect-metadata

<https://stackblitz.com/edit/injection-js-prototype>

<https://www.typescriptlang.org/play>

## 标准化 + TreeShaking

@Injectable

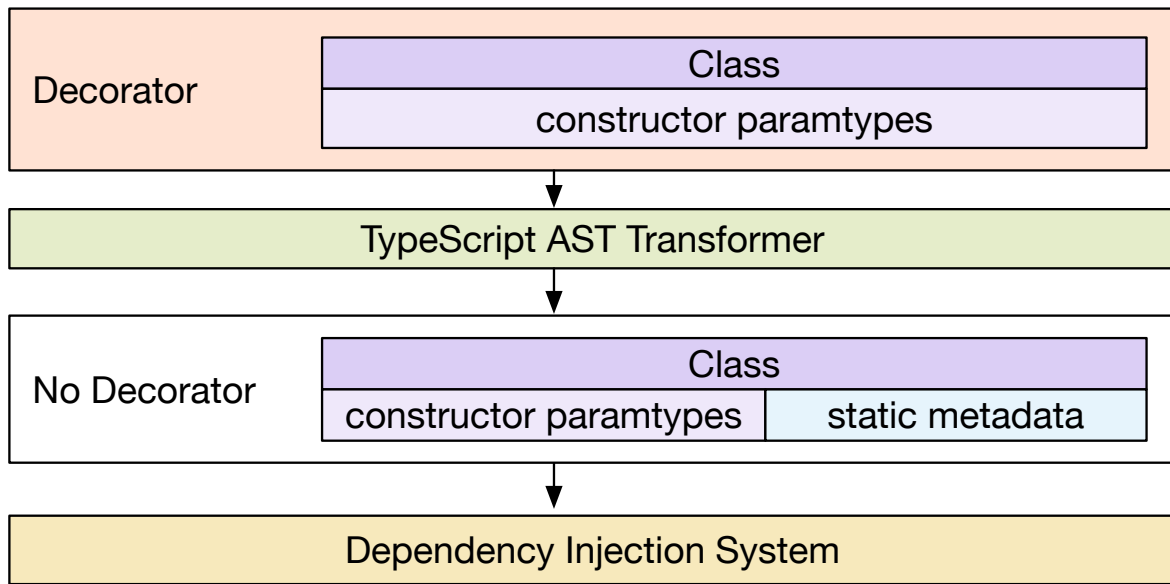
emitDecoratorMetadata

reflect-metadata

<https://github.com/tc39/proposal-decorators>

<https://github.com/evanw/esbuild/issues/257>

<https://github.com/microsoft/TypeScript/pull/48669/files>



## 优势

- 不依赖 polyfill: 减少 2MB reflect-metadata 依赖
- AOT 后代码为纯函数: 支持 tree-shaking 优化
- 面向未来标准: 不依赖 emitDecoratorMetadata

## 优化方案

# static parameters TypeScript transformer

<https://stackblitz.com/edit/injection-js-static-demo>

<https://astexplorer.net/>

[https://github.com/angular/angular/blob/main/packages/compiler-cli/src/ngtsc/tsc\\_plugin.ts](https://github.com/angular/angular/blob/main/packages/compiler-cli/src/ngtsc/tsc_plugin.ts)

## 优化方案

injection-js-transformer  
use-inject