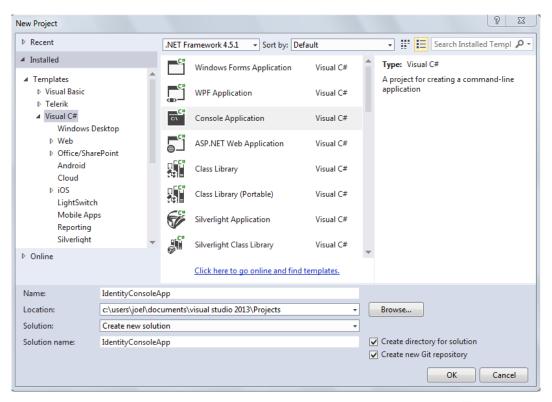


Setting up a database using ASP.NET Identity

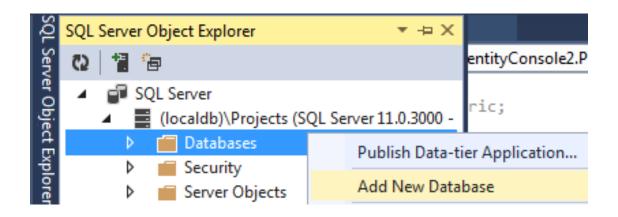


We will start by creating a new console application. We will call it "IdentityConsoleApp"





Open the SQL Server Object Explorer and create a new database to your localdb





Then we add the connectionstring to our app.config file.

Please note that the connection string has to be on a single line!

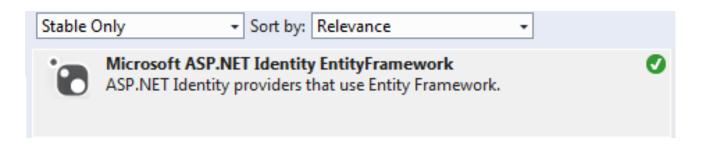


We will have to add ASP.NET Identity

Open the Package Manager Console and type:

PM> Install-Package Microsoft.AspNet.Identity.EntityFramework

Or open the NuGet package manager by right clicking your project and choose Manage NuGet Packages





Now we initialize the database by making an instance of IdentityDbContext, and calling the Initialize method

```
static void Main(string[] args)
{
   new IdentityDbContext<IdentityUser>().Database.Initialize(true);
}
```



Bool value which determines:

If true = run always

When we run the application the IdentityDbContext will create tables in our database

- IdentityConsole
 - Tables
 - System Tables
 - FileTables
 - ▶ dbo._MigrationHistory

 - dbo.AspNetUserLogins



- dbo.AspNetUsers contains all the users
- dbo.AspNetRoles contains all the roles
- dbo.AspNetUserRoles contains the relations between users and roles
- dbo.AspNetUserClaims contains all the claims which belong to a specific user
- dbo.AspNetUserLogins contains all the users who login using an external login
- dbo.MigrationHistory contains all the performed database migrations

?? Höra med tore

 IdentityConsole

 Image: Tables

 Image: System Tables

 Image: FileTables

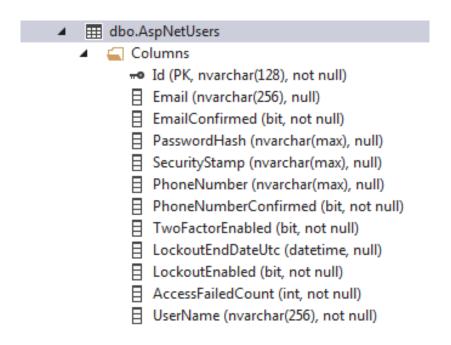
 Image: MigrationHistory

 Image: Migr



The table AspNetUsers contains several columns to handle a user

?? Fråga Tore





We will now add logic to seed the database, which we do by creating a class that we will call **ApplicationDbInitializer** which

- inherits from the generic DropCreateDatabaseAlways class
- will contain the seed method.

```
public class ApplicationDbInitializer :
DropCreateDatabaseAlways<IdentityDbContext<IdentityUser>>
```



We override the seed method and use the class Usermanager to create 100 new users in the database

```
protected override void Seed(IdentityDbContext<IdentityUser> context)
    var usermanager = new UserManager<IdentityUser>(new UserStore<IdentityUser>(new
    IdentityDbContext<IdentityUser>()));
    for (int j = 0; j < 10; j++)
        for (int i = 0; i < 10; i++)
            var email = "user" + ((j * 100) + i) + "@example.com";
            string phone = "12345678" + (j * 100 + i);
            var tempuser = new IdentityUser(){UserName=email,Email=email,PhoneNumber=phone};
            usermanager.Create(tempuser, "ASP+Rocks4U");
        var appstore = new UserStore<IdentityUser>();
        appstore.Context.SaveChanges();
    usermanager.Dispose();
    base.Seed(context);
```



In the main method we set the initializer to initialize the **ApplicationDbInitializer**, which will run the seed method

```
static void Main(string[] args)
{
    Database.SetInitializer(new ApplicationDbInitializer());
    new IdentityDbContext< IdentityUser>().Database.Initialize(true);
}
```



If we run the application now, the application will populate the database with 100 users

It is easy to customize your user identity, by creating a class which inherits from IdentityUser and adding properties



Summary

In this module we have:

- Created a database that uses ASP.NET Identity structure
- Created a seed method to populate the database every time you run the application

