Lab: Auto Mapping Objects

Use the provided skeleton.

1. Map Employee to Dto

Add the missing code to the program so that when it receives an employee Id, to returns only the needed **information** about the employee with the specified **Id**.

Users using the program want to receive only the following information: Employee Id, First Name, Last Name, Middle Name, Job Title and Salary.

In the familiar skeleton you have two new classes:

- EmployeeController in the Controllers folder There is a method that returns Dto object. This class takes care to provide the correct information.
- EmployeeDtoViewModel in the Dto folder This class is an object that stores only the information needed by users.

To make the program work, add the missing code in the: StartUp class, EmployeeController class and EmployeeDtoViewModel class.

Input	Output
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Hints:

```
static void Main()
{
   var context = new SoftUniContext();
   Console.WriteLine("Write the id of an Employee to get his information.");
   var employeeInfoRequest = int.Parse(Console.ReadLine());
    EmployeeController controler = new EmployeeController(context);
    var employeeInfoResult = controler.GetEmployeeInfo(employeeInfoRequest);
```















```
public EmployeeDtoViewModel GetEmployeeInfo(int id)
{
    //Initialize the mapper
   MapperConfiguration config = new MapperConfiguration(cfg =>
    cfg.CreateMap<Employee, EmployeeDtoViewModel>());
    //Using automapper
   Mapper mapper = new Mapper(config);
    Employee employee = context.Employees.FirstOrDefault(e => e.EmployeeId == id);
    EmployeeDtoViewModel dto = mapper.Map<EmployeeDtoViewModel>(employee);
    return dto;
}
```

```
public class EmployeeDtoViewModel
    1 reference
    public int EmployeeId { get; set; }
    public string FirstName { get; set; }
    public string LastName { get; set; }
    1 reference
    public string MiddleName { get; set; }
    public string JobTitle { get; set; }
    public decimal Salary { get; set; }
```











