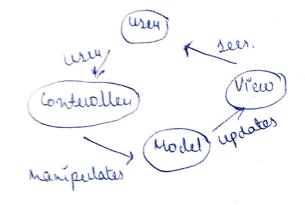
·) Muc = Asp. not Muc

) M+ Model, V + View, 6 + Controller.



3 what is Much

) Model View Controller. I nve is design latter nou a way to do things.

Invelation is used fou no bile, destitoph web applications.

All majou technologies are using muc to design web application.

Mue I used by all technologies like Tava, not, hip, Ayulan etc.

g what & AsP, not MUC?

) Ash net Mve is a net feranewoule which follows Mve design Pattern.

) It is used for web mobile destrop der elopment.

This because knowled everything enquired to build a web appasing

- uve derign lattern.

Lechue: 04 Lundenstandly Nive shurfar)

- JAPP-Data: All data which in negwined for usade write into & application.
- *) App-Stant: Neur you put all the configuration. Ex 2 evourse configuration, Exualle configuration.
-) content! It Stores ? mager, cos etc.
-) controlleus:- neu you put als controlleus.
- ") Jonds: There are custom forts used by bootstung.
- ") models, These are related to database, and date to mes therough these models.
- *) Swipts ? all . js files comes under script folder.
- ") View? ale Kime files comes in this folder.
- 2) Javiconico? when levojest eurs dreue is "con abovie side dat is Javiconicon.
- e) global-asar: when our applications Hauts, dies files calls fierst.
- *) l'adcages conjig: au prostate d'ladcages with version.
-) web. confige all configurations. dêtre convection showing of database.

Lechure: -05 (whater contrabler innue)

-) II. is . Es file.
-) homelontuallenoss :- It is a class of contraller (Paecent class).
- e) Tomate a vorteebler, always dosinancends wim tomusler like Novelontueller.cs, Doda tomusler. cs. etc.

Role of lower !-) would with wen input. ·) Play an imposedant mole lichuu: -08 (Razou Vicus Engine) what is View Engine? NTML Bowwsen (View) 4 It will would (MIMITO (#) to gingo Pure KTML when shows On Bewwser, a way View Engine & ·) ViewEnjie in mesponsible four treating Mane for Views. ·) To find wewes ponding view four action method. 1) 70 find view from should folder. ·) used to write C# code on view ·) used fourteme helpour Kazou: 1) It is a View Egine. e) It is not a beiogeramning layuage. ·) Bjour muez dneur is a view Eyine aspe & now 94 is cothtail. ") Razou i a way to weet (# code in View. Kazou Syntax: It all begins wima ?) Single line syntax 700 expuession e) muti line syntar. .) @ (expuession). Commends in Wewse) Single live of Monment ") Multiling /** batements & directives 1 Statement? -Terrary operator Q 4 () @ (condition? Statement 1: St 2). Duechves @usig. 2) not need to mentian lauthelong @model ? four lauticular type of Fou Loop: Offouthati 20; 14(0; iee) for a sigle view se can only in I blade med,

1	
V	Min Melpeur; lecheno?-10 (Intine Mine Mige Melpeur)
1	Min respons
V	1) These eichem MTML Stein
	I hele are used on View.
1	e) In Simple demi duese and Cott methods which are
3	used to entrum Mame.
7	e) In Simple deums chiese aux Cett methods which aux used to eithern MTML. e) Used y MTML helpeus you can wender text box, area, inog exc.
->	Types of 47m2 Lelpeus:
3	*) Inline 117mb Respects
-	o) Built-in heme helpeur:
•	Standard Himz helpers
3	I Stewyly Topped Wime Helpers
•	Gremplated Min Relpeus
9	
_)	e) custom Hamis Helpeur.
-)	Inline Kimh helpered:
-	
- 9	e) These are weated on single view a set uses in the
•	") Truse car se cultate asing carmife in 7.
- >	These are weated on single view & used on same lage. Thuse can be arealed using and penday. a halpen hulpen Nam (Parameter)
3	< 1/ wall
•	J. Comments of the comments of
- J	

lectron (Pass Dala from View to Contually ways to lass dada from view to consume I) wing Pana meters 2) way Request 3) using fountaluction 4) Showfy bending 5) Uslay Is etc. 1) usin lavameter (66 Adron method name", 66 conducter name"). a) using keguess. Shing name = legnest(" layou na m')] 3) Wing Foun whichon. Public String Mr (Formolection form)

lechure - 22 (Validation in Muc in loosely Binding) What is validation? 1) Validation is used to fitter due user input ·) There are different attendets to validade an injent ·) To check if input is required ·) To check linke min leyth, Types of validation M'ent Side Validation Sever Side Validation) foursing datavalation we use modelstate on Chat Request Validati 9 Itholds desta alsu. Volidation Affei bute - on dient Side ·) Min - lugh.

·) Kegni næd

lechue?-23

(Validation with studyly Bhody)

o) Just use engen in view. A ale things are same

lechue?-24

(Validation Summany)

(Validation Summany)

(Alidation Summany)

(custom Validation)

e) It means we make some our validation attivisuite

Creating custom validation;

- e) we have to implement validationAttuibute dass.
- System. la mponent Model. Lata Annotation na merpace.
- ·) Then we have to overwite IsValit method.

lehue: 26 (layout in Muc) (akendenhody) will suplace the another view for other contra layout, due add 91 into -viewstard estated file. lecture :- 27 (Multiple layout in Mve) je finst way if have multiple lopled eletien view (" Viewrane", "legoestrame"). 2) Second is to manually weit dayout view Path in a Panticulaur view of that workwoller. lechene 6-28 (Section in Layout) To cueate i pace on lajourfile we use @ Render Section () @ Render Section [15 section Name", enquiered: Jeure). Gnear conpulsory. @ section Section Warne

			lechuo	0-29	(@Rendenlag	ge)
)	@kindurlage nounal ou	can be used	in any of	vîw	whether it	is
	nounalou	chaved lay	out.			

@hendenlagelislation of dieview?)! duis can be anything because @hendenlage ("lati", "kay", "antona") "His object by per.

I no of lawa meters v can his.

To be use duis add > We in view. Van dataz laje

I already defined luopady

lechure?-30 (Entity frameword)

- ·) It conned am application with database.
-) class Liberary? Which can not enn individually, it
 - Luns with some levoject.

 ?) To use driv var liberary besject in another busjed,
 fixest add enfluence of it.
 - e) Install Entity Juanewarde in a Vuojed churayte unget Parker

Entity fuantework contains dunce appurout?.

1) Database l'inst appurour. > After duis edux l'ile will roll
2) code finst 3) Design Piert. Entity fuamework use DB context. ·) Context.cs of all fables are librard in this like. lechure: -31 (Save data in DB) according connection with dotabase