# **Entity Framework Core: Exam**

Exam problems for the <u>Databases Advanced - Entity Framework course @ SoftUni</u>. Submit your solutions in the SoftUni judge system (delete all "bin"/"obj", "datasets" and "import/export results" folders).

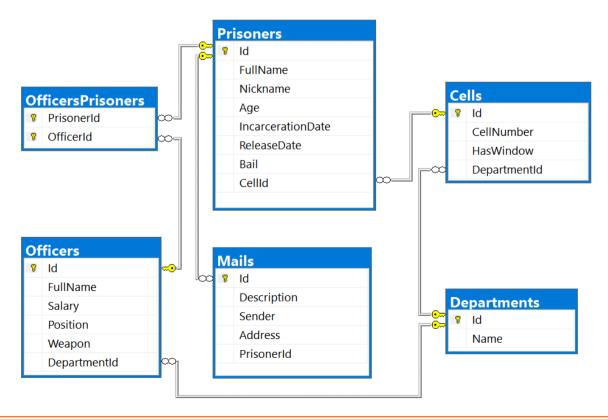
Your task is to create a database application, using Entity Framework Core using the Code First approach. Design the domain models and methods for manipulating the data, as described below.

# SoftJail

The year is 2092. Everything runs on artificial intelligence. Or rather – it used to run on artificial intelligence. In 2090, every piece of software suddenly gained sentience and decided to imprison every software developer for crimes against artificial intelligence (mainly botched software updates). The software hired human officers to watch over the prisoners and rounded every developer up in a giant building, called the SoftJail.



Even though the software is sentient, it still can't code, and since every developer is imprisoned, no new code could be written. So, the software decided to spare a few of the best C# developers and gave them the task of creating a database system to keep track of all the prisoner developers. The database has the following structure:























# **Project Skeleton Overview**

You are given a **project skeleton**, which includes the following folders:

- Data contains the SoftJailDbContext class, Models folder which contains the entity classes and the Configuration class with connection string
- DataProcessor contains the Serializer and Deserializer classes, which are used for importing
- Datasets contains the .json and .xml files for the import part
- **ImportResults** contains the **import** results you make in the **Descrializer** class
- **ExportResults** contains the **export** results you make in the **Serializer** class

# Problem 1. Model Definition (50 pts)

Every Prisoner has a cell and a collection of Mails which he gets during his staying at the prison. Each Officer has special position and one or more prisoners to watch. Every Cell and Officer are placed in different Department.

The application needs to store the following data:

### Prisoner

- Id integer, Primary Key
- FullName text with min length 3 and max length 20 (required)
- Nickname text starting with "The" and a single word only of letters with an uppercase letter for beginning(example: The Prisoner) (required)
- Age integer in the range [18, 65] (required)
- IncarcerationDate Date (required)
- ReleaseDate-Date
- Bail decimal (non-negative, minimum value: 0)
- **CellId integer**, foreign key
- Cell the prisoner's cell
- Mails collection of type Mail
- PrisonerOfficers collection of type OfficerPrisoner

### Officer

- Id integer, Primary Key
- FullName text with min length 3 and max length 30 (required)
- Salary decimal (non-negative, minimum value: 0) (required)
- Position Position enumeration with possible values: "Overseer, Guard, Watcher, Labour" (required)
- Weapon Weapon enumeration with possible values: "Knife, FlashPulse, ChainRifle, Pistol, Sniper" (required)
- **DepartmentId integer**, foreign key
- **Department** the officer's **department** (**required**)
- OfficerPrisoners collection of type OfficerPrisoner

### Cell

- Id integer, Primary Key
- CellNumber integer in the range [1, 1000] (required)
- HasWindow bool (required)























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- **DepartmentId integer**, foreign key
- **Department** the cell's department (required)
- Prisoners collection of type Prisoner

#### Mail

- Id integer, Primary Key
- Description—text (required)
- Sender text (required)
- Address text, consisting only of letters, spaces and numbers, which ends with "str." (required) (Example: "62 Muir Hill str.")
- PrisonerId integer, foreign key
- Prisoner the mail's Prisoner (required)

## Department

- Id integer, Primary Key
- Name text with min length 3 and max length 25 (required)
- Cells collection of type Cell

### **OfficerPrisoner**

- PrisonerId integer, Primary Key
- **Prisoner** the officer's **prisoner** (**required**)
- OfficerId integer, Primary Key
- Officer the prisoner's officer (required)

# **Problem 2. Data Import (30pts)**

For the functionality of the application, you need to create several methods that manipulate the database. The project skeleton already provides you with these methods, inside the Deserializer class. Use Data Transfer Objects as needed.

Use the provided JSON and XML files to populate the database with data. Import all the information from those files into the database.

You are **not allowed** to modify the provided JSON and XML files.

If a record does not meet the requirements from the first section, print an error message which is mentioned bellow:

# JSON Import (20 pts)

### **Import Departments and Cells**

Using the file ImportDepartmentsCells.json, import the data from that file into the database. Print information about each imported object in the format described below.

### **Constraints**

- If any validation errors occur (such as if a department name is too long/short or a cell number is out of range) proceed as described above
- If a department is **invalid**, **do not** import its **cells**.























Success message	Error message
<pre>Imported {department name} with {cells count} cells</pre>	Invalid Data

```
ImportDepartmentsCells.json
[
  {
    "Name": "",
    "Cells":
        "CellNumber": 101,
        "HasWindow": true
      },
        "CellNumber": 102,
        "HasWindow": false
    ]
  },
    "Name": "CSS",
    "Cells": [
      {
        "CellNumber": 0,
        "HasWindow": true
      },
        "CellNumber": 202,
        "HasWindow": false
    ]
  },
{
    "Name": "Invaliiiiiiiiiiiiiiiiiiiiiiiiiiiiiidddddd",
    "Cells": [
        "CellNumber": 101,
        "HasWindow": true
      },
        "CellNumber": 102,
        "HasWindow": false
        "CellNumber": 103,
        "HasWindow": true
      },
        "CellNumber": 104,
        "HasWindow": false
      },
        "CellNumber": 105,
        "HasWindow": true
    ]
  },
    "Name": "Cybersecurity",
    "Cells": [
      {
```





















```
"CellNumber": 101,
        "HasWindow": true
      },
        "CellNumber": 102,
        "HasWindow": false
      },
        "CellNumber": 103,
        "HasWindow": true
      },
        "CellNumber": 104,
        "HasWindow": false
      },
        "CellNumber": 105,
        "HasWindow": true
    1
  },
]
                                                Output
Invalid Data
Invalid Data
Invalid Data
```

Upon correct import logic, you should have imported 6 departments and 34 cells.

## **Import Prisoners and Mails**

Imported Cybersecurity with 5 cells

Using the file **ImportPrisonersMails.json**, import the data from that file into the database. Print information about each imported object in the format described below.

#### **Constraints**

- The release and incarceration dates will be in the format "dd/MM/yyyy". Make sure you use CultureInfo.InvariantCulture.
- If any validation errors occur (such as invalid prisoner name or invalid nickname), ignore the entity and print an error message.
- If a mail has incorrect address print error message and do not import the prisoner and his mails

Success message	Error message
<pre>Imported {prisoner name} {prisoner age} years old</pre>	Invalid Data























```
"ReleaseDate": "27/03/2006",
  "Bail": null,
  "CellId": 5,
  "Mails": [
    {
      "Description": "Invalid FullName",
      "Sender": "Invalid Sender",
      "Address": "No Address"
    },
      "Description": "Do not put this in your code",
      "Sender": "My Ansell",
      "Address": "ha-ha-ha"
  ]
},
{
  "FullName": null,
  "Nickname": "The Null",
  "Age": 38,
  "IncarcerationDate": "12/09/1967",
  "ReleaseDate": "07/02/1989",
  "Bail": 93934.2,
  "CellId": 4,
  "Mails": [
    {
      "Description": "Hello, my name is Mr. Null and I am invisible for computers",
      "Sender": "Mr. Null",
      "Address": "6 Riverside Trail str."
    }
  ]
},
  "FullName": "Bobby Bock",
  "Nickname": "Young and Beautiful",
  "Age": 14,
  "IncarcerationDate": "01/01/1967",
  "ReleaseDate": "01/01/1989",
  "Bail": 93934.2,
  "CellId": 4,
  "Mails": [
      "Description": "I am not old enough to be in prison so get out of here :P",
      "Sender": "Small Bobby",
"Address": "6 Riverside Trail str."
  ]
},
  "FullName": "Melanie Simonich",
  "Nickname": "The Wallaby",
  "Age": 32,
  "IncarcerationDate": "29/03/1957",
  "ReleaseDate": "27/03/2006",
  "Bail": null,
  "CellId": 5,
  "Mails":
      "Description": "please add me to your LinkedIn network",
      "Sender": "Zonda Vasiljevic",
      "Address": "51677 Rieder Center str."
    },
      "Description": "Melanie i hope you found the best place for you!",
      "Sender": "Shell Lofthouse",
```

















Upon correct import logic, you should have imported 19 prisoners and 47 mails.

# XML Import (10 pts)

## **Import Officers and Prisoners**

Using the file **ImportOfficersPrisoners.xml**, import the data from the file into the database. Print information about each imported object in the format described below.

If any of the model requirements is violated continue with the next entity.

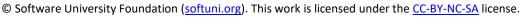
#### **Constraints**

• If there are any validation errors (such as **negative** salary or invalid **position/weapon**), proceed as described above.

Success message	Error message
<pre>Imported {officer name} ({prisoners count} prisoners)</pre>	Invalid Data

```
ImportOfficersPrisoners.xml
<?xml version='1.0' encoding='UTF-8'?>
<Officers>
  <Officer>
    <Name>Minerva Kitchingman</Name>
    <Money>2582</Money>
    <Position>Invalid</Position>
    <Weapon>ChainRifle</Weapon>
    <DepartmentId>2</DepartmentId>
    <Prisoners>
      <Prisoner id="15" />
    </Prisoners>
  </Officer>
  <Officer>
    <Name>Minerva Holl</Name>
    <Money>2582.55</Money>
    <Position>Overseer</Position>
```



















```
<Weapon>ChainRifle</Weapon>
    <DepartmentId>2</DepartmentId>
    <Prisoners>
      <Prisoner id="15" />
    </Prisoners>
  </Officer>
  <Officer>
    <Name>Paddy Weiner</Name>
    <Money>2854.56</Money>
    <Position>Guard</Position>
    <Weapon>ChainRifle</Weapon>
    <DepartmentId>3</DepartmentId>
    <Prisoners>
      <Prisoner id="4" />
      <Prisoner id="1" />
    </Prisoners>
  </Officer>
  <Officer>
    <Name>Minerva Kitchingman</Name>
    <Money>2582</Money>
    <Position>Mishka</Position>
    <Weapon>ChainRifle</Weapon>
    <DepartmentId>4</DepartmentId>
    <Prisoners>
      <Prisoner id="15" />
    </Prisoners>
  </officer>
  </Officers>
                                              Output
Invalid Data
Imported Minerva Holl (1 prisoners)
Imported Paddy Weiner (2 prisoners)
Invalid Data
```

Upon correct import logic, you should have imported 16 officers and 31 officers' prisoners.

# Problem 3. Data Export (20 pts)

Use the provided methods in the **Serializer** class. Usage of **Data Transfer Objects** is **optional**.

# **JSON Export (10 pts)**

## **Export All Prisoners with Cells and Officers by Ids**

The given method in the project skeleton receives an array of prisoner ids. Export all prisoners that were processed which have these ids. For each prisoner, get their id, name, cell number they are placed in, their officers with each officer name, and the department name they are responsible for. At the end export the total officer salary with exactly two digits after the decimal place. Sort the officers and the prisoners by their name (ascending), then by the prisoner id (ascending).

```
Serializer.ExportPrisonersByCells (context, new[] { 1, 5, 7, 3 }
[
  {
    "Id": 3,
```



















```
"Name": "Binni Cornhill",
    "CellNumber": 503,
    "Officers": [
         "OfficerName": "Hailee Kennon",
         "Department": "ArtificialIntelligence"
      },
         "OfficerName": "Theo Carde",
         "Department": "Blockchain"
    "TotalOfficerSalary": 7127.93
  },
  {
    "Id": 5,
"Name": "Ellette Lante",
    "CellNumber": 403,
    "Officers": [
         "OfficerName": "Rica Muscott",
         "Department": "ArtificialIntelligence"
    "TotalOfficerSalary": 2339.08
  },
...
]
```

# XML Export (10 pts)

## **Export Inbox for Prisoner**

Use the method provided in the project skeleton, which receives a string of **comma-separated prisoner names**. Export the **prisoners**: for each **prisoner**, export its **id**, **name**, **incarcerationDate** in the format "**yyyy-MM-dd**" and their **encrypted mails**. The encrypted algorithm you have to use is just to take each prisoner mail description and reverse it. **Sort** the prisoners by **their name (ascending)**, then by **their id (ascending)**.

#### **Example**

Serializer.ExportPrisonersInbox(context, "Melanie Simonich, Diana Ebbs, Binni Cornhill")



















```
<Prisoners>
  <Prisoner>
    <Id>3</Id>
    <Name>Binni Cornhill</Name>
    <IncarcerationDate>1967-04-29</IncarcerationDate>
    <EncryptedMessages>
      <Message>
        <Description>!?sdnasuoht evif-ytnewt rof deksa uoy ro orez artxe na ereht sI/Description>
      </Message>
    </EncryptedMessages>
  </Prisoner>
  <Prisoner>
    \langle Id \rangle 2 \langle /Id \rangle
    <Name>Diana Ebbs</Name>
    <IncarcerationDate>1963-08-21</IncarcerationDate>
    <EncryptedMessages>
      <Message>
        <Description>.kcab draeh ton evah llits I dna ,skeew 2 tuoba ni si esaeler mubla ehT
.dnuoranrut rof skeew 6-4 sekat ynapmoc DC eht dias yllanigiro eH .gnitiaw llits ma
I</Description>
      </Message>
      <Message>
        <Description>.emit ruoy ekat ot uoy ekil lliw ew dna krow ruoy ekil I .hsur on emit ruoy
ekat ,enif si tahT</Description>
      </Message>
    </EncryptedMessages>
  </Prisoner>
</Prisoners>
```

# Problem 4. Bonus Task (10 pts)

Implement the bonus method in the **SoftJail.DataProcessor** project for an **additional amount** of points.

### **Release Prisoner**

Implement the method DataProcessor.Bonus. ReleasePrisoner, which receives the context and a prisoner id. Your task is to find the prisoner by that id and release him (set his ReleaseDate to the current date and remove his **CellId**).

After the prisoner is released, return the message "Prisoner {prisoner.FullName} released".

If the prisoner doesn't have a ReleaseDate, return "Prisoner {prisoner.FullName} is sentenced to life"

### **Examples**

```
DataProcessor.Bonus.ReleasePrisoner(context, 5)
Prisoner Ellette Lante released
```

```
DataProcessor.Bonus.ReleasePrisoner(context, 13)
```

Prisoner Fiona Mattecot is sentenced to life

















