Edit on 14:59 25 December 2020

When I configuring the basic poco data models using EntityFramework Core, I came across some problems, I set a BaseDao to be inherited by other models, the BaseDao model contains the navigation properties that refer to the user who created and deleted them. I set these properties carefully and completely by using both guid and navigation property, and decorate them with required on creatorId and ForeignKey data annotation, but things came out not worked as well as I imagined, the cascade problems becomes a big issue, I need to dig deep to understand and solve them. This issue points me the explicit direction : I have weakness on both EntityFramework Core and Database Infrastructure. I need to get it done well.

Edit on 8:01 26 December 2020

I’m starting use the dao models. But here reveals another problems, I want the dbcontext layer be transparent to the service layer, which means the service layer can easily get or set the data in database just by using the dao classes with out explicitly access the dbcontext. When do things like this, I start to considering the concrete processing flow of Asp.net, I wander whether the requests are processed each by each in a single thread or they are separated in multiple thread, and which parameters are reused and which are not. By refereeing to the company’s project code, the TheradLocal class starts to jump into my vision. To further progress my project, I need to learn the processing flow of Asp.net the how to handle the threads elegantly. This website seems fit my requirements :

<https://www.codemag.com/article/0511061/A-Low-Level-Look-at-ASP.NET-Architecture#:~:text=ASP.NET%20is%20a%20request,HTTP%20or%20the%20Web%20server>.

Edit on 7:59 27 December 2020

When I tweaking the user model, I add the lastLoginTime, registerTime and deactivatedTime to the model. After I configured all the things well and start to run the server, something weird happened. The Create and Delete function are ok, but only the update function sometimes is ok, but the rest time always do not hit my target. After the long time bug shooting, I noted that the EntityFramework does not automatically update the entity even though you have modified the IQueryable<T> data by hand, you still need to call the context.DbSet<T>.Update function to apply those changes. Why sometimes the update function is ok is that in my service, all operations are executed in one transaction, and some operation after that update calls the update function which include the changes did before. So that makes it more weirder.

Something more bad happened, my authorization dead again for no reason. I have to figure it out.