// 人

public class Person

{

public Person()

{

}

public Person(PersonStatu personStatu)

{

PersonStatu = personStatu;

}

public PersonStatu PersonStatu { get; set; }

public int Id { get; set; }

public int Age { get; set; }

}

// 人状态基类

public abstract class PersonStatu

{

public string Statu { get; set; }

public abstract string DoAction();

}

// 小孩状态

public class ChildPersonStatu: PersonStatu

{

public ChildPersonStatu() {

Statu = "ChildPersonStatu";

}

public override string DoAction()

{

return "ChildPerson";

}

}

// 大人状态

public class BigPersonStatu: PersonStatu

{

public string Jon { get; set; }

public BigPersonStatu() {

Statu = "BigPersonStatu";

}

public override string DoAction()

{

return "BigPerson";

}

}

// 配置实体

protected override void OnModelCreating(ModelBuilder modelBuilder)

{

modelBuilder.Entity<Person>().OwnsOne(c => c.PersonStatu);

modelBuilder.Entity<PersonStatu>().Property(e => e.Statu).HasColumnName("Statu");

// 配置鉴别器，根据鉴别器生成状态子类

modelBuilder.Entity<PersonStatu>().HasDiscriminator(e => e.Statu).HasValue<BigPersonStatu>("BigPersonStatu").HasValue<ChildPersonStatu>("ChildPersonStatu");

base.OnModelCreating(modelBuilder);

}

// 测试

MyDbContext context = new MyDbContext();

List<Person> peoples = context.Persons.ToList();

Person person = peoples.FirstOrDefault();

Console.WriteLine(person.PersonStatu.DoAction());

person.PersonStatu = new BigPersonStatu();

context.SaveChanges();