# CodeFirstMetadata Notes

## TemplateMap

Organizes the creation of files, including outputting files. This is a legacy name that should be updated, or the work of the class split. This class works with any template type. It takes the identifying attribute, the metadata loader, the template runner, and the input/output file patterns as constructor arguments.

## TemplateRunner

This class is called to do create template output and is separate for each template type (T4, ExpansionFirst, etc). It is generally quite simple to allow other access points to the actual running of the template, although this template running style is probably a very leaky abstraction and the capacity to use something like RunPreprocessedT4 in another context is probably limited.

## CodFirstMetadataLoader

This class is called to map metadata to the template friendly code first classes. This is a wrapper for the hard work done in called classes, again in an attempt to allow other entry points. It uses the TargetMapping class to create the mapping, and the CodeFirstMapper class to do the actual mapping.

## Notes

The actual mapping of attributes and properties for primitive values occurs in creating the “usage” dictionary in MakeValuePairList