**Eager Loading**

**Country** **State**

(**int or System.Guid**) Id (int or System.Guid) Id

**IList<State> States** **Country Country**

(**int or System.Guid**) CountryId

Models.Country country =

DatabaseContext.Countries

.FirstOrDefault();

int stateCount = country.**States**.Count // Error! 🡪 Why 🡪 country.States is null

Models.Country country =

DatabaseContext.Countries

.Include(current => current.States)

.FirstOrDefault();

int stateCount = country.**States**.Count // OK! 🡪 Why 🡪 country.States is not null

**Lazy (Loading)**

**Country** **State**

(**int or System.Guid**) Id (int or System.Guid) Id

**virtual IList<State> States**  **virtual Country Country**

(**int or System.Guid**) CountryId

Models.Country country =

DatabaseContext.Countries

.FirstOrDefault();

country.States.Count 🡪 دقیقا در لحظه استفاده اتوماتیک ایجاد و پر می‌شود

Models.Country country =

DatabaseContext.Countries

.Include(current => current.States)

.FirstOrDefault();

country.States -> is not null