Pre-Requisite for this Course

Link to download .NET 7

<https://dotnet.microsoft.com/en-us/download>

Node JS

It’s a javascript runtime to run our reactjs application inside our development server.

NVM

It’s a node version manager

If u use NVM, you can switch between nodejs version very easily.

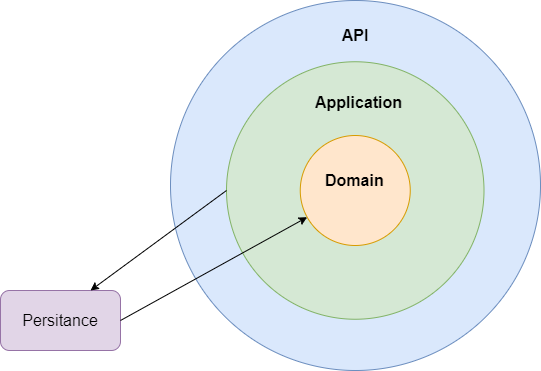
Visual Studio Code – Integrated Development Environment

Post Man – For testing our API

Resources has been forked from [TryCatchLearn/Reactivities](https://github.com/TryCatchLearn/Reactivities) to [MadOnProgramming](https://github.com/MadOnProgramming)/[.NetCoreWithReact](https://github.com/MadOnProgramming/.NetCoreWithReact)

**Clean architecture**

Here we are going to implement clean architecture. I am listing the layer here from the inner most ring to outer most ring. Outer depends on the immediate inner layer but the inner layer doesn’t depends on the outer layer.



* Domain(Entities for our Business model) – *inner most*
* Application layer (contains business login of our application)
* API (Responsible for handling http request and response) – *outer most*

**Creating a .net core project and walking through the skeleton**

Dotnet CLI commands

Dotnet –info

* To get the information about the installed sdk and runtime in our system

Dotnet new list

* To see the list of template that we can create

Dotnet new sln -n YourSolutionName

* Creates solution

Dotnet new webapi -n YourProjectName

* Creates webapi project

Dotnet new classlib -n YourProjectName

* Creates class library project

Dotnet sln add youcsproject\_file

* Adds project to the solution

Dotnet add reference csproject\_file

* Adds one project as a reference to another

**VS code command**

After opening the solution folder in vscode, open command pallete Ctrl+Shift+P

And select ‘Generate assets for build and debug’

This will generate .vscode folder to ur folder

**API Project template**

Properties\launchSettings.json

Keep only the necessary settings and change others.

Program.cs

- It’s the entry point in this application

- Creates a builder from WebApplication

- Region for adding services to the container(builder), these services can be injected while we are using it.

- Build app from the builder

- Region for adding middleware to the application pipeline

- Run the application

Some properties in .csproj

<Nullable> - In .net 6, by default string is required, You can explicitly enable or disable through this property

<ImplicitUsings>

**Starting our implementation**

Start by creating entity classes under domain project.

In our case, our project going to revolve aroung entity called Activity. So, I am creating a class called activity

*public* *class* Activity

    {

*public* Guid Id { *get*; *set*; }

*public* *string* Title { *get*; *set*; }

*public* *string* Description { *get*; *set*; }

*public* *string* Category { *get*; *set*; }

*public* DateTime Date{*get*;*set*;}

*public* *string* Venue { *get*; *set*; }

*public* *string* City { *get*; *set*; }

    }

Note: always create a property with a shortcut of typing ‘*prop’* and type enter

Always name the id property with ‘id’ instead of giving name like ‘ActivityId’. Beacause, entity framework couldn’t recognize this as key property. Unless, u explicitly specify as key property.

**Adding Entity framework to our project**

Here we are not going to use sql server. Instead, we are going to use entity framework with sql lite db.

Add nuget package “Microsoft.EntityFrameworkcore.Sqllite” to our persistent project.

Then add our dbcontext class like below

*using* Domain;

*using* Microsoft.EntityFrameworkCore;

*namespace* Persistence

{

*public* *class* DataContext : DbContext

    {

*public* DataContext(DbContextOptions *options*) : *base*(*options*)

        {

        }

*public* DbSet<Activity> Activities { *get*; *set*; }

    }

}

Then add services to our webapi project program.cs , inorder to use our datacontext class

Through dependency injection.

builder.Services.AddDbContext<DataContext>(*opt* => {

*opt*.UseSqlite(builder.Configuration.GetConnectionString("DefaultConnection"));

});

So, we have successfully integrated entityframework core within our application with sqllite.

**Entity framework migrations**

Next we are going install dotnet-ef tool

Get list of dotnet tools installed by the following command

**Dotnet tool list -g**

Here -g – represents global

If dotnet-ef is not available,then install through the following command

**Dotnet tool install –global dotnet-ef –version 7.0.0**

dotnet-ef command to add migration

dotnet-ef migrations add <<MigrationName>> -s <<.\Folder\StartupProject.csproj>> -p <<.\Folder\dbcontextHoldingProject.csproj>>

through this we have added our migration to our code first database

now, we want to create and apply migrations to our actual db(here I am going to use sqllite in my development environment).

Instead of handling this through dotnet-ef command, I am going to do it using following code

#region doing database migrations

//creating scope for our services

*using* *var* scope = app.Services.CreateScope();

//get the service collection from the scope

*var* services = scope.ServiceProvider;

*try*

{

//get the required datacontext service from the service collection

*var* dataContext = services.GetRequiredService<DataContext>();

//do the actual migration through this method

    dataContext.Database.Migrate();

}

*catch*(Exception ex)

{

//get the logger from the required service

*var* logger = services.GetRequiredService<ILogger<Program>>();

//log incase of any error

    logger.LogError(ex,"An error occured during database migration");

}

#endregion

app.Run();

Add the above codes just before the app.Run();

I have explained the code through the comments above each line.

Finally run the code through ***dotnet watch*** command and see the logs in the terminal for what happened as everything is logged because of the setting ***Microsoft.AspNetCore:Information*** in the ***appSettings.Development.json.***

If u want to see the content of the db after migration, u can see through the Ctrl+Shift+p

**Sqllite:Open the database**

Then in the sqllite explorer, of the left side panel, u can see the contents.

**Seeding the database(Sample data)**

Add a class called seed.cs in the persistence project and add a async static method called ‘SeedData’ to load the database with the sample data.

*public* *async* *static* Task SeedData(DataContext *context*)

        {

*if*(*context*.Activities.Any())

*return*;

*var* activities = *new* List<Activity>

            {

*new* Activity

                {

                    Title = "Past Activity 1",

                    Date = DateTime.UtcNow.AddMonths(-2),

                    Description = "Activity 2 months ago",

                    Category = "drinks",

                    City = "London",

                    Venue = "Pub",

                },

*new* Activity

                {

                    Title = "Past Activity 2",

                    Date = DateTime.UtcNow.AddMonths(-1),

                    Description = "Activity 1 month ago",

                    Category = "culture",

                    City = "Paris",

                    Venue = "Louvre",

                },

            };

*await* *context*.Activities.AddRangeAsync(activities);

*await* *context*.SaveChangesAsync();

        }

Call this method in program.cs after calling the migrate method like this

*try*

{

*var* context = services.GetRequiredService<DataContext>();

*await* context.Database.MigrateAsync();

*await* Seed.SeedData(context);

}

This will load the sample data to the tables.

After the change use the command called ***dotnet watch –no-hot-reload*** which disables hot reload and thus inturn removes lot of headaches.

After this open the db and check the table which will contain our sample data.

**Adding API Controller**

We are going to add two api controller cs,

one is BaseApiController which is inherited from ControllerBase and going to be base class all our other controller api(s).

second one is ActivityController which inturn contains two httpget endpoint called *api/activity/all – to get all activities*  & api/activity/{id} – to get single activity

These are the coding for those cs files

*using* Microsoft.AspNetCore.Mvc;

*namespace* API.Controllers

{

    [ApiController]

    [Route("api/[controller]")]

*public* *class* BaseApiController : ControllerBase

    {

    }

}

*using* Domain;

*using* Microsoft.AspNetCore.Mvc;

*using* Microsoft.EntityFrameworkCore;

*using* Persistence;

*namespace* API.Controllers

{

*public* *class* ActivityController : BaseApiController

    {

*public* DataContext \_context { *get*; }

*public* ActivityController(DataContext *context*)

        {

            \_context = *context*;

        }

        [HttpGet]

        [Route("all")]

*public* *async* Task<ActionResult<List<Activity>>> GetActivities()

        {

*return* *await* \_context.Activities.ToListAsync();

        }

        [HttpGet]

        [Route("{id}")]

*public* *async* Task<ActionResult<Activity>> GetActivity(Guid *id*)

        {

*return* *await* \_context.Activities.FindAsync(*id*);

        }

    }

}

Then I am going to add gitignore file through dotnet cli command

***Dotnet new gitignore***

After that commit the files to the git repository and pushed to git.

**Creating React application in our project**

We are going to use vite to create our react application and vite going to act as a build tool and development server in our case.

Command to create our react project template

**Npm create vite@latest**

Which will ask for project name and other information

Once project is created,

**Cd app\_directory**

**Npm install** --> to install dependencies and packages

**Npm run dev** --> here dev is our vite