LocalDB - the local database alternative where the database is 2 files on the same machine as your project.

Server=(localdb)\mssqllocaldb

Use this as the backup method if we have any issues with a remote server.

Run a practice test, or the real test, like this:

**Question ONE**

- Setup - exactly the same

THEN GO DIRECT TO QUESTION THREE - with LocalDB we need to **swap** Question TWO and Question THREE

**Question THREE**  
By default, an new Visual Studio "Core" project has "appsettings.json" already written for "LocalDB".  
It looks like this:

{

"ConnectionStrings": {

"DefaultConnection": "Server=(localdb)\\mssqllocaldb;Database=aspnet-MVCManukauTech-BB96410B-B88F-46F6-A7C3-B99A3D2CBA06;Trusted\_Connection=True;MultipleActiveResultSets=true"

},

It has a long database name with a GUID which is inconvenient for me with marking.

Therefore change that to one based on your name and the base name eg Andrew\_PPubs, Donald\_PTennis, John\_PMusic  
Going here with John\_PMusic:

{

"ConnectionStrings": {

"DefaultConnection": "Server=(localdb)\\mssqllocaldb;Database=John\_PMusic;Trusted\_Connection=True;MultipleActiveResultSets=true"

},

Then complete Question THREE by running the app and registering a new user. On doing the "migration" follow-up, this will cause the database to be created automatically.

**Question TWO**You can then open "Microsoft SQL Server Management Studio"  
The Server is (localdb)\mssqllocaldb  
Use the Windows Authentication option - same machine means it can use run under your Windows login, therefore it does not need a username and password.  
From there, script loading operates the same as before except the "Identity" membership tables will already be there and you are adding the business data tables. This makes no difference to Question FOUR and above.

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**Hand-in**  
Close Visual Studio before you try to find the database.  
Copy it from folder C:\Users\<your username>  
On some machines it lives in a sub-folder. SQL Management Studio can help you find it. Right-click on the database node and look at the properties.  
Paste into your project Container Folder (Grandparent Folder) then zip the Container Folder and hand it in.