Entity Framework - Connection String - Best practice

Ask Question



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I develop an application using EF5 and I would like to know how to configure different connectionString (for example local and live). I know that all connectionsString are in app.config file:



I also know that I can switch between 2 different connection using DbContext constructor:

```
Partial Public Class MandatsEntities
Inherits DbContext

Public Sub New()
   MyBase.New("name=MandatsEntities")
End Sub

Public Sub New(connectionName As String)
   MyBase.New(connectionName)
End Sub
```

but I need to modify autogenerated class (and I think it's not recommanded)

End Class

So, to summarize if I have 10 contexts and 2 databases, I need to manage 20 connectionString !!! And I need to modify autogenerated class

Is there any method to do that properly? What is the best practice?

.net vb.net entity-framework



Cooxkie 1,471 4 15 22

- Typically different environment connection strings are handled via web.config transforms. When you build/deploy for another environment it will automatically transform the configs for you. Do you need access to all environments while developing?

 Dismissile Feb 28 '14 at 13:54
- 1 This is a standalone application, not web app ;-) Cooxkie Feb 28 '14 at 13:57

@Cooxkie There is similar concepts for app.config using post / pre-build events – Simon Belanger Feb 28 '14 at 15:32

3 Answers



Check out the <u>Config Transform</u>
Nuget Package, it will allow you to
perform Web.Config like transforms
on a non-web project.



There is a walkthough of using this package in this another Stack Overflow question here.

edited May 23 '17 at 12:09



answered Feb 28 '14 at 15:08



tom.dietrich

6,839 1 33 55

Thank you for your help, even if it wasn't what I was looking for, you help me in my research ;-)! - Cooxkie Mar 11 '14 at 16:55



What I do is implement the logic in the repository.

If you want a context intialized with different connection strings, depending on the entity the repository has been initialized with, you can do something like:

```
//'Customers' and 'Orders' are in a di
private string[] _EntitiesGroup1 = { 1
private string[] _EntitiesGroup2 = { 1
```

In your repository constructor, you can do something like:

```
public Repository()
{
    if (Array.Exists(_EntitiesGroup1 ,
        _context = new Entities1();

    if (Array.Exists(_EntitiesGroup2 ,
        _context = new Entities2();

    _objectSet = _context.CreateObject
}
```

Hope this somewhat helps.

answered Feb 28 '14 at 16:11



Francis Ducharme **2,488** 4 23 49

Thank you for your help, even if it wasn't what I was looking for, you help me in my research ;-)! - Cooxkie Mar 11 '14 at 16:54

OK I found a solution and need to make some concession ;-)!

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First I modified constructor of every Entities. I added new constructor with string parameter:

End Sub



```
'constructor auto-generated
Public Sub New()
MyBase.New("name=ViticulteurEnti
End Sub

'constructor added by me
Public Sub New(connectionName As
MyBase.New(connectionName)
```

Second I created my own connection string :

Third, I used my own constructor with my own connection string ;-)

```
Dim viticulteurContext As Viticulteu
.
.
.
viticulteurContext = New Viticulteur
```

sources:

- http://www.linkedin.com/groups/ Entityframework-how-setconnectioString-in-40949.S.200613735
- http://msdn.microsoft.com/en-us/library/bb738533.aspx
- <u>Fetching dynamically updated</u> <u>connection string from</u> <u>app.config in VB.Net</u>

Thanks all!

```
edited May 23 '17 at 10:31

Community 

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answered Mar 11 '14 at 16:52

Cooxkie

1,471 4 15 22
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