GDSC - SHA Entity Framework Core

Collected EF Core Sessions



ORM

• Is a technique that lets you query the data from the database using Csharp oop paradigm.









Connection String

• Is a string that specifies information about a data source and the means of connecting to it.

• It is the value that connects your app to database.

```
"ConnectionStrings": {
   "DefaultConnection": "Server=GdscTraining; Database=Company; Trusted_Connection=True; TrustServerCertificate=true"
}
```



- 1. First you need to install packages
 - Microsoft.EntityFrameworkCore
 - Microsoft.EntityFrameworkCore.Tools
 - Microsoft.EntityFrameworkCore.SqlServer
 - Microsoft.Extensions.Configuration
 - Microsoft.Extensions.Configuration.json

2. ApplicationDbContext class and inherit from DbContext.



3. Inside ApplicationDbContext override method OnConfiguring

```
0 references
class ApplicationDbContext : DbContext
    0 references
    protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder)
        IConfigurationRoot configuration = new ConfigurationBuilder()
            .AddJsonFile(@"here_we_add_(appsettings.json)_full_path")
            .Build();
        string? conncetionString = configuration.GetConnectionString("DefaultConnection");
        optionsBuilder.UseSqlServer(conncetionString);
        base.OnConfiguring(optionsBuilder);
```



- 4. Create database entities classes.
- 5. Create a DbSet<entityType> property inside ApplicationDbContext.

```
0 references
class Employee
                                                                0 references
                                                                class ApplicationDbContext : DbContext
    0 references
    public int Id { get; set; }
                                                                    0 references
    0 references
                                                                    public DbSet<Employee> Employees { get; set; }
    public string Name { get; set; } = null!;
    0 references
    public string? Department { get; set; }
    0 references
    public decimal Salary { get; set; }
```



6. Add new migration InitialCreate



7. Read the migration

```
0 references
protected override void Up(MigrationBuilder migrationBuilder)
   migrationBuilder.CreateTable(
        name: "Employees",
        columns: table => new
            Id = table.Column<int>(type: "int", nullable: false)
                .Annotation("SqlServer:Identity", "1, 1"),
            Name = table.Column<string>(type: "nvarchar(max)", nullable: false),
            Department = table.Column<string>(type: "nvarchar(max)", nullable: true),
            Salary = table.Column<double>(type: "float", nullable: false)
        constraints: table =>
            table.PrimaryKey("PK_Employees", x => x.Id);
       3);
/// <inheritdoc />
0 references
protected override void Down(MigrationBuilder migrationBuilder)
   migrationBuilder.DropTable(
       name: "Employees");
```

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8. Apply your changes to the database



Most used commands

- Add-Migration migration_name → adds new migration.
- Remove-Migration → remove the latest migration.
- Update-Database → applies migrations on the database.
- Update-Database migration_name → returns the database to specified migration.
- Update-Database 0 → remove all migrations



To make the Column required.

Using Data Annotations

2 references class Employee { O references public int Id { get; set; } [Required] 1 reference public string Name { get; set; } = null!; O references public string? Department { get; set; } O references public double Salary { get; set; }

Using Fluent API

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
{
    modelBuilder.Entity<Employee>()
        .Property(e => e.Name)
        .IsRequired();

    base.OnModelCreating(modelBuilder);
}
```



Set Maximum Length

Using Data Annotations

2 references

Using Fluent API

```
class Employee
                                                       0 references
                                                       protected override void OnModelCreating(ModelBuilder modelBuilder)
   0 references
    public int Id { get; set; }
                                                           modelBuilder.Entity<Employee>()
    [MaxLength(100)]
                                                                .Property(e => e.Name)
    1 reference
    public string Name { get; set; } = null!;
                                                                .HasMaxLength(100);
    0 references
    public string? Department { get; set; }
                                                           base.OnModelCreating(modelBuilder);
    O references
    public double Salary { get; set; }
```



- Set primary key
- If the property named like [Id, EmployeeId] it will be PK by default.
- If you have another name you must tell efcore that it will be the PK
- You have another option to mark the table with HasNoKey()

```
0 references
protected override void OnModelCreating(ModelBuilder modelBuilder)
{
    modelBuilder.Entity<Employee>()
        .HasKey(e => e.Code);

    // Or

    modelBuilder.Entity<Employee>()
        .HasNoKey();

    base.OnModelCreating(modelBuilder);

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```



- Set composite key
- It is the PK that made of two or more columns.
- These columns must be unique toghether.
- It can be done only using Fluent API.

```
0 references
protected override void OnModelCreating(ModelBuilder modelBuilder)
{
    // use anonymous object
    modelBuilder.Entity<Employee>()
        .HasKey(e => new { e.Id, e.Name });
    base.OnModelCreating(modelBuilder);
}
```



- Set default value
- It can be done only using Fluent API.

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
{
    modelBuilder.Entity<Employee>()
        .Property(e => e.StartedWorkDate)
        .HasDefaultValue(DateTime.Now);
    base.OnModelCreating(modelBuilder);
}
```



Set Identity to the column

```
2 references
class Employee
                    Using Data Annotations
    [DatabaseGenerated(DatabaseGeneratedOption.Identity)]
                                                                               Using Fluent API
    0 references
    public short Id { get; set; }
                                                                 0 references
                                                                 protected override void OnModelCreating(ModelBuilder modelBuilder)
    0 references
    public string Name { get; set; } = null!;
                                                                     modelBuilder.Entity<Employee>()
    0 references
                                                                         .Property(e => e.Id)
    public string? Department { get; set; }
                                                                         .ValueGeneratedOnAdd();
    0 references
                                                                     base.OnModelCreating(modelBuilder);
    public double Salary { get; set; }
    1 reference
    public DateTime StartedWorkDate { get; set; }
```



One to one relationship

```
2 references
2 references
                                                     public class BlogImage
public class Blog
                                                         0 references
    0 references
                                                          public int Id { get; set; }
    public int Id { get; set; }
                                                         0 references
    0 references
                                                          public string ImageUrl { get; set; } = null!;
    public string? Url { get; set; }
                                                         0 references
    [ForeignKey(nameof(BlogImage))]
                                                          public string Caption { get; set; } = null!;
    0 references
    public int BlogImageId { get; set; }
                                                         0 references
                                                          public Blog? Blog { get; set; }
    1 reference
    public BlogImage? BlogImage { get; set; }
```



• Configure one to one relationship using Fluent API.

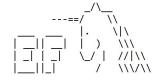
```
protected override void OnModelCreating(ModelBuilder modelBuilder)
{
    modelBuilder.Entity<Blog>()
        .HasOne(b => b.BlogImage)
        .WithOne(i => i.Blog)
        .HasForeignKey<Blog>(b => b.BlogImageId);

    base.OnModelCreating(modelBuilder);
}
```



One to many relationship

```
1 reference
public class Post
    0 references
    public int Id { get; set; }
    0 references
    public string Title { get; set; } = null!;
    0 references
    public string Content { get; set; } = null!;
    0 references
    public int BlogId { get; set; }
    0 references
    public Blog? Blog { get; set; }
```



• Configure one to many relationship using Fluent API.

```
0 references
protected override void OnModelCreating(ModelBuilder modelBuilder)
    modelBuilder.Entity<Blog>()
        .HasMany(b => b.Posts)
        .WithOne(p => p.Blog);
    // or
    modelBuilder.Entity<Post>()
        .HasOne(p => p.Blog)
        .WithMany(b => b.Posts);
    base.OnModelCreating(modelBuilder);
```



- Many to many relationship.
- Here we need the third table to set the m to m relationship.
- There are many ways to configure this relationship.
- We will take the just two simple ways to achive MtoM.

1st way: Just using

```
3 references
public class Post
    0 references
    public int Id { get; set; }
    0 references
    public string Title { get; set; } = null!;
    0 references
    public string Content { get; set; } = null!;
    0 references
    public ICollection<Tag>? Tags { get; set; }
                                                  3 references
                                                  public class Tag
                                                      0 references
                                                      public int Id { get; set; }
                                                      0 references
                                                      public ICollection<Post>? Posts { get; set; }
```

2nd way: Explicit table



```
2 references
public class Post
    0 references
    public int Id { get; set; }
    0 references
    public string Title { get; set; } = null!;
    0 references
    public string Content { get; set; } = null!;
    0 references
    public ICollection<PostTag> Tags { get; set; } = new List<PostTag>();
2 references
public class Tag
    0 references
    public int Id { get; set; }
    0 references
    public ICollection<PostTag> Posts { get; set; } = new List<PostTag>();
```

```
6 references
public class PostTag
{
    1 reference
    public int TagId { get; set; }

0 references
public Tag? Tag { get; set; }

1 reference
public int PostId { get; set; }

0 references
public Post? Post { get; set; }
```



Select all records:

```
var stores = _context.Stores.ToList();
```

• Find by Id:

```
var customer = _context.Customers.Find(100);
```

Select one item using single:

```
var customer1 = _context.Customers.Single(c => c.CustomerId == 100);
var customer2 = _context.Customers.SingleOrDefault(c => c.CustomerId == 100);
```



Select first that meets a condition.

```
var customer1 = _context.Customers.First(c => c.CustomerId == 100);
var customer2 = _context.Customers.FirstOrDefault(c => c.CustomerId == 100);
```

• Select last that meets a condition, must have a sort order.

```
var customer1 = _context.Customers.OrderBy(c => c.FirstName).Last();
var customer2 = _context.Customers.OrderBy(c => c.FirstName).Last(c => c.LastName.StartsWith("z"));
var customer3 = _context.Customers.OrderBy(c => c.FirstName).LastOrDefault(c => c.LastName.StartsWith("z"));
```



- Filtering data using Where()
- Where() make the filtering in server side and return on the data after filtering.

```
var customers = _context.Customers.Where(c => c.CustomerId > 500).ToList();
```

• Find if any record in the table, or any record meets the condition.

```
bool isThereAnyRecords = _context.Customers.Any();
bool isThereAnyRecordsMeets = _context.Customers.Any(c => c.LastName.Equals("Hamada"));
```



Find if all records meets the condition.

```
bool isAllRecordsMeets = _context.Customers.All(c => c.CustomerId > 0);
```

Sorting data

```
var products1 = _context.Products.OrderBy(p => p.ListPrice).ToList();
var products2 = _context.Products.OrderByDescending(p => p.ListPrice).ToList();
var products3 = _context.Products.OrderBy(p => p.ListPrice).ThenBy(p => p.ProductName).ToList();
var products4 = _context.Products.OrderBy(p => p.ListPrice).ThenByDescending(p => p.ProductName).ToList();
```



Aggregate functions

```
var avg = _context.Products.Average(p => p.ListPrice);
var sum = _context.Products.Sum(p => p.ListPrice);
var min = _context.Products.Min(p => p.ListPrice);
var max = _context.Products.Max(p => p.ListPrice);
var count = _context.Products.Count();
var lcount = _context.Products.LongCount();
```



- Data projection with Select()
- Means to change data shape when selecting.
- Very Important !!!

```
var products = _context.Products
.Select(p => new {
    name = p.ProductName,
    price = p.ListPrice})
.ToList();
```



Select distinct values:

```
var products = _context.Products.Distinct().ToList();
```

Skip() and Take()

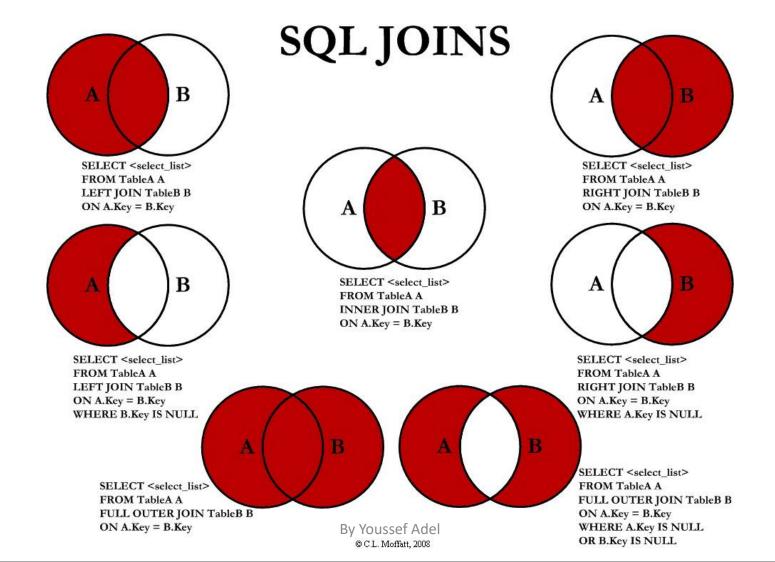
```
// ex. Pagination using Skip() Take()
1 reference
static List<Product> PagingProducts(int pageNumber, int pageSize)
{
    ApplicationDbContext _context = new();
    var page = _context.Products.Skip((pageNumber - 1) * pageSize).Take(pageSize).ToList();
    return page;
}
```



GroupeBy()

```
var store = _context.Products
   .GroupBy(p => p.ListPrice)
   .Select(p => new { price = p.Key, Count = p.Count() })
   .ToList();
```







```
var _context = new ApplicationDbContext();
var query = _context.Products
    .Join(
        _context.Categories,
        product => product.CategoryId,
        category => category.CategoryId,
        (product, category) => new
            product.ProductId,
            product.ProductName,
            category.CategoryName
```

```
[ Join Syntax ]

table1.Join(
 table2,
 table1_FK,
 table2_PK,
 desired_result)
```

```
foreach (var i in query)
Console.WriteLine($"{i.ProductId} -- {i.ProductName} -- {i.CategoryName}");
```



using System.Linq;

```
var query = _context.Products
.Join(
    _context.Categories,
    product => product.CategoryId,
    category => category.CategoryId,
    (product, category) => new
    {
        product.ProductId,
        product.ProductName,
        category.CategoryName
    }
);
```

Search How??
Make yourself curious....



Tracking in EFCore

 Tracking means to track or record the cahnges you make on the database and send them toghether when you call _context.SaveChanges()

 EFCore default behavior is Tracking, but if you query data that you don't need to make changes on?

We use .AsNoTracking() in this condition.

```
var product = _context.Products.AsNoTracking().ToList();
```

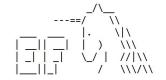


Loading in EFCore

- Eager Loading:
 - means to load the table and all specified related tables.
 - You can include more using .ThenInclude()
 - Eager loading is heavy for application performance.

```
var product1 = _context.Products.SingleOrDefault(p => p.ProductId == 1);
Console.WriteLine(product1?.Category.CategoryName); // output → System.NullReferenceException

var product2 = _context.Products.Include(p => p.Category).SingleOrDefault(p => p.ProductId == 1);
Console.WriteLine(product2?.Category.CategoryName); // output → Mountain Bikes
```



Loading in EFCore

- Lazy Loading:
 - means to load the table and load other related tables only when it is used.
 - How to use lazy loading??
 - 1. Download package Microsoft.EntityFrameworkCore.Proxies
 - optionsBuilder.UseLazyLoadingProxies().UseSqlServer(connstring);
 - 3. // will load [Products] only.
 var product = _context.Products.SingleOrDefault(p => p.ProductId == 1);

 // Here [Categories] will be loaded when it is used.
 Console.WriteLine(product?.Category.CategoryName);

CRUD Opertations In EFCore

• Add()

```
var _context = new ApplicationDbContext();
Category category = new()
{
    CategoryName = "Games"
};
_context.Categories.Add(category);
_context.SaveChanges();
```

AddRange()

```
var _context = new ApplicationDbContext();
List<Category> categories =
    new(){CategoryName = "Games"},
    new(){CategoryName = "Blogs"},
    new(){CategoryName = "Posts"}
];
_context.Categories.AddRange(categories);
_context.SaveChanges();
```

CRUD Opertations In EFCore

Updating in two ways:

```
var _context = new ApplicationDbContext();
Category? category = _context.Categories.Find(100);
if (category is not null)
{
    category.CategoryName = "modified name";
}
_context.SaveChanges();
```

```
var _context = new ApplicationDbContext();

Category category = new()
{
    CategoryId = 100,
    CategoryName = "modified name"
};

_context.Update(category);

_context.SaveChanges();
```

CRUD Opertations In EFCore

Remove()

```
var _context = new ApplicationDbContext();
Category? category = _context.Categories.Find(100);
if (category is not null)
{
    _context.Categories.Remove(category);
}
_context.SaveChanges();
```

RemoveRange()

```
var _context = new ApplicationDbContext();

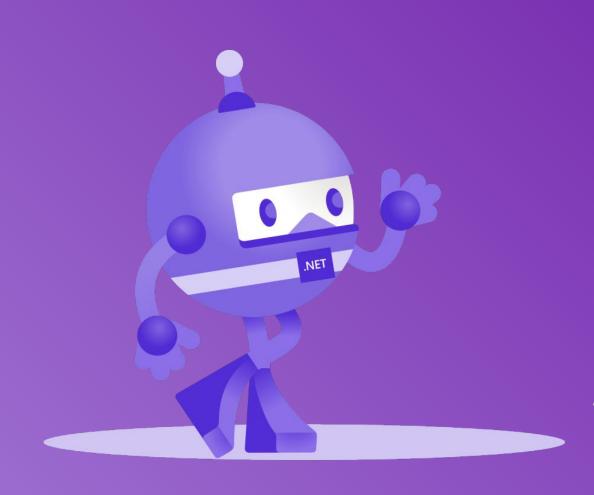
var categories = _context.Categories
   .Where(c => c.CategoryName.Length > 10)
   .ToList();

_context.Categories.RemoveRange(categories);
_context.SaveChanges();
```

Note: Deleting related data is done according to your deleting behavior (cascade, restrict, ...) so make sure you have the desired delete action.

By Youssef Adel

Console.WriteLine("Thank You!");



Goodbye, GDSC Family

It's been a pleasure meeting all of you, and I wish you success in the years ahead. Remember, "it's not difficult; it's just new to you"