Angular 2 Lifecycle Hooks:

The events in the life of a component/directive are also referred to as lifecycle hooks.

In Angular, every component has a life-cycle, a number of different stages it goes through from initializing to destroying. There are 8 different stages in the component lifecycle. Every stage is called life cycle hook events.

After creating a component/directive by calling its constructor, Angular calls the lifecycle hook methods in the following sequence at specific moments:

ng On Changes, ng On Init, ng Do Check , ng After Content Init, ng After Content Checked, ng After View Init, ng After View Checked, ng On Destroy.

ngOnChanges(): Called before ngOnInit() and whenever one or more data-bound input properties change.

whenever there is a change in the @Input data property, we can do some more changes in this method by comparing previous and current values.

ngOnInit() Initialize the directive/component. Called once, after the first ngOnChanges(). it is called only once when the component is loaded into the DOM.

if we want to add something once the component is loaded, this is the place like subscribing to data from the API, initialize some third party lib etc.

ngDoCheck() Called during every change detection run, immediately after ngOnChanges() and ngOnInit().

ngOnDestroy() Cleanup just before Angular destroys the directive/component. Unsubscribe Observables and detach event handlers to avoid memory leaks.

The best place to clean up event handlers or any subscriptions.

Called just before Angular destroys the directive/component.

As components load and unload from the DOM, these lifecycle methods triggers which give us the chance to do something in these key moments.

For example app.component.ts calling the ngOnInit lifecycle hook to specifically mention that the value of the this.values parameter should be set to “Hello”.

Once you save all the code changes and refresh the browser, you will get the following output.

---

AoT, it stands for the Ahead-of-Time compiler that was recently introduced in Angular. Compared to the JiT compilation performed by Angular at run-time, AoT provides a smaller bundle with faster rendering in the browser.

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Angular Js vs Angular 2

The architecture of AngularJS is based on MVC. The architecture of Angular 2 is based on service/controller.

the controllers are replaced by components, and Angular two is completely component based.

AngularJS was not developed with a mobile base in mind. Angular 2 is a mobile-oriented framework.

In Angular Js ng-app and angular bootstrap function are used to initialize. In Angular 2 bootstrapmodule() function is used to initialize

Angular 2 vs Angular 4 vs Angular 6

Angular 2 was released in 2016 and Angular 4 in 2017:

Angular 4.0 has reduced the generated bundled code file size by 60%

In Angular 4.0 Animation moved out to a separated package @angular/animations

Angular 4.0 Supports if/else statement

In Angular 4.0 Supports email validator

Angular 4 is backward compatible and rewrite version of Angular2 and is not majorly different from Angular2.

In Angular 4, user can use “else” block along with “\*ngif” block.

Angular 5 has lots of improved features, bugs fixed and have improved performance. It is quite advanced and improved version than Angular4.0.

Features of Angular 5:

Angular 5 Make AOT the default

Angular 5 Easier to build progressive web apps

Angular 5 Type checking in templates

Angular 5 Support for Internationalized Number, Date, and Currency Pipes

Angular 5 An update to Httpclient

Angular 5 Zone speed improvements

Angular 5 New Router Lifecycle Events

In Angular 5 Http library was replaced by HttpClient API, which is faster, more secure and efficient like has support for JSON types. Now JSON is default and no longer had to be parsed explicitly.

Angular 6 has been furthermore advanced and improved than Angular 5.0. It is faster, smaller, and easy to use version launched to make the life of developers easier and advanced.

Angular 6 was released on May 4th, 2018. That is 6 months after its predecessor's (Angular 5) release.

Using the Angular 6 Elements Package, you can create Angular components and publish them as Web Components, which can then be used in any HTML page. web components that are supported by all modern web browsers (except Edge).

Angular 6 now allows you to pass multiple validators to the formBuilder.

What is the difference between MVP, MVC and MVVM?

**MVP** (Model-View-Presenter): the presenter is like controller (it pushes data/model into view)

In the MVP pattern the User sends the input to the view, the view forward it to presenter and presenter then modify the view or the model depending on the type of user action.

The view and the presenter are tightly coupled through bi-directional relationship. The model does not know about the presenter. The view itself is passive, that’s why it's called presenter pattern, since the presenter pushes the data into the view.

**MVC** (Model-View-Controller): controller creates loads models/data for views.

In this pattern there is only one controller that gets all the inputs directly, it modifies the data in the model depending upon the type of the input. Both the model and the view are created by the controller. The view only knows about the model, but the model does not know about any other objects.

**MVVM** (Model View ViewModel) is a framework for making applications in WPF.

VM/View Model provides Models to the Views. VM is controlling and aware of data and needs of View

The View is the client interface, input-output interface or the user interface. It collects all the user interface elements of the window, navigation page, user control, resource file, style and themes, custom tools and controls.

The view is unaware of the ViewModel and the Model, and vice versa the ViewModel and Model is unaware of the View and control is tightly decoupled.

But the view model is aware of the needs of the view. They communicate by data binding and a dependency property or properties.

Models are connected directly to the ViewModel and invoke a method by the model class, it knows what the model has, like properties, methods etcetera and also is aware of what the view needs.

One View-Model can connect to multiple models, work like a one-to-many relationship and encapsulate business logic and data for the View. A ViewModel inherits some interface like INotifyPropertyChanged, icommand INotifyCollectionChanged etcetera.

https://www.youtube.com/watch?v=DLX62G4lc44 (Learn React JS - Full Course for Beginners - Tutorial 2019)

**Transient errors (transient faults)**: A transient error, also known as a transient fault, has an underlying cause that soon resolves itself. An occasional cause of transient errors is when the Azure system quickly shifts hardware resources to better load-balance various workloads. Most of these reconfiguration events finish in less than 60 seconds. During this reconfiguration time span, you might have connectivity issues to SQL Database. Applications that connect to SQL Database should be built to expect these transient errors. To handle them, implement retry logic in their code instead of surfacing them to users as application errors.

**Connection resiliency** automatically retries failed database commands. The feature can be used with any database by supplying an "execution strategy", which encapsulates the logic necessary to detect failures and retry commands. EF Core providers can supply execution strategies tailored to their specific database failure conditions and optimal retry policies. This approach can also be used with ambient transactions.

The term "ambient" transaction refers to a transaction that was started higher-up in the call stack. So that this is a per-thread concept.

**DbContext.SaveChanges()** runs all the operations are automatically wrapped in a for you behind the scenes. That is, if any of the operations inside during SaveChanges() fail, everything is rolled back maintaining consistent state.

**Facade**: A facade is an object that provides a simplified interface to a larger body of code.

The intent of the Facade pattern is to provide an interface that makes a subsystem easy to use.

Facade is a structural design pattern that provides a simplified (but limited) interface to a complex system of classes, library or framework. While Facade decreases the overall complexity of the application, it also helps to move unwanted dependencies to one place.

**Using SP in EF**:

var dobParam = new SqlParameter("@dob", date\_of\_birth ?? (object)DBNull.Value);

var myCodeParam = new SqlParameter("@myCodeParam", my\_CodeParam ?? (object)DBNull.Value);s

var result = DbContext.Query<MyObject>().AsNoTracking().FromSql("exec dbo.sp\_GetSomethingBycode @@dob, @myCodeParam", dobParam,

myCodeParam).ToList();

The Repository pattern. Repositories are classes or components that encapsulate the logic required to access data sources. They centralize common data access functionality, providing better maintainability and decoupling the infrastructure or technology used to access databases from the domain model layer

The context uses the unit of work pattern and each DBSet is a repository. Adding a Repository pattern on top of this distances you from the features of your ORM. The main reason adding your own repository implementation is so that you can use dependency injection and make your code more testable.

The repository pattern is intended to create an Abstraction layer between the Data Access layer and Business Logic layer of an Application.

The generic repository pattern implements:

public interface IRepository < T > where T: BaseEntity {

IEnumerable < T > GetAll();

T Get(long id);

void Insert(T entity);

void Update(T entity);

void Delete(T entity);

}

You can have your IRepository interface to which has 2 implementations, one (the real Repository) which uses DbContext to talk to the database and the second, FakeRepository which can return in-memory objects/mocked data.

<https://softwareengineering.stackexchange.com/questions/180851/why-shouldnt-i-use-the-repository-pattern-with-entity-framework>

**Unit of Work** is the concept related to the effective implementation of the repository pattern. non-generic repository pattern, generic repository pattern. Unit of Work is referred to as a single transaction that involves multiple operations of insert/update/delete.

In Entity Framework, the DbContext is the Unit of Work and each DbSet is a repository.

DbContext is an important class which is a bridge between your domain or entity classes and the database.

The Entity Framework is already an abstraction layer over your database. The context uses the unit of work pattern and each DBSet is a repository.

The main reason adding your own repository implementation is so that you can use dependency injection and make your code more testable.

Your data access layer can be anything from pure ADO.NET stored procedures to Entity Framework or an XML file.

**Difference between Index Scan/Index Seek**.

An index scan or table scan is where SQL server reads the whole of the table data or index looking for matches.

Note however when the table is very small index scan can be faster than an index seek.

In general an index seek is preferable to an index scan (when the number of matching records is proportionally much lower than the total number of records), as the time taken to perform an index seek is constant regardless of the total number of records in your table.

<https://docs.microsoft.com/en-us/aspnet/core/performance/response-compression?view=aspnetcore-3.0>

**Azure Advisor** is your personalized guide to Azure best practices. It analyses your usage and configurations and offers recommendations to help you optimize your Azure resources for high availability, security, performance, and cost. Each of Advisor’s recommendations includes suggested actions and sharing features to help you quickly and easily remediate your recommendations and optimize your deployments.

**Azure Resource Manager (ARM) Templates:** is for infrastructure.

To repeatedly deploy your solutions to the cloud, you can automate deployments and use the practice of infrastructure as code.

In code, you define the infrastructure that needs to be deployed. The infrastructure code becomes part of your project.

To implement infrastructure as code for your Azure solutions, use Azure Resource Manager templates. The template is a JSON file that defines the infrastructure and configuration for your project.

You will have confidence your resources are deployed in a consistent manner.

You can integrate templates into your continuous integration and continuous deployment (CI/CD) tools, which can automate your release pipelines for fast and reliable application and infrastructure updates.

The template has the following sections:

Parameters - Provide values during deployment that allow the same template to be used with different environments.

Variables - Define values that are reused in your templates. They can be constructed from parameter values.

User-defined functions - Create customized functions that simplify your template.

**Cloud Design Patterns:** Valet Key pattern and Gatekeeper pattern, Federated Identity pattern.

Delegate authentication and user management to an external system with the Federated Identity pattern.

**What is the API Gateway pattern?**

API Gateway is a service that provides a single-entry point for certain groups of micro-services. It's similar to the Facade pattern from object-oriented design. API gateway sits between the client apps and the micro-services.

It acts as a reverse proxy, routing requests from clients to services. It can also provide additional cross-cutting features such as authentication, SSL termination, and cache.

Consider API Gateways instead of direct client-to-micro service communication.

Azure API Management not only solves your API Gateway needs but provides features like gathering insights from your APIs (like logging, security, metering for all APIs/ micro-services). If you're using an API management solution, an API Gateway is only a component within that full API management solution.

With Azure API Management, you can secure your APIs using a key, a token, and IP filtering.

**Azure Key Vault** is a cloud service used to manage keys, secrets, and certificates, such as API keys, passwords, or certificates. A vault is logical group of secrets.

Key Vault eliminates the need for developers to store security information in their code. In addition, key vault provides logs of all access and usage attempts of your secrets so you have a complete audit trail for compliance.

**Resource group** is a container that holds related resources for an Azure solution.

Power shell:

PS J:\> $sw=[System.Diagnostics.Stopwatch]::new()

PS J:\> $sw.start()

PS J:\> $sw.reset()

PS J:\> $sw.Elapsed

Type script:

**let vs var**:

The **let** keyword is actually a newer JavaScript construct that TypeScript makes available. Many common problems in JavaScript are alleviated by using let, so you should use it instead of var whenever possible.

**const** is an augmentation of let in that it prevents re-assignment to a variable.

let isDone: boolean = false;

let color: string = "blue";

color = 'red';

let decimal: number = 6;

let hex: number = 0xf00d;

let binary: number = 0b1010;

let octal: number = 0o744;

**Template strings**:

You can also use template strings, which can span multiple lines and have embedded expressions. These strings are **surrounded by the backtick**/backquote (**`**) character, and embedded expressions are of the form **${ expr }**.

let fullName: string = `Bob Bobbington`;

let age: number = 37;

let sentence: string = `Hello, my name is ${ fullName }. I'll be ${ age + 1 } years old next month.`;

let list: number[] = [1, 2, 3];

let list: Array<number> = [1, 2, 3]; //another way

**Tuple** :

let xTuple: [string, number];

xTuple = ["hello", 10];

**Enum** :

enum Color {Red, Green, Blue}

let c: Color = Color.Green;

enum Color {Red = 1, Green , Blue = 4}

let c: Color = Color.Green;

let colorName: string = Color[2];

**Any**:

We may need to describe the type of variables that we do not know when we are writing an application. These values may come from dynamic content, e.g. from the user or a 3rd party library.

let notSure: any = 4;

notSure = "maybe a string instead";

notSure = false; // okay, definitely a boolean

let notSure: any = 4;

notSure.ifItExists(); // okay, ifItExists might exist at runtime

let list: any[] = [1, true, "free"];

list[1] = 100;

**Void**:

void is a little like the opposite of any: the absence of having any type at all. You may commonly see this as the return type of functions that do not return a value:

function warnUser(): void {

console.log("This is my warning message");

}

**Null and Undefined**:

In TypeScript, both undefined and null actually have their own types named undefined and null respectively.

let u: undefined = undefined;

let n: null = null;

you can assign null and undefined to something like number.

**Object**:

Object is a type that represents the non-primitive type, i.e. anything that is not number, string, Boolean, symbol, null, or undefined.

declare function create(o: object | null): void;

create({ prop: 0 }); // OK

create(null); // OK

create(42); // Error

create("string"); // Error

**JSX** is an embeddable XML-like syntax. It is meant to be transformed into valid JavaScript, though the semantics of that transformation are implementation-specific. JSX rose to popularity with the React framework, but has since seen other implementations as well. TypeScript supports embedding, type checking, and compiling JSX directly to JavaScript.

In order to use JSX you must do two things.

* Name your files with a .tsx extension
* Enable the jsx option

\*\*\*\_\_\_\_\_\_\_\_\_\_\_\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

React:

Name your files with a .tsx extension.

For class files should I use .ts or .tsx files for .jsx. JSX is optional and not required to use React.

It's kind of a convention to use x in the end when your JavaScript.

Install Type Script in VS In "Get Tools and Features" under the Tools menu.

Video React CRUD <https://www.youtube.com/watch?v=noX75vnFrYc&list=PLN1yQDPWR2SMcMsO7QzMCC_g_sYr4K76Q>

Video CRUD with Web API <https://www.youtube.com/watch?v=noX75vnFrYc&list=PLN1yQDPWR2SMcMsO7QzMCC_g_sYr4K76Q>

CRUD api + js + code dotnetcore <https://dzone.com/articles/aspnet-core-crud-with-reactjs-and-entity-framework>

CRUD Employee: <http://ankitsharmablogs.com/asp-net-core-crud-with-react-js-and-entity-framework-core/>

<https://www.c-sharpcorner.com/article/my-first-react-application-with-asp-net-mvc/>

<https://www.c-sharpcorner.com/article/fetching-data-using-web-api-in-react/>

For MVC with React install NuGet “React.Web.Mvc4” package ReactJS.NET with ES6.

also install NuGet "Web.Optimization.React"

For ASP.NET Core, install React.AspNet instead! Please refer to project site (http://reactjs.net/) for more details

Add the required CDN files on schtml view.

Add FirstReactApp.jsx.

React is all about modular components.

We need to add HelloWorld.jsx file to create a new bundles.add() inside the bundleConfig file to compile our JSX to JavaScript and then minify it.

React.Web.Mvc4 supports the use of Microsoft's ASP.NET Bundling and Minification library to transform JavaScript via Babel and minify it along with all your other JavaScript.

App\_Start => BundleConfig.cs

**React Bootstrap** module implements all of the Bootstrap 3 components as React components, so they can be easily embedded into your application. It doesn't depend on jQuery,

npm install react-bootstrap

**Others:**

In IIS Administrators can configure the output cached based on query string values as well as HTTP headers sent from the client to the server.

In IIS Administrators can also turn on dynamic compression, which compresses a response in real time for ASP.NET, PHP, ASP and other application frameworks

**Response compression in ASP.NET Core**: Network bandwidth is a limited resource. Reducing the size of the response usually increases the responsiveness of an app, often dramatically. One way to reduce payload sizes is to compress an app's responses.

Reducing the size of the response usually increases the responsiveness of an app, often dramatically

Responses not natively compressed typically include: CSS, JavaScript, HTML, XML, and JSON.

<https://docs.microsoft.com/en-us/aspnet/core/performance/response-compression?view=aspnetcore-3.0>

**HTTP status codes:**

1xx Informational – the request was received, continuing process

2xx Successful – the request was successfully received, understood and accepted

3xx Redirection – further action needs to be taken in order to complete the request

4xx Client Error – the request contains bad syntax or cannot be fulfilled

5xx Server Error – the server failed to fulfill an apparently valid request

200 OK

201 Created

204 No Content/Deleted response

207 Multi-Status (contain a number of separate response codes, depending on how many sub-requests were made)

202 Accepted. The request has been accepted for processing, but the processing has not been completed. The request might or might not be eventually acted upon, and may be disallowed when processing occurs.

301 Moved Permanently

307 Temporary Redirect

400 Bad Request. used for validation failed, size too large, invalid request message format.

401 Unauthorized

402 Payment Required

403 Forbidden: The request contained valid data and was understood by the server, but the server is refusing action. This may be due to the user not having the necessary permissions for a resource

404 Not Found

407 Proxy Authentication Required, The client must first authenticate itself with the proxy.

408 Request Timeout. The client did not produce a request within the time that the server was prepared to wait.

413 Payload Too Large. The request is larger than the server is willing or able to process.

414 URI Too Long

415 Unsupported Media Type

429 Too Many Requests. The user has sent too many requests in a given amount of time.

501 Not Implemented.

500 Internal Server Error. A generic error message, given when an unexpected condition was encountered and no more specific message is suitable.

502 Bad Gateway. The server was acting as a gateway or proxy and received an invalid response from the upstream server.

503 Service Unavailable. The server cannot handle the request (because it is overloaded or down for maintenance). Generally, this is a temporary state.

504 Gateway Timeout. The server was acting as a gateway or proxy and did not receive a timely response from the upstream server.

Jasmine is a behaviour-driven development framework for testing JavaScript code that plays very well with Karma.

Jasmine is also dependency free and doesn't require a DOM.

When you create a component, directive, pipe etc through Angular CLI, spec file will be created automatically with the default test suite.

Karma is a JavaScript test runner created by the AngularJS team. it's setup for you with the Angular CLI.

ng test opens up chrome window to view the success and failed test cases.

Shifting to automated tests means you’ll spend less money on QA, experience less lag time between development and QA, and spend less time debugging in production.

As programs grow, so does the risk of breakage. Every bug fix should have a unit test.

Postman:

with Newman (command line tool), Postman allows you to reuse your test suites to create a CI/CD pipeline so you can test at every push.

Postman allows you to add dynamic behaviour to requests and collections. requests can contain dynamic parameters, pass data between requests.

Pre-request script associated with a folder will run prior to every request in the folder.

Debugging scripts can be written under either the Pre-request Script tab or the Tests tab, with helpful messages logged in the Postman Console.

Postman allows you to add dynamic behavior to requests and collections. requests can contain dynamic parameters, pass data between requests.

You can import the requests and create a collections from an existing OpenAPI 3.0 Swagger file. Set different environmnet.

You can add JavaScript code to execute before a request is sent to the server, as a pre-request script under the Pre-request Script tab and after a response is received, as a test script under the Tests tab.

Shifting to automated tests means you’ll spend less money on QA, experience less lag time between development and QA, and spend less time debugging in production.

As programs grow, so does the risk of breakage. Every bug fix should have a unit test.

Command line with Newman, Postman's command line tool

Sharing APIs in the app and in the web dashboard.

You can link your collections to specific versions of your API by adding version tags to them.

**Oauth 2 vs bearer token:**

The Bearer Token is created for you by the Authentication server.

Bearer Tokens are the predominant type of access token used with OAuth 2.0.

In order to access an API for example you need to use an Access Token. Access tokens also called bearer token are short lived (around an hour). You use the bearer token to get a new Access token. To get an access token you send the Authentication server this bearer token along with your client id. This way the server knows that the application using the bearer token is the same application that the bearer token was created for. Example: I can't just take a bearer token created for your application and use it with my application it wont work because it wasn't generated for me.

**Oauth 2 vs JWT**

JWT is just a token format. Also JWT tokens are very easy to use within the context of HTTP (stateless authentication model).

Always pass your access token within the Authorization header instead of going with custom headers.

Authorization headers are recognized and specially treated by HTTP proxies and servers. Thus, the usage of such headers for sending access tokens to resource servers reduces the likelihood of leakage or unintended storage of authenticated requests in general, and especially Authorization headers.

So the real difference is that JWT is just a token format, OAuth 2.0 is a protocol (i.e. specifies how tokens are transferred).

OAuth is an authorization protocol that can use JWT as a token. OAuth uses server-side and client-side storage.

It is signed for tamper proof and authenticity and it can be encrypted to protect the token information using symmetric or asymmetric approach. JWT is simpler than SAML 1.1/2.0 and supported by all devices and it is more powerful than SWT(Simple Web Token).

OpenID Connect - OpenID Connect builds on top of OAuth2 and add authentication.

CSRF protection - You don't need implement the CSRF protection if you do not store token in the browser's cookie.

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For dot net core in startup class services Add MVC we recommend use of Auto Validate Antiforgery Token at globally otherwise at controller level.

In single page application use local storage to store the antiforgery token on the client and send the token as a request header is a recommended approach.

AngularJS uses a convention to address CSRF. If the server sends a cookie with the name XSRF-TOKEN, the AngularJS $http service adds the cookie value to a header when it sends a request to the server. This process is automatic. The header doesn't need to be set in the client explicitly. The header name is X-XSRF-TOKEN.

For Angular JS, in ASP.NET Core API startup Configure your app to provide a token in a cookie called XSRF-TOKEN.

**Prevent open redirect attacks in ASP.NET Core:**

A web app that redirects to a URL that's specified via the request such as the querystring or form data can potentially be tampered with to redirect users to an external, malicious URL. This tampering is called an open redirection attack.

Web applications frequently redirect users to a login page when they access resources that require authentication. The redirection typically includes a return URL query string parameter so that the user can be returned to the originally requested URL after they after they have successfully logged in.

Because the destination URL is specified in the query string of the request, a malicious user could tamper with the query string.

To prevent it Use the Local Redirect helper method from the base Controller class. Local Redirect will throw an exception if a non-local URL is specified. You can also use the Is Local URL method to test URLs before redirecting

**Cross-Site Scripting** XSS in MVC and .NET Core is by default disabled by Razor engine. ASP.NET Core MVC provides an HtmlString class which isn't automatically encoded upon output to render any HTML. Validation becomes more complicated when accepting HTML in user input like using HTML editor in the site.

built-in DataAnnotations validation attributes:

CreditCard: Validates that the property has a credit card format.

Compare: Validates that two properties in a model match.

EmailAddress, Phone, Range, RegularExpression: Validates that the property value matches a specified regular expression.

Required, String Length, Url, ErrorMessage, Key, ForeignKey, Index (Indexes that span multiple columns are specified by using the same name in multiple Index annotations for a given table), Timestamp, Composite keys by putting Key on two or more fields using Column (Order = 1 and 2).

Not Mapped can be applied to a property or entity class which should be excluded from the model and should not generate a corresponding column or table in the database

Table can be applied to an entity class to configure the corresponding table name and schema in the database.

You can also create custom validation attributes or use EF Fluent API.

**EF Core 2**, many to many relationships without an explicit join table are not supported.

EF Core does not support mapping an entity to a SQL Server View.

EF Core does not support Inheritance Table per type, Index Attribute, Graphical visualization of model, Model format EDMX (XML), Update model from database, Stored procedure mapping.

**EF core 3** supports Azure Cosmos DB, await for each (C# 8.0), Null able reference types (C# 8.0)

EF core 3 generate a single SQL statement per LINQ query. In previous versions, we used to generate multiple SQL statements in certain cases, like to translate Include() calls on collection navigation properties

**Entity Framework Performance Tips:**

Always use I Query-able not the To List. I Queryable runs the query in Db but to List runs in memory and can throw Out Of Memory Exception for larger db tables records.

Avoid using views in LINQ to Entities as they are slow.

Retrieve only required number of records. This can achieved by using Take,While and Skip methods.

**Use AsNoTracking()**:

If you are only performing reads on data like viewing detail records or generating reports, it makes sense to add the AsNoTracking() to your fluent LINQ statement. This allow us to turn off the object cache and unnecessary identity management of the objects.

Avoid fetching not required fields from the database using select new. Lets say we have 20 fields and we need only 2 files.

Retrieve only required number of records (rows) using Take pageSize and Skip methods.

User **Distinct** method to reduce number of records. Sometime while using include which are inner join we get duplicated row.

For an async method if you access by using .Result or use .Wait() it could deadlock (db deadlock issues)

Avoid use defined extension method in Linq. Query generated with such methods run whole db table in memory without using where conditions in db.

Always profile and see the expensive calls like duration or pages.

Stored procedures are always faster than LINQ queries.

Avoid using Contains. It is converted to "WHERE IN" in SQL which cause performance degrades. InExpression in EF6, the performance of processing Enumerable.Contains improved dramatically.

This does not mean that using Contains is worse than issuing one query per element in your ids collection. It's probably still better - at least for not too large collections.

For A sync methods always try to use await. .GetAwaiter().GetResult() or .Result are the same and can cause db dead locks issues.

**Azure SQL Database Automatic tuning** provides peak performance and stable workloads through continuous performance tuning based on AI and machine learning.

It constantly monitors your queries and identifies the action that you can perform to improve performance of your workload. You can review recommendations and manually apply them, or let Azure SQL Database automatically apply corrective actions. If you want to keep the indexes part of the DB project DacPac use manually apply option.

The longer an Azure SQL Database runs with automatic tuning on, the better it performs.

Automatic tuning is the recommended method to automatically tune some of the most common database performance issues.

You should also check **Performance recommendations** blade for suggested create or Drop index recommendations etc. If an index is a duplicate of another index or is not used (93 days), Azure SQL Database recommends dropping it.

Microsoft recommend that you use **Intelligent Insights** to monitor your database performance issues, including schema issues that "Fix schema issue".

**Fix schema issues** recommendations appear when the definition of the SQL query and the definition of the database schema aren't aligned and happened multiple times within an hour. For example, one of the columns, object name that's expected by the query might be missing in the target table or vice-versa.

Azure SQL Database needs to monitor activities at least for a day in order to identify some recommendations.

Using Database Engine Tuning Advisor in production can have severe performance impacts.

**Azure Data Studio**: ADS like SSMS (SQL Server Management Studio) used to manage SQL Server databases and cloud-based Azure SQL Database and Azure SQL Data Warehouse systems. It’s free and for any OS. Get Azure Data Studio for Windows.

**SQL Agent Jobs**: are classic and battle-tested SQL Server job scheduling component that is available in Managed Instance. SQL Agent Jobs are not available in Azure SQL single databases.

**Elastic Database Jobs**: are Job Scheduling services that execute custom jobs on one or many Azure SQL Databases.

For performance set up a stored procedure or SSIS package that will create a reporting table. You can run that stored procedure using SQL Agent Jobs or Elastic Database Jobs for Azure SQL DB.

For reporting purposes, hour-old information is usually absolutely sufficient to get the job done.

**Query Store:** feature in SQL Server database engine tuning advisor automatically captures a history of queries, plans, and runtime statistics, and persists this information in the database. With this you don't need to explicitly collect a workload for tuning. This feature is only available if the database has the Query Store feature turned on.

This feature is available with SQL Server Management Studio v16.4 or higher.

**Query Store VS Plan Cache options**: Query Store contains a longer history of queries that have executed against the database, persisted across server restarts. On the other hand, the Plan Cache only contains a subset of recently executed queries whose plans are cached in memory. When the server restarts, the entries in the Plan Cache are discarded.

**Azure Monitor log queries**:

Azure Monitor logs are built on Azure Data Explorer, and Azure Monitor log queries use a version of the same Kusto query language.

Azure diagnostic logs vs activity:

An activity log is a report in which all the recorded azure resources events are sequentially ordered and displayed.

Diagnostic log is helpful in investigating the application or APIs issue like any errors against the http request or headers etc. Can we use with diagnostic, Application Insight.

FXCopAnalyzers: Created by Microsoft, a set of analyzers, called Microsoft.CodeAnalysis.FxCopAnalyzers, that contains the most important “FxCop” rules from static code analysis, converted to Roslyn analyzers. These analyzers check your code for security, performance, misspelled, and design issues, among others.

**StyleCopAnalyzers:** An implementation of StyleCop rules using the .NET Compiler Platform. It helps in enforcing standard style for code.

**Security Code Scan:** Detects various security vulnerability patterns: SQL Injection, Cross-Site Scripting (XSS), Cross-Site Request Forgery (CSRF), XML eXternal Entity Injection (XXE), etc.

**AsyncFixer** helps developers in finding and correcting common async/await misuses (anti-patterns).

Analyzers installed as NuGet packages can be enforced in CI builds.

**Kusto query** is a read-only request to process data and return results

// works for Azure Log Analytics queries comments

<https://docs.microsoft.com/en-gb/azure/azure-monitor/log-query/get-started-queries?toc=%2Fazure%2Fazure-monitor%2Ftoc.json>

requests

| where timestamp > ago(12h)

| extend messageId = customDimensions['Request-message-id']

| where **messageId** == "b460af7e-c5e1-4744-8e5d-5f5dd9988be9"

**requests**

**| where StartTime >= datetime(2007-11-01) and StartTime < datetime(2007-12-01)**

**| where name has "admissions"**

**// comments**

**| where State == "FLORIDA"**

**| count**

**| take 10**

**| sort by TimeGenerated desc**

**Git branching strategies / contribution models** :

Trunk based development, Git Flow, GitHub Flow

In VS Code you can format your JSON document using Shift+Alt+F or Format Document from the context menu.

**Tip**: If you need any common code handler or helper for any class (className.ExtensionMethod()) use extension for that class like IServiceCollectionExtensions, DbContextExtensions, HttpClientExtensions, HttpResponseMessageExtensions, LinkExtensions for services.RegisterDbContext in Startup.css, DbContext, Http etc.

**Symbol servers** enable debuggers to automatically retrieve the correct program database (.pdb) files, also called symbol files without knowing product names, build numbers, or package names. When Visual Studio is pointed to the UNC share, it can find the symbols related to the binaries that are currently loaded. You can publish symbols to the symbol server in Azure Artifacts (azure devops).

**Ambient transactions** are defined as transactions that live in the current thread or Db context that anybody interested can query for their existence and use them to do work as part of them. An ambient transaction is one that works at the thread level. Thus, all operations that occur in that context will be part of the transaction.

**Kibana**, runs on top of Elasticsearch and is used primarily for analyzing log messages. Kibana is just a visualization tool and all data is stored in Elasticsearch.

**Amazon Elasticsearch Service** (Amazon ES) is a managed service that makes it easy to deploy, operate, and scale Elasticsearch clusters in the AWS Cloud. Elasticsearch is a popular open-source search and analytics engine for use cases such as log analytics, real-time application monitoring, and clickstream analysis.

**bcp Utility**: The bulk copy program utility (bcp) bulk copies data between an instance of Microsoft SQL Server and a data file in a user-specified format. The bcp utility can be used to import large numbers of new rows into SQL Server tables or to export data out of tables into data files.

public class ReferencesGenericRepository<TEntity> : IReferencesGenericRepository<TEntity>

where TEntity : class

{

public IQueryable<TEntity> GetAll()

{ ThrowExceptionIfOperationIsNotAllowed();

return DbContext.Set<TEntity>().AsNoTracking(); }

public async Task<TEntity> GetByCode(string code)

{ var result = this.GetAll();

var codeColumnName = DbContext.Model.FindEntityType(typeof(TEntity)).FindPrimaryKey().Properties.Select(x => x.Name).Single();

return await result.Where(e => (string)e.GetType().GetProperty(codeColumnName).GetValue(e) == code).SingleOrDefaultAsync();

} }

**GraphQL** is an open-source data query and manipulation language for APIs, and a runtime for fulfilling queries with existing data. GraphQL was developed internally by Facebook in 2012 before being publicly released in 2015

**Expression Bodied** =>technique can be used to define method in a single statement.

An expression body definition has the following general syntax:

memberName with Signature => expression;

// C# 5

public bool IsSquare(Rectangle rect)

{ return rect.Height == rect.Width; }

public bool IsSquare(Rectangle rect) **=>** rect.Height == rect.Width;

// Method that call another method

public void called() => Display();

**HashSet**: HashSet<T> is to store a series of **unique values**. Use a List<T> by default for managing lists of items.

For Asynchronous code **Result** can cause deadlocks. Always try to use **await** instead of Result for Asynchronous.

**Get the remote Git** branch to local Git and create a local branch from your local remote branch

**git checkout features/features\_sprintX** (this will fetch the remote branch from cloud create a local origin branch and also a local branch and checkout it)

To confirm that you got the latest right branches check history for all the branches to match.

git checkout features/tcsi-next

**Prune/Cleanup** the local references to remote branch:

git remote **prune** origin --dry-run

git remote prune origin

Bellow will Get all the origin branches

git fetch origin

**Keep Merging Feature branch with the master daily:**

Get latest for both master and Feature branch.

Create local branch from the Feature branch.

Right click the new local branch, and select **Merge From** => select master.

Resolve any conflicts, build and run tests

Push to origin and create PR to Feature Branch

**Merge the Feature branch back to the Master branch for releasing:**

Get latest for both master and Feature branch.

Create local branch from the master branch

Right click the new local branch, and select Merge From => select Feature branch.

Resolve any conflicts, build and run tests.

Push to origin and create PR to Master Branch

Azure Data Studio (similar to SSMS) is a new cross-platform tool that runs on macOS, Linux, as well as Windows.

**Code Coverage**: on the projects we want to see code coverage values

Run unit tests.

On the "Test Explorer" select passed unit tests, right click => "Analyze Code Coverage for Selected Tests".

You should see code coverage for your assemblies in the "Code Coverage Result window".

Just open the file/class and in Code Coverage Result window click on the **icon "Show code coverage colouring"**. Pink colour meaning not being covered.

**Abstract Class**: cannot be instantiated. An abstract class is used to inherit in the child class example is base class.

An abstract class can have a **static method**, which can be called directly, even if you do not have an instance of the abstract class.

**Abstract methods** have no actual code in them, and child/subclasses have to override the method.

**Virtual methods** in an abstract class can have code, which is usually a default implementation of something, and any subclasses can override the method using the override modifier and provide a custom implementation.

It is not necessary to override virtual method in derived but it can be.

An abstract class cannot be inherited by structures. It can contain constructors or destructors. It can implement functions with non-Abstract methods. Abstract method declarations are only permitted in abstract classes.

It’s opposite to sealed class, the sealed class can’t be inherited while the abstract class can only be inherited by child classes (can’t have instances).

**To improve DB performance**:

DBA should run exec **sp\_updateStats** every day or week (can configure a job) (Updates Statistics if you have Auto Update Statistics turned on for the database).

Clean-up/Archive old data

Reorganize our indexes (Fields used for filters and sorts are good candidates for indexing)

For best performance on crucial queries, design "covering indexes" for those queries

Every table should have a clustered index

Never use select \* from tbl

Never use cursore in SQL

Use table joins not the sub query in loops

Paging

Always use async, IQueryable, DbContext.SaveChangesAsync(), never use AsNoTracking for Get (only use for updates), CountAsync in place of Any or list returned, use Distinct especially if using include/joining tables,

Never use extension methods or you own any local methods with Linq IQueryable. Chances are due to these local C# method entity framework bring data from the db table and filter in memory which results in poor performance.

Do **logging** for each Db call the time taken and number of records returned to find out any expensive operations validations etc. Do profiling. Call to third party or even any internal APIs slows the process.

Refactor Linq/Sql operations to return less data to fix out of memory and performance issues.

You can use stored procedures.

Use minimum number of transactions scope around the operations as each transection holds the db records. If required just use around the insert or update operation but not open a transection and do any reads/get for validations etc. and at the end insert/update complete/commit or roll back transection.

Use db indexes for every foreign key go get rid of db deadlock issue.

Use paging by using Skip and Take to return less data.

Indexing for bit fields doesn’t make any sense but you can combine the bit with other columns.

Use appropriate hardware for your databases. Use 64-bit OS as well.

Fast disks configured for optimal performance.

For larger insert remove/drop index and recreate indexes after inserting larger data.

Can you postpone some of the things to be run for the night?

If your table has 15 fields, and you make 15 indexes, each with only a single field, you're doing it wrong

Store the larger files in the file system and save the file name and path in the database.

SQL Server have a FILESTREAM column type it is 2 GB (not for movies). In this case, your data is actually stored in a separate file on the database server and only an ID to the file is saved in the table. In this case I don't see much of a reason not to keep the data in the SQL server.

Portability can be a concern if you use system specific features like SQL Server's FILESTREAM object and need to migrate to a different database system.

Code to write and read the files to the database write a handler to stream the file binary from the database. Select will get slower.

For smaller files backups automatically include the file binaries. Rollback of an update is easy.

If an exception is thrown by either of the db contexts, then in your code Complete will not be called and the transaction is going to be rolled back.

As long as you don't call Complete, the transaction scope is rolled back as soon as the scope ends.

.AsNoTracking(): When entities don't change so no need to be state tracked by the context (the results of a query). entities returned will not be cached. This means that Entity Framework performs no additional processing or storage of the entities which are returned by the query. However, it also means that you can't update these entities without reattaching them to the tracking graph. Keyless entity types are never tracked. No tracking queries are useful when the results are used in a read-only scenario.

My performance gain with a complex query loading a parent child relationship with include in one step was about 50%.

Use AsNoTracking after you have completed all your query parameters but before you move the data into memory.

**Improve ASP.NET MVC application performance?**

Make use of a profiler to discover memory leaks and performance problems in your application. Personally I suggest dotTrace.

When accessing data via LINQ rely on IQueryable

Pagination

Use Asynchronous Controllers to implement actions that depend on external resources processing. Calling external resources/API most of the time is wasted in the network.

**Use Sprites**: Sprites are a great thing to reduce a request. You merge all your images into a single one and use CSS to get to good part of the sprite.

Use AJAX to update components of your UI, avoid a whole page update when possible.

**Move charting** and graph generation logic to the client side if possible.

Cache not-prone-to-change content using OutputCacheAttribute to save unnecessary and action executions

Use cookies for frequently accessed non sensitive information

Use CDN's for scripts and media content to improve loading on the client side (i.e. Google CDN)

Minify -Compile- your JavaScript in order to improve your script size

Keep cookie size small, since cookies are sent to the server on every request.

Do not use Temp data - which uses sessions.

Disable view state for old Web forms.

Use font awesome instead of icons.

**Data mart** is a subset of the data warehouse and is usually oriented to a specific business line for example, Finance, or Sales or team (summarized data collected for analysis on a specific section or unit within an organization). Whereas data warehouses have an enterprise-wide depth.

While transactional databases are designed to be updated, data warehouses or marts are read only. Data warehouses are designed to access large groups of related records. Data marts improve end-user response time by allowing users to have access to the specific set of data.

**Load/Performance/Stress testing tool:** We can use Soap UI open source or Pro version, Apache JMeter which is open source,

Microsoft included performance testing in their Visual Studio Enterprise till VS 2019.

Load Testing in Azure DevOps/Azure Test Plans in cloud.

Netling is by Tore Lervik and is a nice little load tester client for easy and quick web testing. It's open source and on GitHub.

In load testing, if with only 2 threads you get database deadlocks, we need to tune/create index on database tables using SQL Server profiler and Database Engine Tuning Advisor (for Indexes by default or non-clustered indexes/ index views).

The First type of testing normally done is Functional testing, which ensures that the application is working as expected.

In load testing we need to monitor the CPU, Memory and Network traffic/load.

We need to pick the small, medium and largest API endpoints like number of validations/db hit required.

Choose random test with say 5 threads/users.

Keep in mind the future projections/sate and how often load is expected.

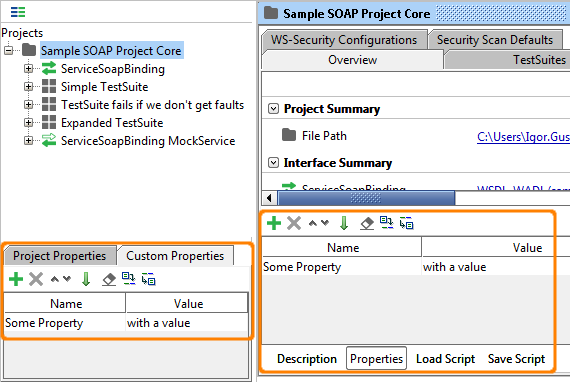
Have some long running load tests like running for number of days and check the error log file maintained etc.

Use Azure App Insight or Dynatrace etc.

In Soap UI properties can be used to hold the endpoints, authentication credentials of your services, to transfer and share session ids during test execution so multiple test steps or test cases can share the same sessions.

Properties are defined at several levels in soap UI Project, Test Suite and Test Case Properties.

For example a global password might be stored at the project level and accessed inside a request message with a standard property expansion: ${#Project#Password}.



Dynamic Properties: write groovy scripts directly inside a Property Expansion;

${=(int)(Math.random()\*1000)}

will be replaced with a random number between 0 and 999 every time it is evaluated.

${=request.name}

If you want to provide a current formatted timestamp:

${=import java.text.SimpleDateFormat ; new SimpleDateFormat("YYYY-MM-DDT00:00:00").format(new Date())}

**Improve SQL Server performance using profiler and Tuning Advisor**:

In SQL Server profiler select **Tuning Template** and can use filters. For filters go to Event Selection => Column Filters => Select Database Name and put name in like.

After running save the workload file as trace file on your disk.

Go to Tools => Select Tuning Advisor => find the same workload file/trace file => select Database => Click on start Analysis (green paly button)

If see any error fix the errors and rerun. To fix most of the error got to Tuning Options tab => Advance Options

You can also click one query from profiler, copy and paste into SQL Server Management Studio and test it. If work well, then call Database Tuning Advisor from Management Studio => Tools and tune the query.

Run tuning advisor to check weather Indexes are appropriate or not.

Create Statistics:

You can create query optimization statistics on one or more columns of a table or indexed view in SQL Server

When particular queries do not run very often, you can select to create column-level statistics rather than an index. Column-level statistics help Query Optimizer find better execution plans

**SQL Server query execution plans**:

Query item in the SQL Server Management Studio menu, you’ll see two options related to query plans – Display Estimated Execution plan and Include Actual Execution plan

Second option: Start SQL Server Profiler => In the File menu, select New Trace => In the Events Section tab, check Show all events => Expand the Performance node => Select Showplan XML

The SQL Server query plan is shown in the lower pane. It’s the same plan as shown when the Include Actual Execution Plan option is selected. You can see its details in the tooltip that appears on mouse over or save the whole trace as an XML file for later analysis.

**Windows performance counters** helps you analyse the performance data that applications, services, and drivers provide.

**APIM:** In APIM we can have Revisions (non breaking changes) or versions without effecting the end users after our testing we can enable the production/end-user’s version/revisions.

Can have mocked operations before the actual implementation like the UI developer can start using the mocked endpoint until the actual implementation.

Can be imported/deployed by Open API/Swagger or from as Azure App Service or WISDAL Soap service.

In code we can generate open APIs by Swash Buckle nugget package.

In APIM we can have products like starter/ unlimited/ guest with API policies restriction like number of request per minute/day or data amount.

In APIM we can directly test our API endpoints. Otherwise we can use separate Developer portal.

People need to sign-up for a product key to use Developer portal.

App Insight can be used to monitor APIs health (any 404/500 errors/ service fabric connection failure). Application map, Telemetry, error logs, queries etc.

\*\*----

**Imp Documentation**: <https://docs.microsoft.com/en-au/azure/devops/?view=azure-devops>

DevOps: <https://azure.microsoft.com/en-us/services/devops/>

<https://app.pluralsight.com/library/courses/tfs-visual-studio-2017-continuous-delivery-devops/table-of-contents>

Go to VSTS/ DevOps sportal => [www.visualstudio.com](http://www.visualstudio.com) => sign in =>

You can add new Azure DevOps Organization and create a project to get started.

Otherwise you can add/create a project in an existing Organization (if you are owner or member with enough right)

You can delete any organization or projects in that organization. Just select the organization => Organization Settings => Delete organization

Organization name could be Department + Branch/TeamNames

[**https://dev.azure.com**/Organization001TeamAbc/](https://dev.azure.com/Organization001TeamAbc/)

**Create new project =>** Project name => Private access => Version control Git/ Team Foundation Version Control =>

We can use Boards, Repos, Pipelines, Test Plans or Artifacts services in that project otherwise to keep it simple we can turn off some of the services in project settings for that project.

**Project Settings**: is the most important place to manage most of the things like adding new teams with existing security groups like Contributors, Build Administrators, Project Administrators, Readers etc. We can add groups or users in teams. We must add more than one Project Administrators.

Security tab: We can create new groups or teams like help group, code reviews, support etc. A group can have different members and team can have different groups.

Notifications tab: set notification for **Builds** (fails/completes), **Code Git** (commit pushes, pull request created/updated etc.), **Code TFVC** (code is checked in, a file with a specific extension/path is checked in, any code review changes), **Work** (work item created/changed/deleted/restored, or work item moved from this team project), **Release** (an approval for deployment is pending/completed/a manual intervention for a deployment is pending).

We can do team level or custom email address etc.

**Under Boards** tab we have other tabs like project configuration for boards (we can set Iterations with start and End dates). We can select days. Note we can add children like PI-1/2/3 (program increment). And each PI can have Sprint 1/2/3 and set start or end dates. (note: please set dates at sprint level instead of PI level).

DevOps is all about Boards, Repos, Pipelines, Test Plans and Artifacts

You can add existing project to Git/VSTS => open in VS => Right click the solution in Solution Explorer => Add Solution to Source Control.

In Team explorer => changes => click + (Add staging) => Commit (commit Staged). This is for local commit.

Otherwise just right click the solution and select Commit.

To push/commit changes to the server/origin => Team Explorer => Home => Sync => Push (Outgoing Commits)

You can again open project in the browser and do some changes & commit.

In VS Team Explorer => Home => Sync => Pull (in case of conflicts use Fetch and merge) or (get latest/pull for master/main branch switch to current branch and do rebase master in case of conflicts)

Rebase from master => git checkout master => git pull => git checkout {users/username/BranchNamedescription} or git checkout @{-1} s

=> git rebase master => git rebase **–continue** (resolve all conflicts) => gits push **--force-with-lease**

If you get lost at any stage during rebase just abort/undo => git rebase **--aborts**

**Builds/Automated Builds**:

We need version control like git, to push code to some branch/master and from our branch setup build.

Once we have code (Repos => Files/branches) in DevOps we can setup CI & CD using Pipelines.

DevOps => Repos => Files => Set up build (right top corner)

VSTS (older system) => Code => Files => Set up build (right top corner)

Or Go to DevOps => Pipelines => Builds => New pipeline => select code source like Azure Repos Git => Select a repository => Select a Template (e.g. ASP.Net core).

Note: we can always import an existing build/pipeline .yaml. go to pipeline => view => download/copy .yaml file and convert it to json format (past yaml <https://editor.swagger.io> and convert to json). Go to pipelines => builds => New => “Import a pipleline”.

You can export to json (if enough rights) go to Pipeline => select pipleline/build => … top right corner => Export

Builds: We do integration/CI and quality check/run Unit and integration tests, check build fail/succeeded using build pipeline.

Releases: We publish/deploy project in releases (Dev/test/Pre Prod/Production) using release pipeline.

First we do CI/Continues Integration setup and then we can do publishing/CD in the same pipeline (by adding a task). But usually CD/Publishing is done in separately from artefacts (produce by CI).s

We can select existing templates which are collections of task for different type of projects including Azure Service Fabric Apps, Azure web apps, Azure Cloud Services, .net core, Asp.Net with Containers,

You can also go to Pipelines and Builds to add new/edit existing build.

Builds also called CI, usually produces an artifact drop that can then be deployed to various stages in a release (Select the **Utility** category, select the **Publish Build Artifacts** task).

**Artifacts** are the files that you want your build to produce e.g. .DLL, .EXE, scripts.

To produce artifacts, use tools such as copying with pattern matching (**Copy Files** Task), and a staging directory in which you can gather your artifacts before publishing them.

Copy Files: Use this task in a build or release pipeline to copy files from a source folder to a target folder using match patterns. Contents \*\*\bin\\*\* copies all files recursively from any bin folder, \*\*\\*.dacpac or \*\*\\*.filename.ps1 or \* copies all files in the root folder. \*\*/\* !.git/\*\*/\* (Copy everything from the source directory except the .git folder)

After a successful build => summary tab and you can download artifacts.

You can download all logs

Build variables are used as $(variableName)

Enable continuous integration: builds => Edit => Triggers tab => Enable Continuous integration.

We do gates builds which mean someone has to approve before the release/deployment. Or code coverage etc. we can also make our release to automatic on each build.

<https://www.youtube.com/watch?v=yNESSInONyk>

<https://app.pluralsight.com/player?course=getting-started-visual-studio-team-services-2018&author=ben-day&name=7b010b04-fcc8-4359-b03d-1d8282bfa6d2&clip=1&mode=live>

++++++++++++++++++++++

To use Azure Pipelines, you need

1. An organization in Azure DevOps.
2. To have your source code stored in a version control system.

Release pipelines: <https://docs.microsoft.com/en-us/azure/devops/pipelines/release/define-multistage-release-process?view=azure-devops>

**Release pipelines:**

**Prerequisites for Release pipelines**: Deploy to an Azure Web App//Azure DevOps Project/ Deploy to IIS web server on Windows

Two separate targets like virtual machines, web servers or Azure App Services website instances etc. with unique names like QA and Production.

you can Use the Azure portal to create two new web app names QA and Production.

**Configure the triggers in your release pipeline**:

To add new Release pipelines go to Releases Tab => click New pipeline => Select a template (Azure App Service deployment or Azure Service Fabric deployment) => Enter Stage Name (Dev/Test/Pre Prod) => click **Add an artefact** => Select source type (Build/ Azure Rep/Git Hub/TFVC) best is select **Build** => Select form Project dropdown => Select from **Source (build pipeline)** => Source (build pipeline) is usually \_ build pipeline name => click Add.

1. In Azure Pipelines, open the Releases tab. Select your release pipeline and, in the right pane, choose Edit.
2. You may choose the Continuous deployment trigger icon in the Artifacts section to open the trigger panel. Make sure this is enabled so that a new release is created after every new successful build is completed.
3. Choose the Pre-deployment conditions icon in the Stages section to open the conditions panel. Make sure that the trigger for deployment to this stage is set to After release. This means that a deployment will be initiated automatically when a new release is created from this release pipeline.

**CI CD Steps detailed with Git branches (DevOps Git)**:

Use the visual designer: <https://docs.microsoft.com/en-gb/azure/devops/pipelines/get-started-designer?view=vsts&tabs=new-nav>

Prerequisites: You need a Git repository in Azure Pipelines, TFS, or GitHub with your app.

Create web project in VS => build => click “Add to Source Control” at bottom right.

Or right click solution => add solution to source control (local git).=> click Sync (publish Repository to Team Services)

* Publish Git Repo => advance => select Team project => select Team services domain => click **Publish Repository**.

This will create a new project in DevOps and add code repository.

Go to Azure Repos: dev.azure.com or visualstudio.com => select the project=> Repos

Create a build pipeline: dev.azure.com or visualstudio.com => select the project=> Pipelines => new pipeline => Select a source => Azure Repos Git => Select Project => select Repository => Click Continue => Select a template

Select a template: build usually produces an artifact drop and run some test but we publish in releases. So select **Build and Test Asp.Net Core Web App** => Apply => Save and Queue.

You can select branch from dropdown and put comments before running the build.

dev.azure.com or visualstudio.com => select the project=> Pipelines => builds => select the running build => logs, summary or tests

you can **download artifact drop** from build => select the build form list => summary tab (under Build artifacts published).

We can also create separate artefact like db (\*\*\\*.dacpac) or PowerShell (\*\*\\*.filename.ps1)

Enable continuous integration: builds => Edit => Triggers tab => Enable Continuous integration.

You can queues at any time manually.

Create separate artefact for DB:

Add Sql Server Database project in VS: got VS solution => Add new project => SQL Server => Sql Server Database project => Poc-Db

Right click properties => Target platform => Microsoft Azure SQL Database V12

Add folder dbo and add tables folder => add new table e.g. Persons => can copy past the sql to create a table from w3 schools

add post deployment script => add new => User Scripts => Post-Deployment Script

you can also set property of the sql script file to post deployment.

Ideally use separate sql scripts for data and use merge statements. Reference those script files in the Post-Deployment Script file. Like .\tables\DataScripts\Table1.Data.sql

You can get .dacpac from the drop folder and test on your local db.

Separate artefact for DB:

Go to bulds => Edit => Agent Job 1 => + (Add a Task to Agent Job 1) => find **Copy Files** task => Add

In Contents Put (\*\*\\*.dacpac) and on next line may be (\*\*\\*. PostDeployment1.sql)

In target put “$(build.artifactstagingdirectory)\database”

Advanced => Flatten Folders and save.

Publish Build Database Artifacts: Edit => Agent Job 1 => + (Add a Task to Agent Job 1) => find **Publish Build Artifacts** => Add

Path to publish = $(build.artifactstagingdirectory)\Db

Artifact name = db

Add task “**Visual Studio Build**” to build the Dacpac/dababase project and any other projects in the solutions. Select the VS version.

Please use Hosted Agent => **Hosted VS2017** to run the build, otherwise you may get error.

Plateform: $(BuildPlatform)

Configuration: $(BuildConfiguration)

**Pipelines**:

Build, test, and deploy Node.js, Python, Java, PHP, Ruby, C/C++, .NET, Android, and iOS apps. Run in parallel on Linux, macOS, and Windows.

Easily build and push images to container registries like Docker Hub and Azure Container Registry.

Explore and implement a wide range of community-built build, test, and deployment tasks, along with hundreds of extensions from Slack to SonarCloud.

Implement continuous delivery (CD) of your software to any cloud, including Azure, AWS, and GCP.

Support for YAML, test integration, release gates, reporting.

<https://dev.azure.com>

**Documentation**: <https://docs.microsoft.com/en-au/azure/devops/?view=azure-devops>

**Review code with pull requests**:

Create pull requests to review and merge code in a Git project. Pull requests let your team review code and give feedback on changes before merging it into the master branch. Pull requests can come from either topic branches within the same repository or from a branch in a fork of the original repository. Reviewers can step through the proposed changes, leave comments, and vote to approve or reject the code.

Pull requests combine the review and merge of your code into a single collaborative process

<https://docs.microsoft.com/en-au/azure/devops/repos/git/pull-requests?view=tfs-2017&tabs=new-nav>

For pull request we need to first create a branch which we want to merge to the master.

Note: Protect branches with policies like master. Require pull requests to make any changes on these branches. Developers pushing changes directly to the protected branches will have their pushes rejected.

Create new branch: VS => Team Explorer => Branches => master => right click => select “**New local branch from...**” => enter branch name like “users/naveed/FixDbData” => Create Branch

Do your code changes push changes to local and Sync.

Go to dev.azure.com or visualstudio.com => select the project=> Repos => Branches => your branch (users/naveed => FixDbData) => mouse hover => click “New pull request” => next page

You can also create pull request from VS => Team Explorer => Home => Pull Request.

Also from Visual Studio from the Branches view in Team Explorer by right-clicking the branch name and selecting Create pull request while connected to your project.

from you branch to master (by default selected) => Enter title => Reviewers = naveed email => work items = 123 => create.

If you have **branch policies**, you can choose **Set auto-complete** to configure the pull request to close once all branch policies are met.

Configure **branch policies**:

<https://docs.microsoft.com/en-au/azure/devops/repos/git/branch-policies?view=tfs-2017>

Navigating to your project in the web portal (dev.azure.com or visualstudio.com) and selecting Repos, Branches => Locate your branch (master) => mouse hover => … (more action) => click to open context menus => select “**Branch polices**” => next page

Under **Build validation** => click + Add build policy => select the “**Build pipeline**” from dropdown.

New go to VS and do some code changes and push changes to the branch against a pull request is create or create a new pull request. It will run the build also.

Set auto complete and enable “Squash changes when merging”.

Rebase the current branch if master has changes:

Right click the branch in Team Explorer => Pull (get latest) (Pull = Fetch + merge)

**Pull Requests**: After you set up a branch policy, you cannot directly push changes to the branch (master branch). Changes to the branch are only made through pull requests.

In some cases, you need to bypass policy requirements so you can push changes to the master branch directly or complete a pull request even if branch policies are not satisfied.

<https://docs.microsoft.com/en-au/azure/devops/repos/git/branch-policies?view=tfs-2017#bypass-branch-policies>

Navigating to your project in the web portal (dev.azure.com or visualstudio.com) and selecting Repos, Branches => Locate your branch (master) => mouse hover => … (more action) => click to open context menus => select “**Branch Security**” => opens dialog

Manage users and their access in Azure DevOps:

<https://docs.microsoft.com/en-us/azure/devops/organizations/accounts/manage-users-table-view?view=vsts&tabs=new-nav>

Add users to your organization and specify the level of features they can use, such as Basic or Stakeholder.

Go to <https://dev.azure.com> => Organization settings => Users=> Add new users.

Select a user or group of users. Then, select the ... icon at the end of the Name column to open the context menu.

git status

=> git checkout master

=> git pull

git checkout {users/username/description}

git checkout @{-1}

Rebase from master

git rebase master

git rebase -–continue

git push --force-with-lease

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**Release pipelines CD**:

<https://docs.microsoft.com/en-us/azure/devops/pipelines/release/what-is-release-management?view=vsts>

Azure Pipelines has many out-of-the-box tasks to deploy a variety of applications. Otherwise consider using Shell scripts or PowerShell scripts.

It helps in monitoring and tracking for instance it tracks whether an issue fixed by a developer, or a product backlog item completed by your team, has been deployed to a specific stage.

Control of the deployments. It let you specify which users can change the configuration of a stage, or approve the release to be deployed into a particular stage.

It also provides a history of all the activity performed during each deployment.

You can roll back to a previous deployment, and provide all the logs in one place to help you debug the problem.

The agent downloads all the artifacts specified in that release, then runs all the tasks in the deployment job to deploy the app to the target servers for a stage.

Quick Start:

<https://docs.microsoft.com/en-us/azure/devops/pipelines/release/define-multistage-release-process?view=vsts>

<https://docs.microsoft.com/en-us/azure/devops/pipelines/apps/cd/deploy-webdeploy-webapps?view=vsts>

Prerequisites: need a CI build and an Azure Web App where you will deploy the app.

CD release pipeline picks up the artifacts published by your CI build and then deploys them to your Azure web site.

1. Do one of the following to start creating a release pipeline:

* If you've just completed a CI build (see above), choose the link (for example, Build 20170815.1) to open the build summary. Then choose Release to start a new release pipeline that's automatically linked to the build pipeline.
* Open the **Releases tab in Azure Pipelines**, (**new pipeline**) open the + drop-down in the list of release pipelines, and choose Create release pipeline.

1. The easiest way to create a release pipeline is to use a template. Select the **Azure App Service Deployment template**. Then choose Apply.
2. If you created your new release pipeline from a build summary, check that the build pipeline and artifact is shown in the Artifacts section on the Pipeline tab. If you created a new release pipeline from the Releases tab, choose the + Add in Artifacts link and select your build artifact.
3. Choose the Continuous deployment **icon** in the Artifacts section, check that the continuous deployment trigger is enabled, and add a filter to include the master branch. Enabling the trigger will create a new release every time a new build is available.
4. Open the Tasks tab and, with Stage 1/Dev/Test selected, configure the task property variables as follows:
5. Azure Subscription: Select a connection from the list under Available Azure Service Connections or create a more restricted permissions connection to your Azure subscription. If you are using Azure Pipelines and if you see an Authorize button next to the input, click on it to authorize Azure Pipelines to connect to your Azure subscription. If you are using TFS or if you do not see the desired Azure subscription in the list of subscriptions, see Azure Resource Manager service connection to manually set up the connection.
6. App Service Name: Select the name of the web app from your subscription.

NOTE: Some settings for the tasks may have been automatically defined as stage variables when you created a release pipeline from a template. These settings cannot be modified in the task settings; instead you must select the parent stage item in order to edit these settings.

1. Save the release pipeline

Create a Release to deploy your app:

* Choose + Release and select Create a release.
* In the Create a new release panel, check that the artifact version you want to use is selected and choose Create.
* Choose the release link in the information bar message. For example: "Release Release-1 has been created".
* In the pipeline view, choose the status link in the stages of the pipeline to see the logs and agent output.
* After the release is complete, navigate to your site running in Azure.

Pre-deployment conditions: In Pipeline => release => select and edit release => Stages column/group mouse hover => click on Pre-deployment conditions **icon**.

You can enable/select Manual only deployment and also enable **Pre-deployment approvals** with Approvers user names

Customize web app deployment : <https://docs.microsoft.com/en-us/azure/devops/pipelines/targets/webapp?view=vsts&tabs=yaml>

We can define variables in Variables tab next to Tasks tab and use in Tasks like $(database.name).

**Deploy a SQL DACPAC to Azure using Azure DevOps (publish artifacts)**: automatically deploy your database updates to Azure SQL database after every successful build.

Azure SQL Database Deployment Task: <https://docs.microsoft.com/en-us/azure/devops/pipelines/tasks/deploy/sql-azure-dacpac-deployment?view=vsts>

<https://docs.microsoft.com/en-us/azure/devops/pipelines/targets/azure-sqldb?view=vsts&tabs=yaml>

we can use Dacpac, SQL script file or inline SQL script,

Go to VisualStudio.com => sign in => User in top right corner => Visual Studio profile => Azure DevOps Organizations => New project/open existing project/Create project => Pipelines => Builds

The Build Definition follows the same basic steps.

Add separate Publish Artifact step/task one for each of the Projects contained in the Solution. In this instance, an Artifact for the Database project and one for the WebAPI Project.

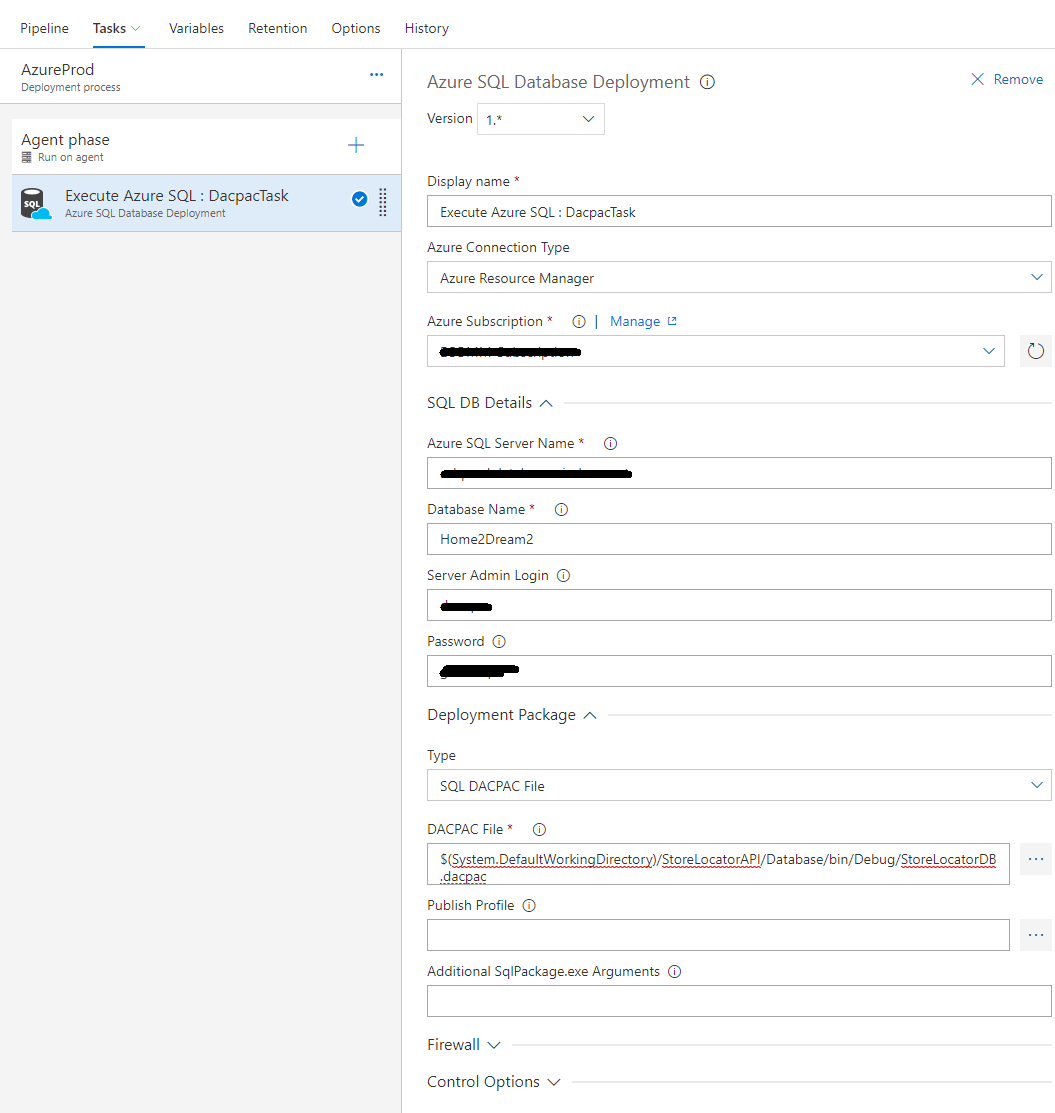
Tips:

Sql Database Project Targeting the Azure Platform. Open the Solution in Visual Studio and choose the Microsoft **Azure SQL Database V12** option in project settings => Target platform.

<https://docs.microsoft.com/en-us/azure/devops/pipelines/targets/azure-sqldb?view=vsts&tabs=yaml>

When setting up a build/CI pipeline for your Visual Studio database project, use the .NET desktop template. This template automatically adds the tasks to build the project and publish artifacts, including the DACPAC.

When setting up a release pipeline, choose Start with an empty pipeline, link the artifacts from build, and then add an Azure SQL Database Deployment task.



Go to VisualStudio.com and create new project. Go to Branches and clone.

Go to VS create a project => Connect to TFS/Git

Go to VisualStudio.com => branch/master => click on setup build.

Create new project in DevOps (if required): Go to VisualStudio.com => select organization => create project (right top corner)

You can also directly publish to Azure from VS.

* Go to dev.azure.com or visualstudio.com => select the project => Repos => click on Set up build (in right top corner) => select the APS.Net with Azure template
* Authorize Azure credentials on next page
* Add or remove build steps accordingly

A common workflow with Git is to create branches from your master branch. Eventually, you merge the code back to the master branch and delete the topic branch.

Follow the steps below to create a CI trigger that will run a build for feature branches.

1. Select Pipelines, and then choose Builds.
2. Locate the build pipeline that services your master branch. Select Edit.
3. Select the Triggers menu for your build. Ensure you have Continuous integration enabled.
4. Select the + Add icon under Branch filters.
5. Under the Branch specification dropdown, type features/\* in the Filter my branches text box and press Enter. The trigger now supports CI for all feature branches that match the wildcard as well as the master branch. Note that the filtered list of branches may not populate as you type \*. You can still press Enter and save the branch filter.
6. Select the Save & queue menu and then Select Save.

<https://docs.microsoft.com/en-us/azure/devops/pipelines/build/ci-build-git?toc=%2Fazure%2Fdevops%2Fdeploy-azure%2Ftoc.json&%3Bbc=%2Fazure%2Fdevops%2Fdeploy-azure%2Fbreadcrumb%2Ftoc.json&view=vsts&tabs=designer>

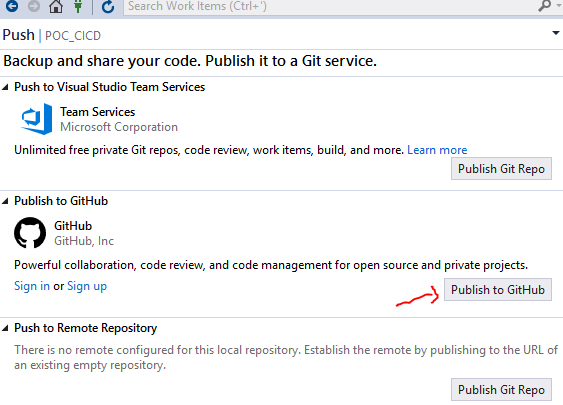
**CI CD Steps detailed with Git branches (GitHub – not complete)**:

Prerequisites: You need a Git repository in Azure Pipelines, TFS, or GitHub with your app.

Create web project in VS => build => click “Add to Source Control” at bottom right.

Or right click solution => add solution to source control (local git).=> click Sync

Team Explorer => home => Sync => Publish to GitHub/Git Repo Team Services (Sign in/Sign up Git Hub) => Push changes to git Hub.



Add master branch from GitHub to Dev Ops for CICD/Connect GitHub with Azure Boards:

<https://docs.microsoft.com/en-us/azure/devops/boards/github/connect-to-github?view=vsts>

Go to Azure DevOps account from <https://dev.azure.com>. Select Organization => Create Project (just enter the name) => Go to Project Settings => Boards => GitHub connections => enter GitHub credentials (must be an administrator) => Authorize Azure Boards and wait to redirect to dev.azure.com.

Note: use Edge or Chrome. Go to <https://visualstudio.microsoft.com/> sign in => select the project => Settings => Boards etc

Select/Add GitHub repositories => Save.

Right click the project solution in VS => Configure Continuous Delivery to Azure

In pop up click Re-enter your credentials or sign up for Azure.

GitHub personal access token (PAT) is required => follow the link => click Generate a personal access token => select all check boxes => copy token => past token in GitHub PAT.

Select Team services Domain => Select Team Project => select App Service => click ok and wait.

Integrate Your GitHub Projects With Azure Pipelines:

<https://www.azuredevopslabs.com/labs/azuredevops/github-integration/>

Go to <https://dev.azure.com> => select the project => Pipeline => Builds => New pipeline => select GitHub => Authorize using OAuth => follow step and select the Repository => continue.

Select a template => e.g. Azure Web App for Asp.Net => apply.

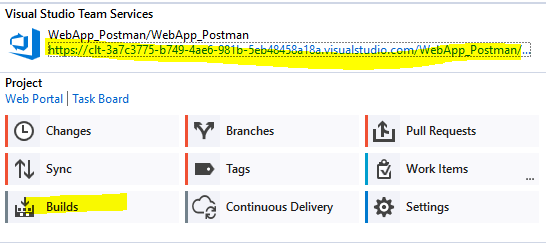
Select the step Azure App Service Deploy => Azure subscription click Manage => on help icon I click and follow the steps (Generate Publish Settings) to download the file with details about the id and certificate etc. => copy past the subscription id, Name and certificate in the pop up (in Pipelines => Service Connections) => verify => ok.

NOTE: The task **does not work with the Azure Classic service endpoint** and it will not list these connections in the parameters in the task. Select create a **Resource Manager service connection**.

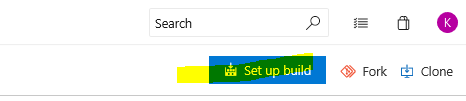
<https://docs.microsoft.com/en-us/azure/devops/pipelines/release/azure-rm-endpoint?view=vsts>

To deploy to Azure, an Azure subscription has to be linked to Team Foundation Server or to Azure Pipelines using the Services tab in the Account Administration section.

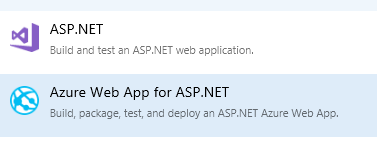
Create/Add code to Git repository



Click on the link to take you to DevOps.



Click on “Set up build”.



Select Azure Web App

Fill out the input fields and Save & Queue.

DevOps uses a Slack Integration to send a notification to a Slack channel so that we know if the tests passed or failed.

bind TASK RUNNER to build events

Update Node Version in Visual Studio 2017: Tools > Options > Projects and Solutions > Web Package Management > External Web Tools

Put “**C:\Program Files\nodejs**” on top.

task runners like Grunt and Gulp

Command Task Runner : https://marketplace.visualstudio.com/items?itemName=MadsKristensen.CommandTaskRunner

NPM Task Runner: https://marketplace.visualstudio.com/items?itemName=MadsKristensen.NPMTaskRunner

Batch files:

lines can be commented using REM or ::

A watch task keeps an eye on files and directories.

A **fork** is a complete copy of a repository, including all files, commits, and (optionally) branches. Once you're ready to share changes done in created fork, it's easy to contribute them back using pull requests.

For a very small team (2-5 developers), we recommend working in a single repo. Everyone should work in topic branches, and master should be protected with branch policies. As your team grows larger, you may find yourself outgrowing this arrangement and prefer to switch to a forking workflow.

**For CD/Release**:

Go to <https://portal.azure.com> search Web App => Create => give a name => wait until web app gets ready.

Select the created web app resource.

Come back to VSTS => Builds => select a successful build => Select **Create Release** => Choose **Azure App service Deployment** template => Apply => Give a name to Environment like test/staging/production.

In the Environments box click on 1 task link => choose Azure subscription => Authorize => chose App service name from dropdown.

From right side => Select Deploy Azure App Service => on right side scroll down to **Package or folder** select … and select the application folder under drop => Save => we can now run it by clicking on **Release** drop down and Create.

Click on Logs to see the progress.

You can select the deploy menu to trigger again the Release.

Pre-release approval like a user approval required.

**Build the Database Project on VSTS**:

Create a SQL Database on Azure: Go to Azure portal => Create a resource => databases => SQL Database

Connect using SSMS: we need the fully qualified server name, database name, and login information.

Select SQL Databases from the left-hand menu, and click your database on the SQL databases page.

Click overview => Server name

If you forget your server login information, navigate to the SQL Database server page (click on the server link in Database page) to view the server admin name. If necessary, reset the password.

On SQL server page find Reset admin password (right top)

Create a build definition that will create the DACPAC package.

build definition must have a task for “Build Solution” that will compile and package the database project in a DACPAC file and other projects in their appropriate form. It should also have a task to publish that DACPAC in an artifact on the hosted build agent. As you will observe, the value of Contents parameter is “\*\*\\*.dacpac”. These settings will ensure that any file that has extension .dacpac and is in any folder under the Build Directory on hosted agent will be published in the artifact named “DACPAC”.

**Selenium UI Tests**:

Use Nuget package and to load drivers use GetCurrentDirectory() to get the path. Other option is copy the Selenium drivers in the UI test project and change the property to copy always.

string startupPath = System.IO.Directory.GetCurrentDirectory();

string startupPathOpt2 = Environment.CurrentDirectory;

IWebDriver driver = new InternetExplorerDriver(startupPath);

driver.Navigate().GoToUrl("http://www.google.com");

Gated Check-in, Gated Builds

Branch policy

Centralized and Distributed Source Control Systems

Artifacts, Environments, and Gates

Branch, Merge, and Rebase

Main, Supporting, and Hotfix Branch

Manage access levels for different users

Artifact: Artifact is the published output of the build

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You can publish to an Azure App Service using Visual Studio or to an IIS without CI CD (using VSTS).

VSTest task can be used to run tests on Build agent machines. Apart from MSTest based tests, you can also run tests written using test frameworks like NUnit, xUnit, Mocha, Jasmine, etc. using the appropriate test adapters to Visual Studio. The task uses vstest.console.exe to execute tests and the command-line options.

We can enable code coverage via a test task in build pipeline e.g. Visual Studio Test.

Create work item on failure of a build as bug.

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For manual push/build from CI to PR (merge to master) go to pipeline => builds => “**ITS-Apps-Code-PR**” and Queue build. If successful it’s read to publish.

Note: PR build definition will soon be deleted.

EF Core generic methods to find any entity/table by It’s primaryKey:

Dynamic Queries and LINQ Expressions: <https://weblog.west-wind.com/posts/2008/apr/14/dynamic-queries-and-linq-expressions>

var uid = 1;

var result = await this.ResKeyRepository.FindById(this.uid.Value, IgnoreDeltedAndConcorded);

public async Task<TEntity> FindById(long primaryUid)

{

return await FindById(primaryUid, null);

}

public async Task<TEntity> FindById(long primaryUid, Func<IQueryable<TEntity>, IQueryable<TEntity>> queryBuilder)

{

var entityType = DbContext.Model.FindEntityType(typeof(TEntity));

var primaryKeyName = entityType.FindPrimaryKey().Properties.Select(x => x.Name).Single();

if (primaryKeyName == null)

{

throw new ArgumentNullException(nameof(primaryKeyName));

}

var query = DbContext.Set<TEntity>().AsNoTracking();

if (queryBuilder != null)

{

query = queryBuilder.Invoke(query);

}

var where = primaryKeyName.GetEqualityExpression<TEntity, long>(primaryUid);

if (entityType.FindProperty("UserId") != null)

{

where = where.CombineAnd("UserId".GetEqualityExpression<TEntity, long>(myUserId));

}

if (entityType.FindProperty("UserType") != null)

{

where = where.CombineAnd("UserType".GetEqualityExpression<TEntity, string>(myUserType));

}

return await query.IgnoreQueryFilters().Where(where).SingleOrDefaultAsync();

}

DECLARE @cn VARCHAR(50) = 'PrimeryKeyName'

SELECT 'CREATE NONCLUSTERED INDEX IX\_' + TABLE\_NAME + '\_' + COLUMN\_NAME + ' on ' + TABLE\_SCHEMA + '.' + TABLE\_NAME + ' (' + COLUMN\_NAME + ' )'

,\*

FROM INFORMATION\_SCHEMA.COLUMNS

WHERE COLUMN\_NAME = @cn

AND TABLE\_SCHEMA = 'dbo'

AND ORDINAL\_POSITION > 1

AND TABLE\_NAME NOT IN (

SELECT t.name

FROM sys.objects t

INNER JOIN sys.indexes i ON t.object\_id = i.object\_id

INNER JOIN sys.index\_columns ic ON i.object\_id = ic.object\_id

AND i.index\_id = ic.index\_id

INNER JOIN sys.columns col ON ic.object\_id = col.object\_id

AND ic.column\_id = col.column\_id

WHERE col.name = @cn

AND t.type = 'U'

AND i.type <> 1

AND index\_column\_id = 1

)

AND TABLE\_NAME IN (

SELECT TABLE\_NAME

FROM INFORMATION\_SCHEMA.TABLES

WHERE TABLE\_TYPE = 'BASE TABLE'

)

ORDER BY 3

SELECT \*

FROM sys.objects t

INNER JOIN sys.indexes i ON t.object\_id = i.object\_id

INNER JOIN sys.index\_columns ic ON i.object\_id = ic.object\_id

AND i.index\_id = ic.index\_id

INNER JOIN sys.columns col ON ic.object\_id = col.object\_id

AND ic.column\_id = col.column\_id

WHERE col.name = @cn

AND t.type = 'U'

AND i.type <> 1

AND index\_column\_id = 1

SQL to get table columns with/without indexes

SELECT TABLE\_NAME, COLUMN\_NAME, INDEX\_NAME

FROM (

SELECT DISTINCT

t.TABLE\_NAME, t.COLUMN\_NAME, t.ORDINAL\_POSITION, i.INDEX\_NAME

FROM (

-- Table columns

SELECT t.TABLE\_NAME, c.COLUMN\_NAME, c.ORDINAL\_POSITION

FROM

INFORMATION\_SCHEMA.TABLES t

JOIN INFORMATION\_SCHEMA.COLUMNS c ON

t.TABLE\_NAME = c.TABLE\_NAME

AND c.ORDINAL\_POSITION > 1

WHERE

t.TABLE\_SCHEMA = 'dbo'

AND t.TABLE\_TYPE = 'BASE TABLE'

) t LEFT JOIN

(

-- Table columns with indexes

-- (where the column is leftmost in the index)

SELECT

t.name AS TABLE\_NAME

,c.name AS COLUMN\_NAME

,i.name AS INDEX\_NAME

FROM

sys.objects t

JOIN sys.indexes i ON

t.object\_id = i.object\_id

JOIN sys.index\_columns ic ON

i.object\_id = ic.object\_id

AND i.index\_id = ic.index\_id

AND ic.index\_column\_id = 1

JOIN sys.columns c ON

ic.object\_id = c.object\_id

AND ic.column\_id = c.column\_id

WHERE

t.type = 'U'

AND i.type <> 1

) i ON

t.TABLE\_NAME = i.TABLE\_NAME

AND t.COLUMN\_NAME = i.COLUMN\_NAME

) q

WHERE

q.COLUMN\_NAME LIKE 'UID%'

--AND q.INDEX\_NAME IS NULL

ORDER BY

q.TABLE\_NAME, q.ORDINAL\_POSITION

SQL to get table columns with foreign key constraint with/without an index

-- Table columns with foreign key and with/without index

SELECT TABLE\_NAME, COLUMN\_NAME, FOREIGN\_KEY\_NAME, INDEX\_NAME

FROM (

SELECT DISTINCT

t.TABLE\_NAME, t.COLUMN\_NAME, t.ORDINAL\_POSITION, fk.FOREIGN\_KEY\_NAME, i.INDEX\_NAME

FROM (

-- Table columns

SELECT t.TABLE\_NAME, c.COLUMN\_NAME, c.ORDINAL\_POSITION

FROM

INFORMATION\_SCHEMA.TABLES t

JOIN INFORMATION\_SCHEMA.COLUMNS c ON

t.TABLE\_NAME = c.TABLE\_NAME

AND c.ORDINAL\_POSITION > 1

WHERE

t.TABLE\_SCHEMA = 'dbo'

AND t.TABLE\_TYPE = 'BASE TABLE'

) t

JOIN (

-- Table column foreign key

SELECT

tc.TABLE\_NAME, k.COLUMN\_NAME, tc.CONSTRAINT\_NAME AS FOREIGN\_KEY\_NAME

FROM

INFORMATION\_SCHEMA.TABLE\_CONSTRAINTS tc

JOIN INFORMATION\_SCHEMA.KEY\_COLUMN\_USAGE k ON

tc.TABLE\_SCHEMA = k.TABLE\_SCHEMA

AND tc.TABLE\_NAME = k.TABLE\_NAME

AND tc.CONSTRAINT\_NAME = k.CONSTRAINT\_NAME

AND k.ORDINAL\_POSITION = 1

WHERE

tc.TABLE\_SCHEMA = 'dbo'

AND tc.CONSTRAINT\_TYPE = 'FOREIGN KEY'

) fk ON

t.TABLE\_NAME = fk.TABLE\_NAME

AND t.COLUMN\_NAME = fk.COLUMN\_NAME

LEFT JOIN

(

-- Table columns with indexes

-- (where the column is leftmost in the index)

SELECT

t.name AS TABLE\_NAME

,c.name AS COLUMN\_NAME

,i.name AS INDEX\_NAME

FROM

sys.objects t

JOIN sys.indexes i ON

t.object\_id = i.object\_id

JOIN sys.index\_columns ic ON

i.object\_id = ic.object\_id

AND i.index\_id = ic.index\_id

AND ic.index\_column\_id = 1

JOIN sys.columns c ON

ic.object\_id = c.object\_id

AND ic.column\_id = c.column\_id

WHERE

t.type = 'U'

AND i.type <> 1

) i ON

t.TABLE\_NAME = i.TABLE\_NAME

AND t.COLUMN\_NAME = i.COLUMN\_NAME

) q

--WHERE q.INDEX\_NAME IS NULL

ORDER BY

q.TABLE\_NAME, q.ORDINAL\_POSITION