Session 12

Implementing AutoMapper in ASP.NET Core

Session Overview

- Define AutoMapper

- List reasons for using AutoMapper

- Explain the installation and configuration process for AutoMapper

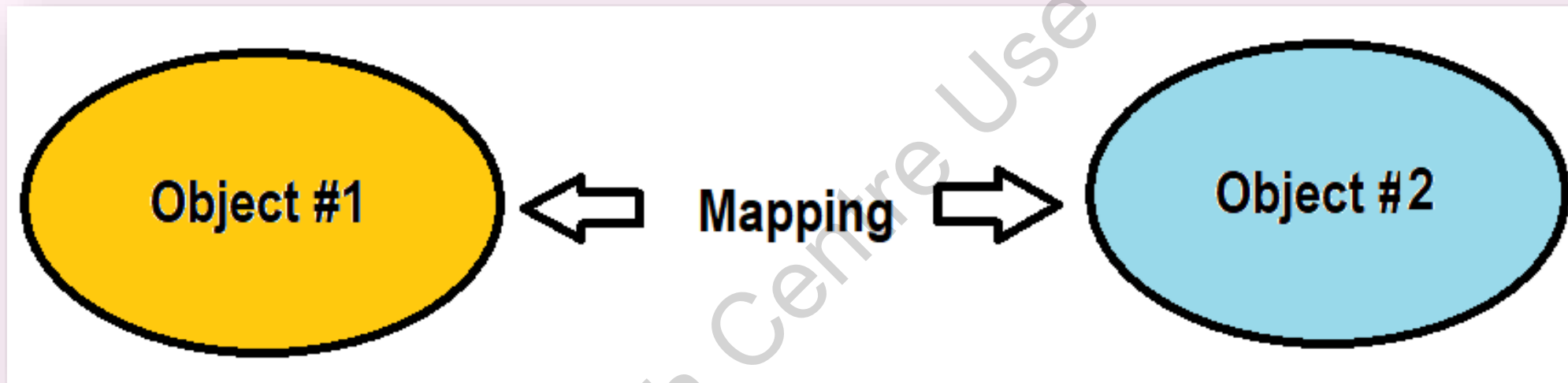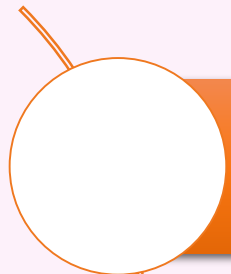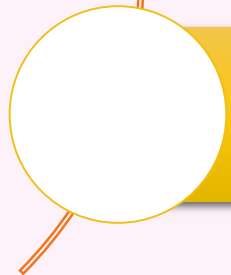- Describe use of AutoMapper in an application

Figure 12.1: Object-to-Object Mapping

Uses of AutoMapper

AutoMapper can be useful in following scenarios:

Objects of similar or distinct types are to be mapped.

Application models, also known as Entities, correspond to the database tables of the database in use.

Working with AutoMapper
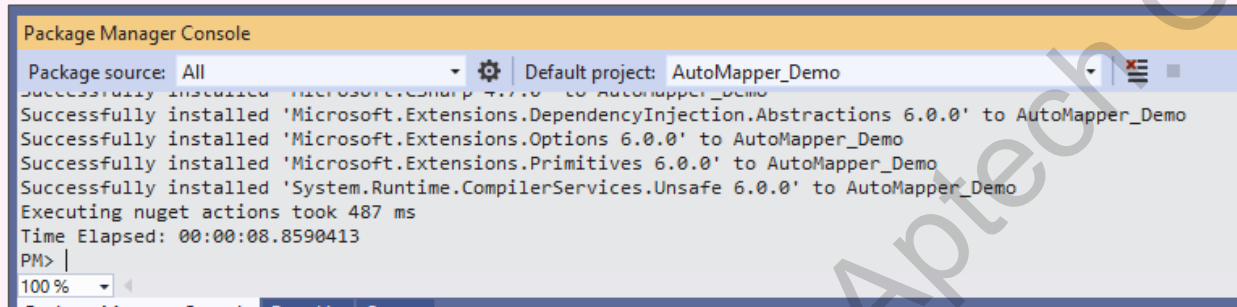

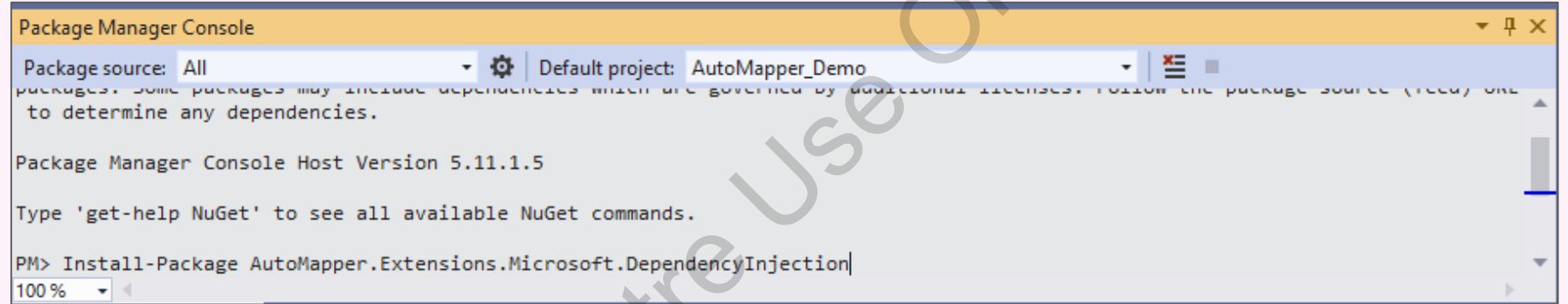
Figure 12.2: Installing AutoMapper
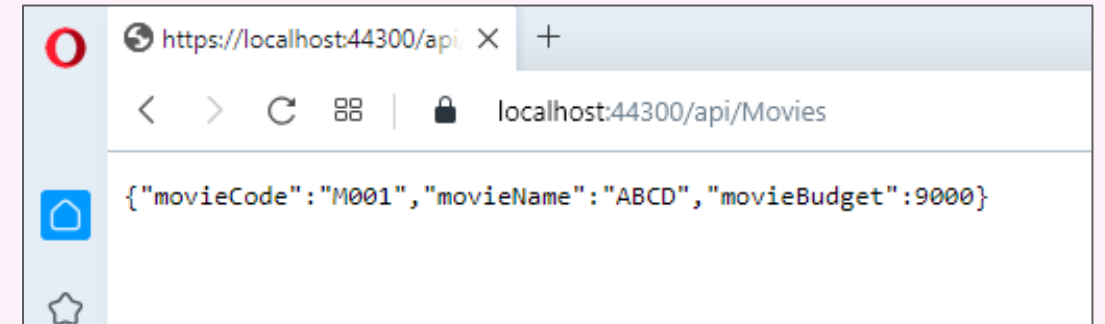

Figure 12.3: Installed AutoMapper

Figure 12.4: Output of Using AutoMapper

Summary

✓ AutoMapper is a convention-based object-to-object mapper for .NET, which can be used when there are a large number of members in objects.

✓ AutoMapper changes an input object to an output object of a different type.

✓ AutoMapper saves time and effort while manually mapping the properties of incompatible types in the application.

✓ AutoMapper can be used not only in mapping similar objects, but also dissimilar objects.

✓ One can be install AutoMapper in a project by adding AutoMapper.Extensions.Microsoft.DependencyInjection via Package Manager.

✓ Developers can dynamically retrieve a type of existing object and invoke its methods or access its fields and attributes using AutoMapper.