

(T19)比較 LinqToSql 的 LazyLoading 、 EagerLoading  
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(T19)比較 LinqToSql 的 LazyLoading 、 EagerLoading

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## 0. Summary

### 1.

LazyLoading V.S. EagerLoading

Reference:

[https://msdn.microsoft.com/en-us/library/jj574232\(v=vs.113\).aspx](https://msdn.microsoft.com/en-us/library/jj574232(v=vs.113).aspx)

<https://stackoverflow.com/questions/97197/what-is-n1-select-query-issue>

#### 1.1.

## LazyLoading

### 1.1.1.

We retrieve just the amount of data that we need in a single query.

When we need more data, then it issues more queries to the database.

That means we might have to request the data from database many times, and this might cost the performance.

### 1.1.2.

LazyLoading might cause N+1 select problem.

E.g.

One Team can have many Gamers.

One Gamer can have one Team.

This is One-to-Many relationship.

When we have N teams, and when we select for the Teams,

and then additional selects to retrieve the Gamers **belonging to each Team.**

**That means we have to request the data from database additional N times.**

**This is N+1 select problem.**

### 1.2.

## EagerLoading

We retrieve all data that we need in a single query,

and then be cached to improve the application performance.

That means we just have to request the data from database once, but this cost memory consumption.

### 1.3.

## Conclusion

### 1.3.1.

If you need only Team data,

then "lazy loading" works best.

If you choose to use "Eager loading" in this case,

it will cost memory consumption.

### 1.3.2.

However, if you need Team data and its Gamers data,

then "Eager loading" works best.

If you choose to use "lazy loading" in this case,

it will request the data from database too many times,

this cost application performance.

=====

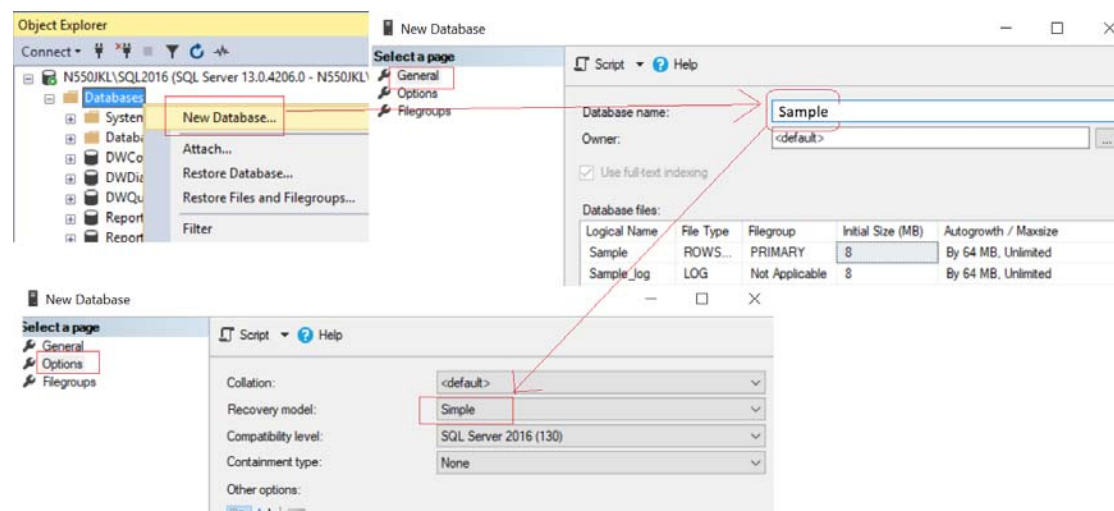
# 1. Web Form Application - Linq Query

## 1.1. TSQL

Database --> Right Click --> New Database -->

Database Name : Sample

Options --> Recovery Model : Simple



--Create a Sample DataBase and Run the following TSQL

/\*

1.

One Team can have many Gamers

One Gamer can have One Team.

This is One to Many Relationship.

2.

Team Id==4 has no Gamer.

Gamer Id==7 has no Team.

\*/

--1 -----

--Drop Table if it exists.

--IF OBJECT\_ID('Gamer') IS NOT NULL

```
IF ( EXISTS ( SELECT      *
                FROM        INFORMATION_SCHEMA.TABLES
                WHERE        TABLE_NAME = 'Gamer' ) )
```

BEGIN

TRUNCATE TABLE Gamer;

DROP TABLE Gamer;

END;

GO -- Run the previous command and begins new batch

--Drop Table if it exists.

--IF OBJECT\_ID('Team') IS NOT NULL

```
IF ( EXISTS ( SELECT      *
                FROM        INFORMATION_SCHEMA.TABLES
                WHERE        TABLE_NAME = 'Team' ) )
```

BEGIN

TRUNCATE TABLE Team;

DROP TABLE Team;

END;

GO -- Run the previous command and begins new batch

--Create Tables

CREATE TABLE Team

(

Id INT PRIMARY KEY

```

        IDENTITY ,

        Name NVARCHAR(100) ,

        Type NVARCHAR(100)

    );

GO -- Run the previous command and begins new batch

CREATE TABLE Gamer

(

    Id INT PRIMARY KEY

        IDENTITY ,

    Name NVARCHAR(50) ,

    Gender NVARCHAR(50) ,

    Score INT ,

    Type NVARCHAR(50) ,

    TeamId INT FOREIGN KEY REFERENCES Team ( Id )

);

GO -- Run the previous command and begins new batch

--2 -----

--Insert Data

INSERT INTO Team

VALUES ( 'Team1_Guardian', 'Guardian' );

INSERT INTO Team

VALUES ( 'Team2_Assassinator', 'Assassinator' );

INSERT INTO Team

VALUES ( 'Team3_Soldier', 'Soldier' );

INSERT INTO Team

VALUES ( 'Team4_Civilian', 'Civilian' );

GO -- Run the previous command and begins new batch

INSERT INTO Gamer

VALUES ( 'Name1 ABC', 'Male', 5000, 'Water', 1 );

INSERT INTO Gamer

VALUES ( 'Name2 ABCDE', 'Female', 4500, 'Fire', 3 );

```

```

INSERT INTO Gamer
VALUES ( 'Name3 EFGH', 'Male', 6500, 'Fire', 2 );

INSERT INTO Gamer
VALUES ( 'Name4 HIJKLMN', 'Female', 45000, 'Water', 2 );

INSERT INTO Gamer
VALUES ( 'Name5 NOP', 'Male', 3000, 'Wood', 1 );

INSERT INTO Gamer
VALUES ( 'Name6 PQRSTUWV', 'Male', 4000, 'Earth', 3 );

INSERT INTO Gamer
VALUES ( 'Name7 XYZ', 'Male', 4500, 'Metal', NULL );

GO -- Run the previous command and begins new batch

```

## 1.2. Set up SQL Authentication

In SQL server

Object Explorer --> Security --> Logins --> New Logins

-->

General Tab

Login Name :

**Tester**

Password:

**1234**

Default Database:

**Sample**

-->

Server Roles Tab

Select

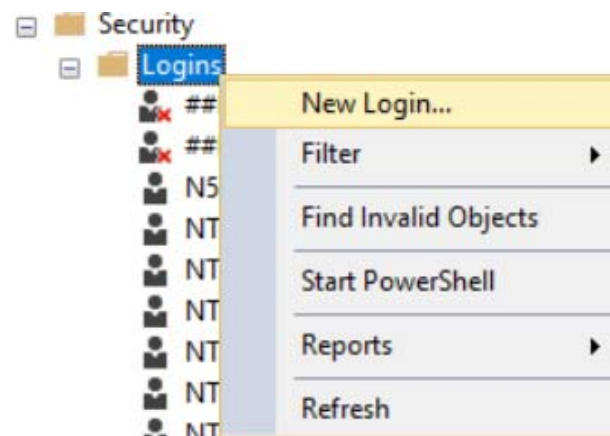
**sysadmin**

-->

User Mapping Tab

Select **Sample**

Select every Roles.



Login - New

Select a page

General

Server Roles

User Mapping

Securables

Status

Connection

Server:  
N550JKL\SQL2016

Connection:  
N550JKL\pmpl

View connection properties

Progress

Ready

Script

Help

Login name:

Tester

Search...

Windows authentication

SQL Server authentication

Password:

••••

Confirm password:

••••

☐ Specify old password

Old password:

☒ Enforce password policy

☒ Enforce password expiration

☒ User must change password at next login

Mapped to certificate

Mapped to asymmetric key

☐ Map to Credential

Mapped Credentials

Credential

Provider

Add

Remove

Default database:

Sample.

Default language:

<default>

OK

Cancel



Login Properties - Tester

Select a page

General

Server Roles

User Mapping

Securables

Status

Connection

Server:  
N550JKL\SQL2016  
Connection:  
N550JKL\pmp1  
[View connection properties](#)

Progress

Ready

Script

Help

Server role is used to grant server-wide security privileges to a user.

Server roles:

☐ bulkadmin

☐ dbcreator

☐ diskadmin

☐ processadmin

☒ public

☐ securityadmin

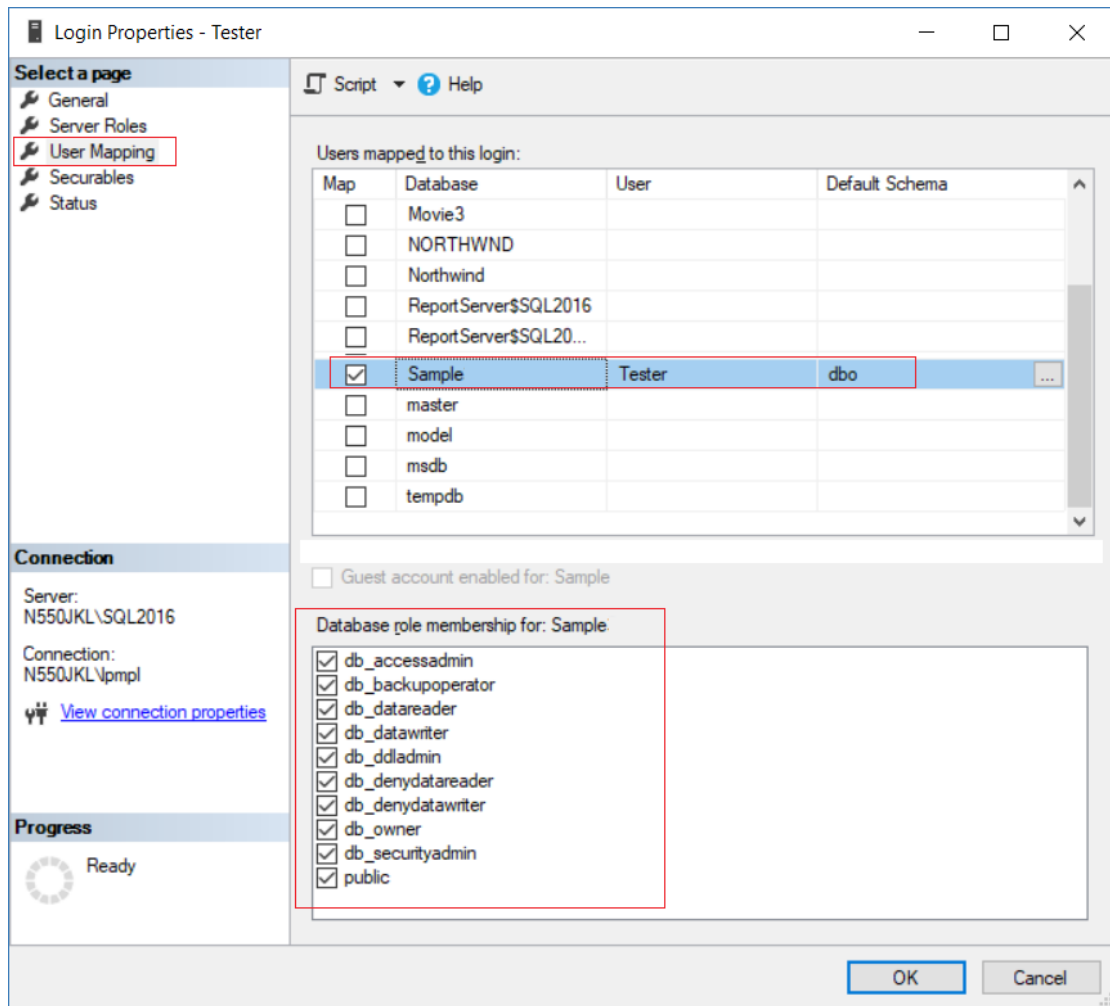
☐ serveradmin

☐ setupadmin

☒ sysadmin

OK

Cancel

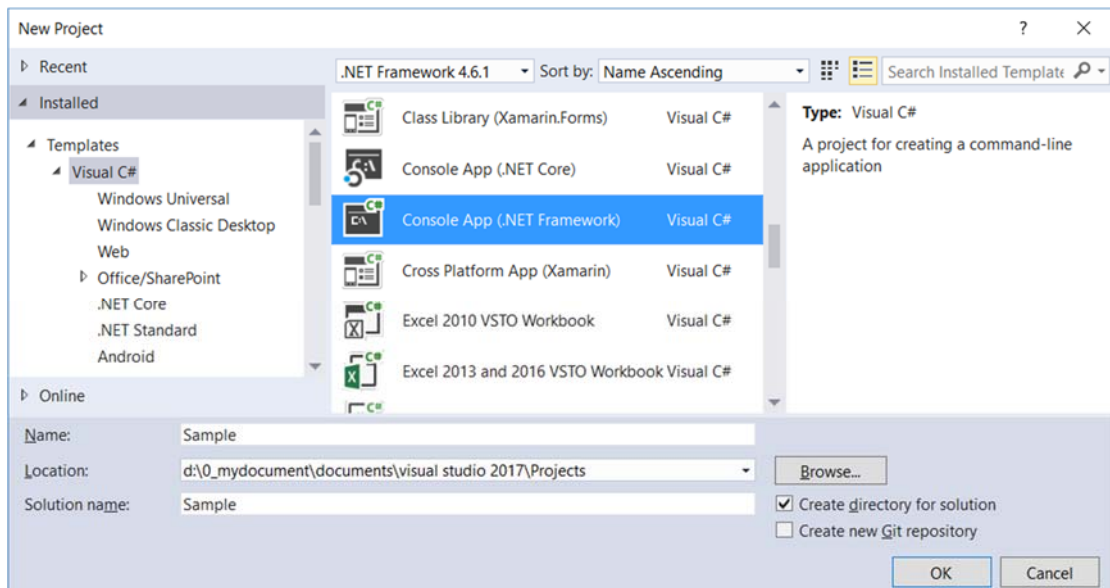
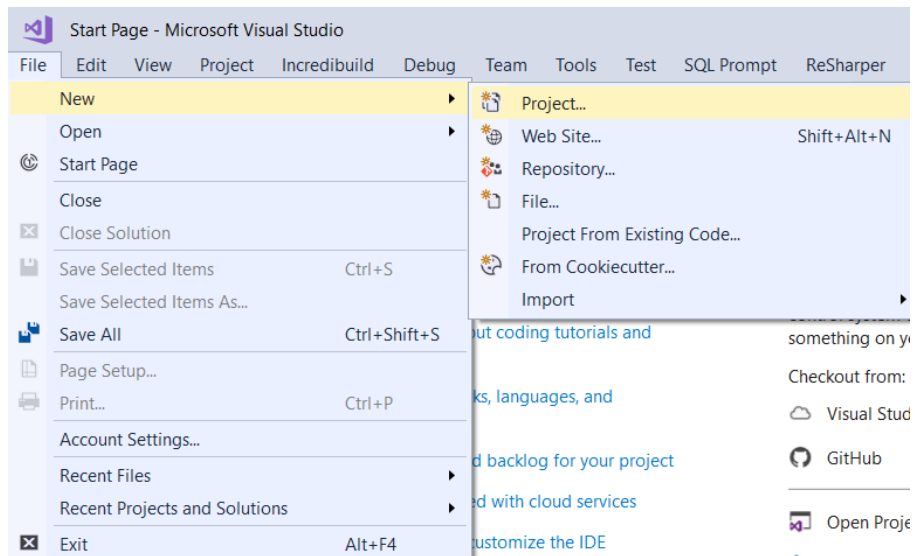


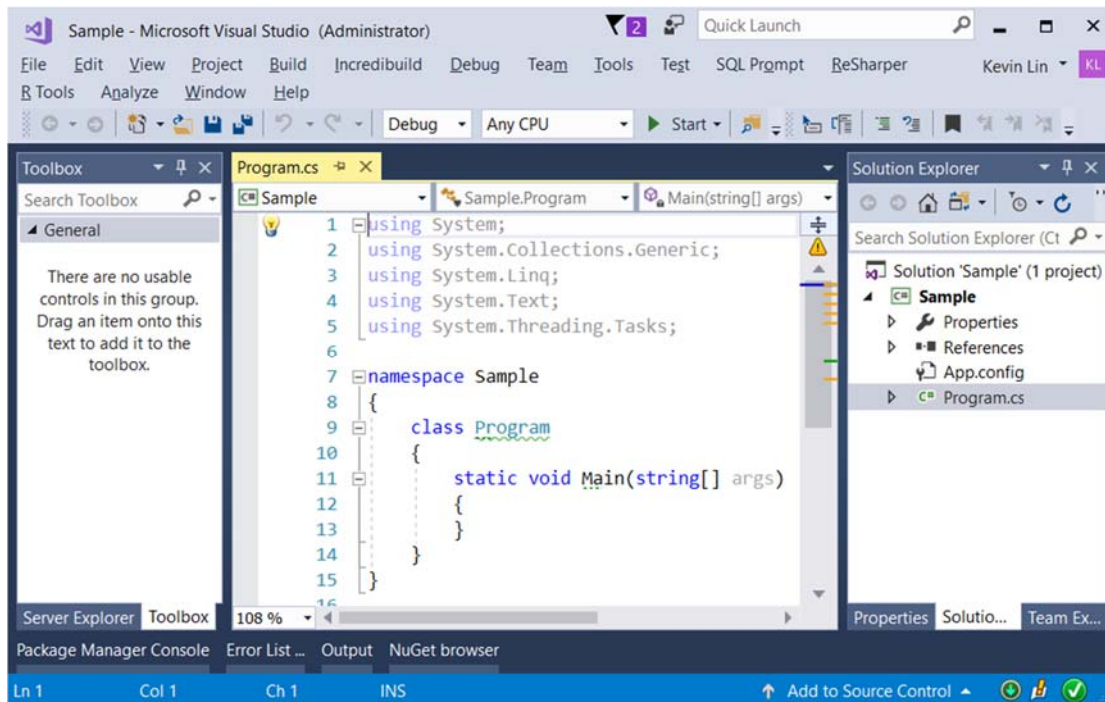
## 2. Console App

File --> New --> Project... -->

Visual C# --> **Console App (.Net Framework)** -->

Name: **Sample**





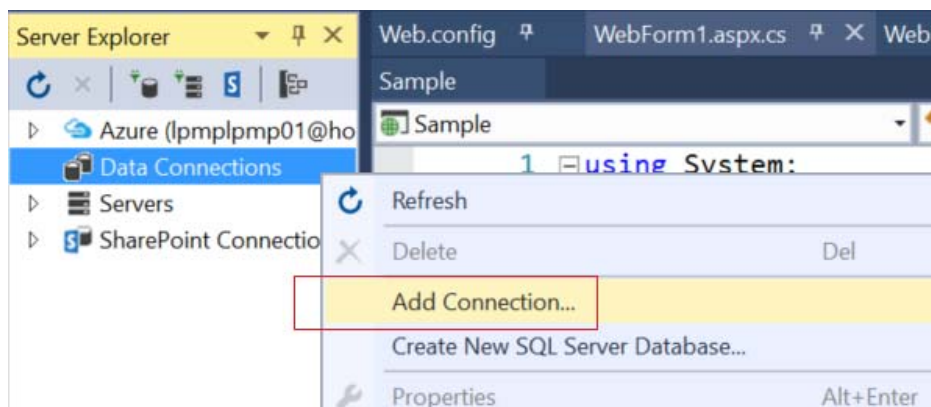
## 2.1. Linq to SQL

### 2.1.1. Add Connection

Server Explorer --> Data Connections --> Right click --> Add Connection...

--> Microsoft SQL server -->

Enter your server and database details ....



Choose Data Source

?

×

Data source:

Microsoft Access Database File

Microsoft ODBC Data Source

Microsoft SQL Server

Microsoft SQL Server Database File

Oracle Database

<other>

Description

Use this selection to connect to Microsoft SQL Server 2005 or above, or to Microsoft SQL Azure using the .NET Framework Data Provider for SQL Server.

Data provider:

.NET Framework Data Provider for SQ

▼

☒ Always use this selection

Continue

Cancel

Enter information to connect to the selected data source or click "Change" to choose a different data source and/or provider.

Data source:

Microsoft SQL Server (SqlClient)

Change...

Server name:

N550JKL\SQL2016

Refresh

Log on to the server

Authentication:

SQL Server Authentication

User name:

Tester

Password:

••••

☒ Save my password

Microsoft Visual Studio



Test connection succeeded.

OK

Connect to a database

☒ Select or enter a database name:

Sample

☐ Attach a database file:

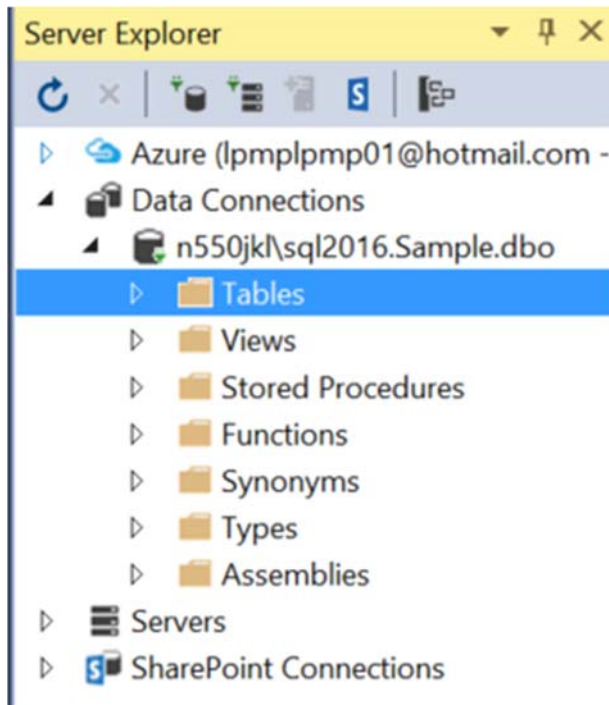
Browse...

Advanced...

Test Connection

OK

Cancel



### 2.1.2. Sample.dbml

ProjectName --> Right Click --> Add --> New Item...

--> Linq to SQL classes -->

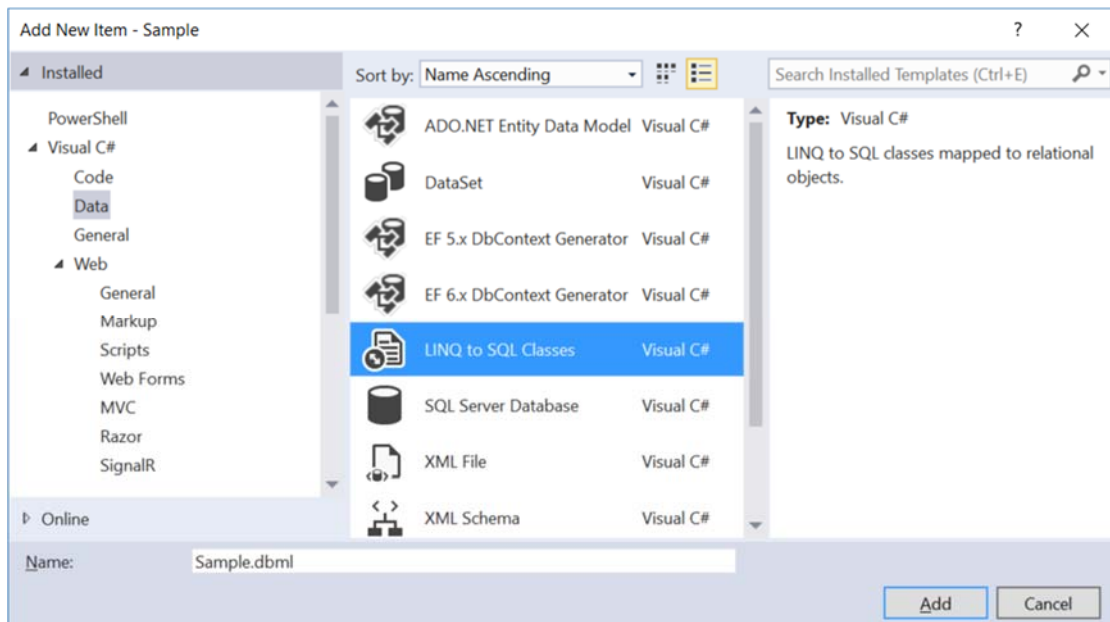
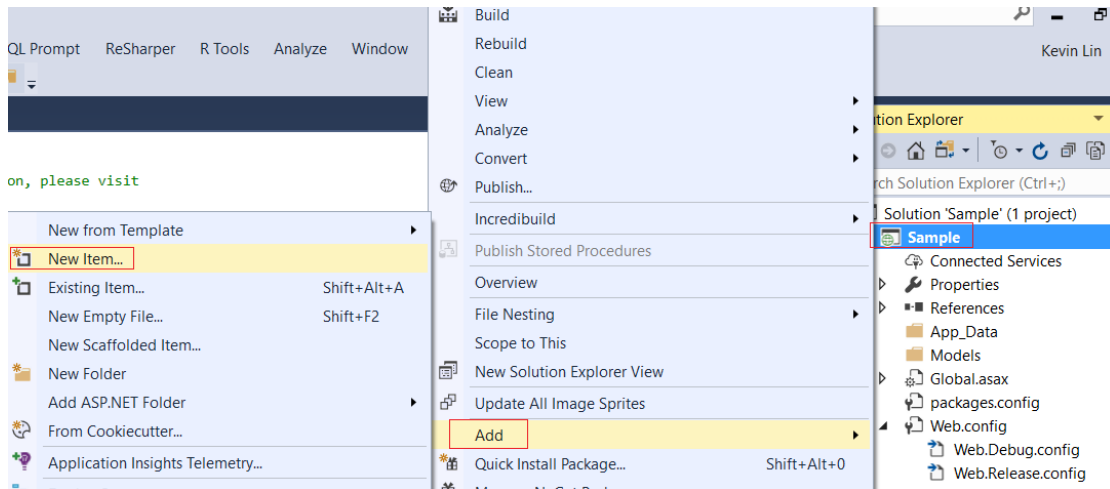
Name : **Sample.dbml**

I name it as "Sample.dbml",

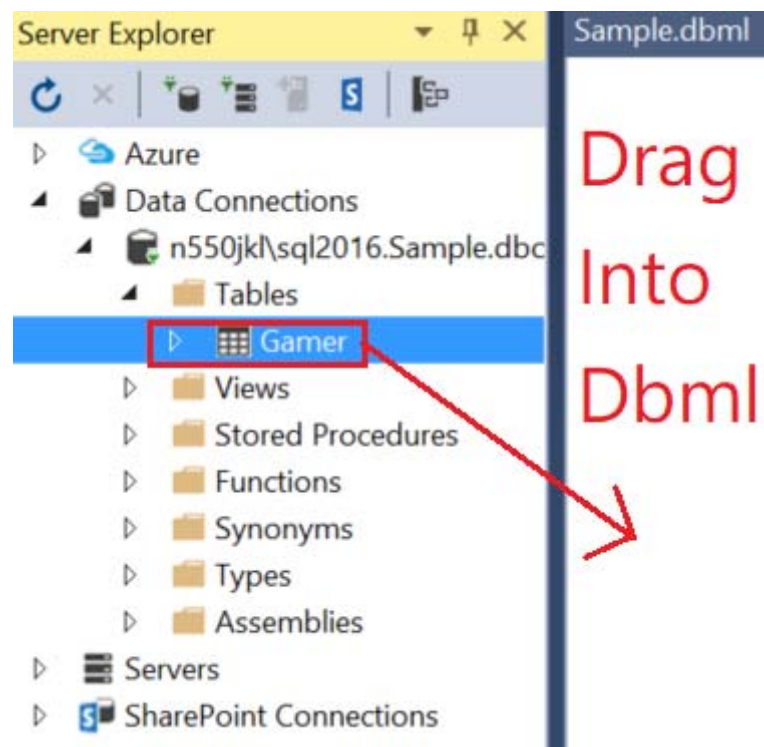
because I know this is for connection to "Sample" Database.

-->

Drag Table from Server Explorer into DBML

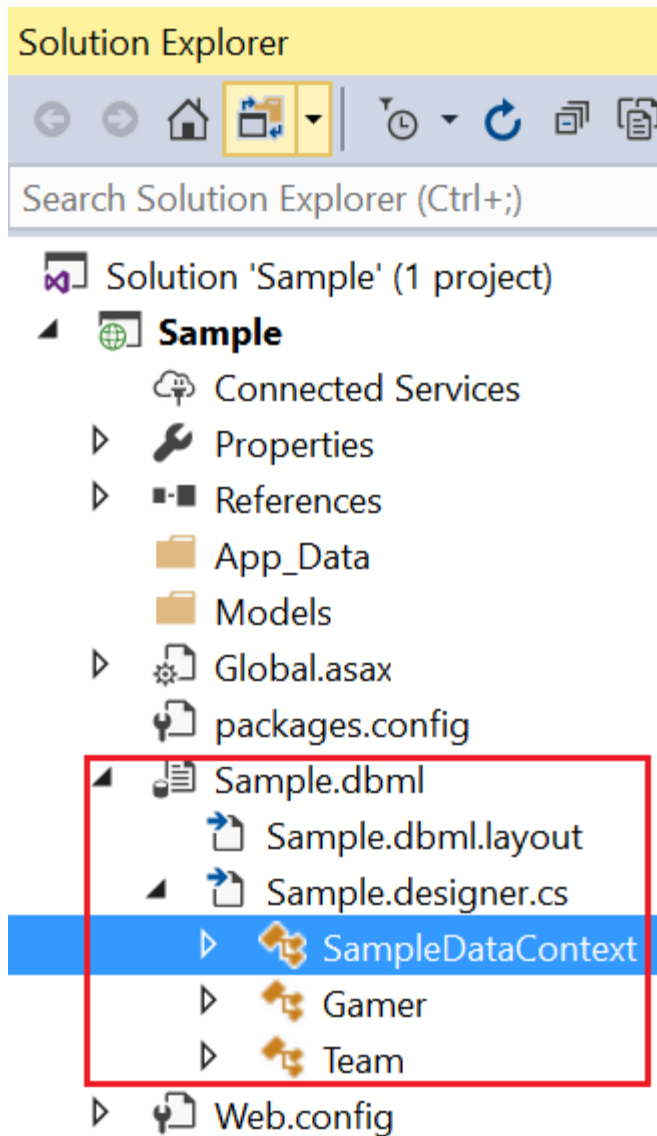






Save the dbml, it will generate the following files.

The DataContext context is the entry point to database.



## 2.2. Program.cs

```
using System;

using System.Collections.Generic;

using System.Data.Linq;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Sample
{
```

```

class Program
{
    static void Main(string[] args)
    {
        // 1. =====
        //LazyLoading()
        Console.WriteLine("1. LazyLoading() ===== ");
        LazyLoading();

        // 2. =====
        //EagerLoading()
        Console.WriteLine("2. EagerLoading() ===== ");
        EagerLoading();

        // 3. =====
        //EagerLoading2()
        Console.WriteLine("3. EagerLoading2() ===== ");
        EagerLoading2();
        Console.ReadLine();
    }

    // 1. =====
    //LazyLoading()
    static void LazyLoading()
    {
        using (SampleDataContext dbContext = new SampleDataContext())
        {
            //Write the generated sql query to the Console window
            dbContext.Log = Console.Out;

            foreach (Team team in dbContext.Teams)
            {
                Console.WriteLine("Team -----");
                Console.WriteLine(team);

                foreach (Gamer gamer in team.Gamers)
                {

```

```

        Console.WriteLine("Gamer -----");

        Console.WriteLine(gamer);
    }

    Console.WriteLine();
}

}

// 2. =====

//EagerLoading()

static void EagerLoading()
{
    using (SampleDataContext dbContext = new SampleDataContext())
    {
        //Write the generated sql query to the Console window

        dbContext.Log = Console.Out;

        // Load related Employee entities along with the Department entity

        DataLoadOptions loadOptions = new DataLoadOptions();

        loadOptions.LoadWith<Team>(t => t.Gamers);

        dbContext.LoadOptions = loadOptions;

        foreach (Team team in dbContext.Teams)
        {
            Console.WriteLine("Team -----");

            Console.WriteLine(team);

            foreach (Gamer gamer in team.Gamers)
            {
                Console.WriteLine("Gamer -----");

                Console.WriteLine(gamer);
            }

            Console.WriteLine();
        }
    }
}

// 3. =====

```

```

//EagerLoading2()

static void EagerLoading2()
{
    using (SampleDataContext dbContext = new SampleDataContext())
    {
        //Write the generated sql query to the Console window

        dbContext.Log = Console.Out;

        var linqQuery = from team in dbContext.Teams

                        select new { Team = team, Gamers = team.Gamers };

        foreach (var linqQueryItem in linqQuery)
        {
            Console.WriteLine("Team -----");

            Console.WriteLine(linqQueryItem.Team);

            foreach (Gamer gamer in linqQueryItem.Gamers)
            {
                Console.WriteLine("Gamer -----");

                Console.WriteLine(gamer);

            }

            Console.WriteLine();

        }

    }

}

public partial class Gamer
{
    public override string ToString()
    {
        return $"Id=={Id},Name=={Name},Gender=={Gender},Score=={Score},Type=={Type},TeamId=={TeamId}";
    }

}

public partial class Team
{

```

```

public override string ToString()
{
    return $"Id=={Id},Name=={Name},Type=={Type}";
}
}
}

```

```

1. LazyLoading() =====
SELECT [t0].[Id], [t0].[Name], [t0].[Type]
FROM [dbo].[Team] AS [t0]
-- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0

Team -----
Id==1,Name==Team1_Guardian,Type==Guardian
SELECT [t0].[Id], [t0].[Name], [t0].[Gender], [t0].[Score], [t0].[Type], [t0].[TeamId]
FROM [dbo].[Gamer] AS [t0]
WHERE [t0].[TeamId] = @p0
-- @p0: Input Int (Size = -1; Prec = 0; Scale = 0) [1]
-- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0

Gamer -----
Id==1,Name==Name1 ABC,Gender==Male,Score==5000,Type==Water,TeamId==1
Gamer -----
Id==5,Name==Name5 NOP,Gender==Male,Score==3000,Type==Wood,TeamId==1

Team -----
Id==2,Name==Team2_Assassinator,Type==Assassinator
SELECT [t0].[Id], [t0].[Name], [t0].[Gender], [t0].[Score], [t0].[Type], [t0].[TeamId]
FROM [dbo].[Gamer] AS [t0]
WHERE [t0].[TeamId] = @p0
-- @p0: Input Int (Size = -1; Prec = 0; Scale = 0) [2]
-- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0

Gamer -----
Id==3,Name==Name3 EFGH,Gender==Male,Score==6500,Type==Fire,TeamId==2
Gamer -----
Id==4,Name==Name4 HIJKLMN,Gender==Female,Score==45000,Type==Water,TeamId==2

```

```

Team -----
Id==3,Name==Team3_Soldier,Type==Soldier
SELECT [t0].[Id], [t0].[Name], [t0].[Gender], [t0].[Score], [t0].[Type], [t0].[TeamId]
FROM [dbo].[Gamer] AS [t0]
WHERE [t0].[TeamId] = @p0
-- @p0: Input Int (Size = -1; Prec = 0; Scale = 0) [3]
-- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0

Gamer -----
Id==2,Name==Name2 ABCDE,Gender==Female,Score==4500,Type==Fire,TeamId==3
Gamer -----
Id==6,Name==Name6 PQRSTUVW,Gender==Male,Score==4000,Type==Earth,TeamId==3

Team -----
Id==4,Name==Team4_Civilian,Type==Civilian
SELECT [t0].[Id], [t0].[Name], [t0].[Gender], [t0].[Score], [t0].[Type], [t0].[TeamId]
FROM [dbo].[Gamer] AS [t0]
WHERE [t0].[TeamId] = @p0
-- @p0: Input Int (Size = -1; Prec = 0; Scale = 0) [4]
-- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0

```

```

2. EagerLoading() =====
SELECT [t0].[Id], [t0].[Name], [t0].[Type], [t1].[Id] AS [Id2], [t1].[Name] AS [Name2], [t1].[Gender], [t1].[Score], [t1].[Type] AS [Type2], [t1].[TeamId], (
    SELECT COUNT(*)
    FROM [dbo].[Gamer] AS [t2]
    WHERE [t2].[TeamId] = [t0].[Id]
) AS [value]
FROM [dbo].[Team] AS [t0]
LEFT OUTER JOIN [dbo].[Gamer] AS [t1] ON [t1].[TeamId] = [t0].[Id]
ORDER BY [t0].[Id], [t1].[Id]
-- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0

Team -----
Id=1,Name=Team1_Guardian,Type=Guardian
Gamer -----
Id=1,Name=Name1 ABC,Gender=Male,Score=5000,Type=Water,TeamId=1
Gamer -----
Id=5,Name=Name5 NOP,Gender=Male,Score=3000,Type=Wood,TeamId=1

Team -----
Id=2,Name=Team2_Assassinator,Type=Assassinator
Gamer -----
Id=3,Name=Name3 EFGH,Gender=Male,Score=6500,Type=Fire,TeamId=2
Gamer -----
Id=4,Name=Name4 HIJKLMN,Gender=Female,Score=45000,Type=Water,TeamId=2

Team -----
Id=3,Name=Team3_Soldier,Type=Soldier
Gamer -----
Id=2,Name=Name2 ABCDE,Gender=Female,Score=4500,Type=Fire,TeamId=3
Gamer -----
Id=6,Name=Name6 PQRSTUWV,Gender=Male,Score=4000,Type=Earth,TeamId=3

Team -----
Id=4,Name=Team4_Civilian,Type=Civilian

```

```

3. EagerLoading2() =====
SELECT [t0].[Id], [t0].[Name], [t0].[Type], [t1].[Id] AS [Id2], [t1].[Name] AS [Name2], [t1].[Gender], [t1].[Score], [t1].[Type] AS [Type2], [t1].[TeamId], (
    SELECT COUNT(*)
    FROM [dbo].[Gamer] AS [t2]
    WHERE [t2].[TeamId] = [t0].[Id]
) AS [value]
FROM [dbo].[Team] AS [t0]
LEFT OUTER JOIN [dbo].[Gamer] AS [t1] ON [t1].[TeamId] = [t0].[Id]
ORDER BY [t0].[Id], [t1].[Id]
-- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0

Team -----
Id=1,Name=Team1_Guardian,Type=Guardian
Gamer -----
Id=1,Name=Name1 ABC,Gender=Male,Score=5000,Type=Water,TeamId=1
Gamer -----
Id=5,Name=Name5 NOP,Gender=Male,Score=3000,Type=Wood,TeamId=1

Team -----
Id=2,Name=Team2_Assassinator,Type=Assassinator
Gamer -----
Id=3,Name=Name3 EFGH,Gender=Male,Score=6500,Type=Fire,TeamId=2
Gamer -----
Id=4,Name=Name4 HIJKLMN,Gender=Female,Score=45000,Type=Water,TeamId=2

Team -----
Id=3,Name=Team3_Soldier,Type=Soldier
Gamer -----
Id=2,Name=Name2 ABCDE,Gender=Female,Score=4500,Type=Fire,TeamId=3
Gamer -----
Id=6,Name=Name6 PQRSTUWV,Gender=Male,Score=4000,Type=Earth,TeamId=3

Team -----
Id=4,Name=Team4_Civilian,Type=Civilian

```

## 3. Web Form App

Open Visual Studio, I am currently using VS2017

If you don't have it, you may following the instruction here to download.

<http://ithandyguytutorial.blogspot.com/2017/10/ch00install-visual-studio-2017-offline.html>

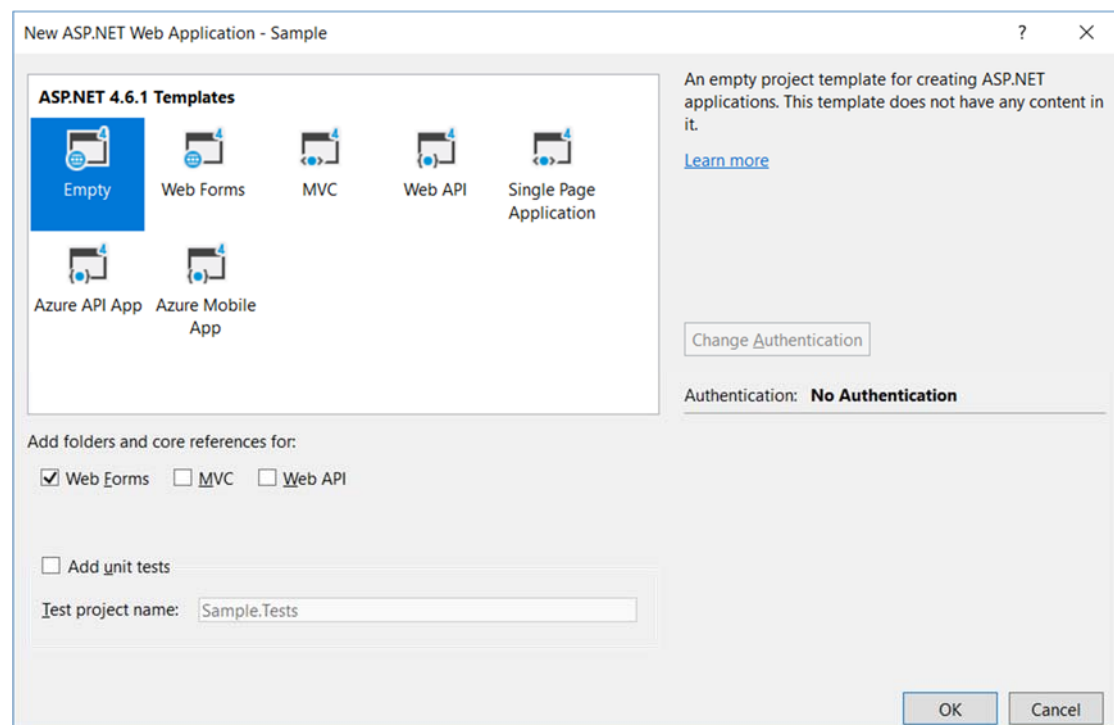
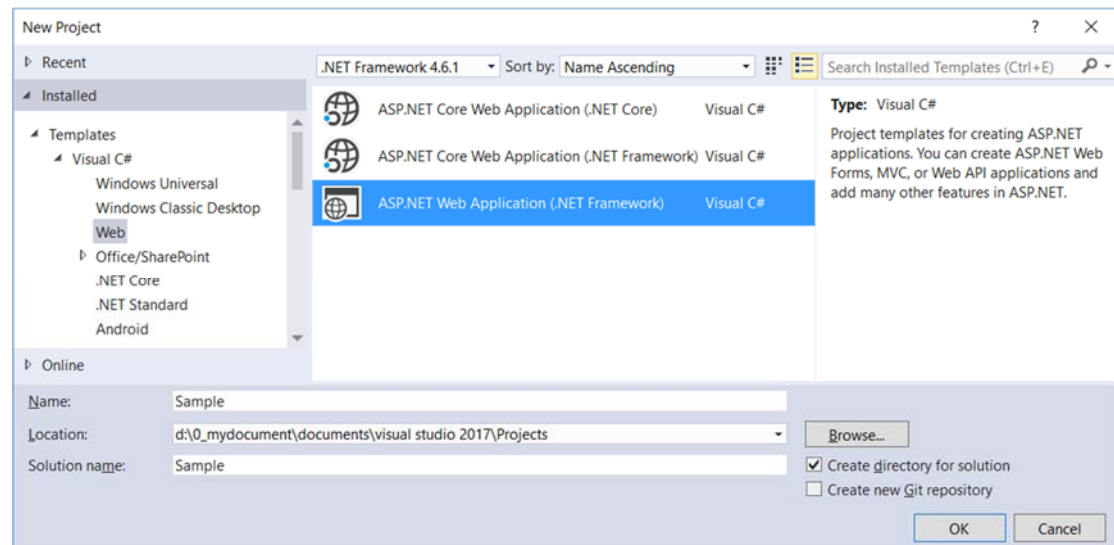
New Project --> Web --> [ASP.NET](#) Web Application (.Net Framework)

-->

Name:

**Sample**

--> **Empty** --> Select "**Web Forms**" --> OK





## 3.1. Web.config

Add connection String

If you use Linq to Sql, you don't have to set this connection string.

```
<configuration>

  <connectionStrings>

    <add name="SampleConnectionString" connectionString="Data
Source=N550JKL\SQL2016;Initial Catalog=Sample;User ID=Tester;Password=1234"

    providerName="System.Data.SqlClient" />

  </connectionStrings>
```



```
Web.config  X Sample
1  <?xml version="1.0" encoding="utf-8"?>
2  <!--
3    For more information on how to configure your ASP.NET application, please visit
4    https://go.microsoft.com/fwlink/?LinkId=169433
5    -->
6  <configuration>
7    <connectionStrings>
8      <add name="SampleConnectionString" connectionString="Data Source=N550JKL\SQL2016;Initial Catalog=Sample;User ID=Tester;Password=1234"
9        providerName="System.Data.SqlClient" />
10   </connectionStrings>
11   <system.web>
12     <compilation debug="true" targetFramework="4.6.1"/>
13     <httpRuntime targetFramework="4.6.1"/>
```

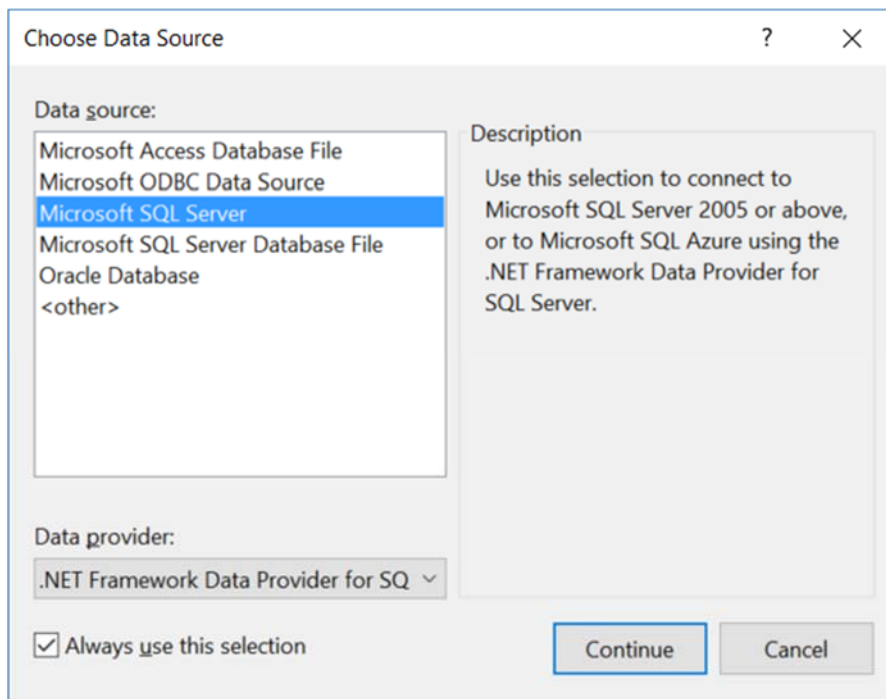
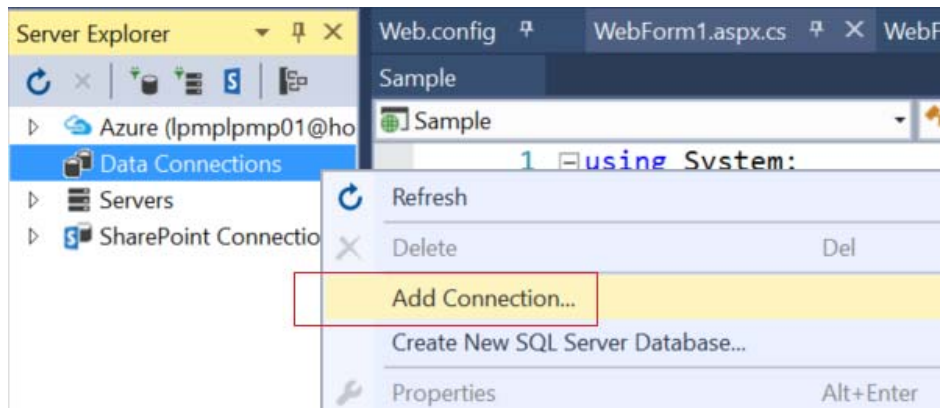
## 3.2. Linq to SQL

### 3.2.1. Add Connection

Server Explorer --> Data Connections --> Right click --> Add Connection...

--> Microsoft SQL server -->

Enter your server and database details ....



Enter information to connect to the selected data source or click "Change" to choose a different data source and/or provider.

Data source:

Microsoft SQL Server (SqlClient)

Change...

Server name:

N550JKL\SQL2016

Refresh

Log on to the server

Authentication:

SQL Server Authentication

User name:

Tester

Password:

••••

☒ Save my password

Microsoft Visual Studio



Test connection succeeded.

OK

Connect to a database

☒ Select or enter a database name:

Sample

☐ Attach a database file:

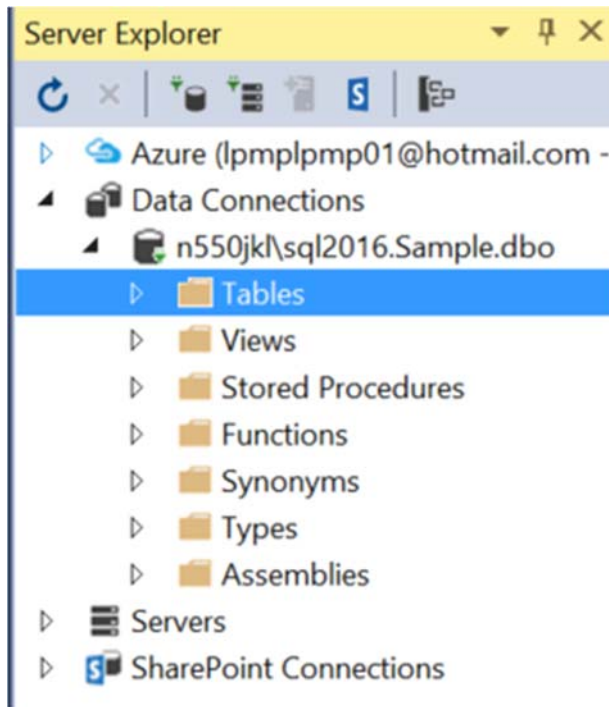
Browse...

Advanced...

Test Connection

OK

Cancel



### 3.2.2. Sample.dbml

ProjectName --> Right Click --> Add --> New Item...

--> Linq to SQL classes -->

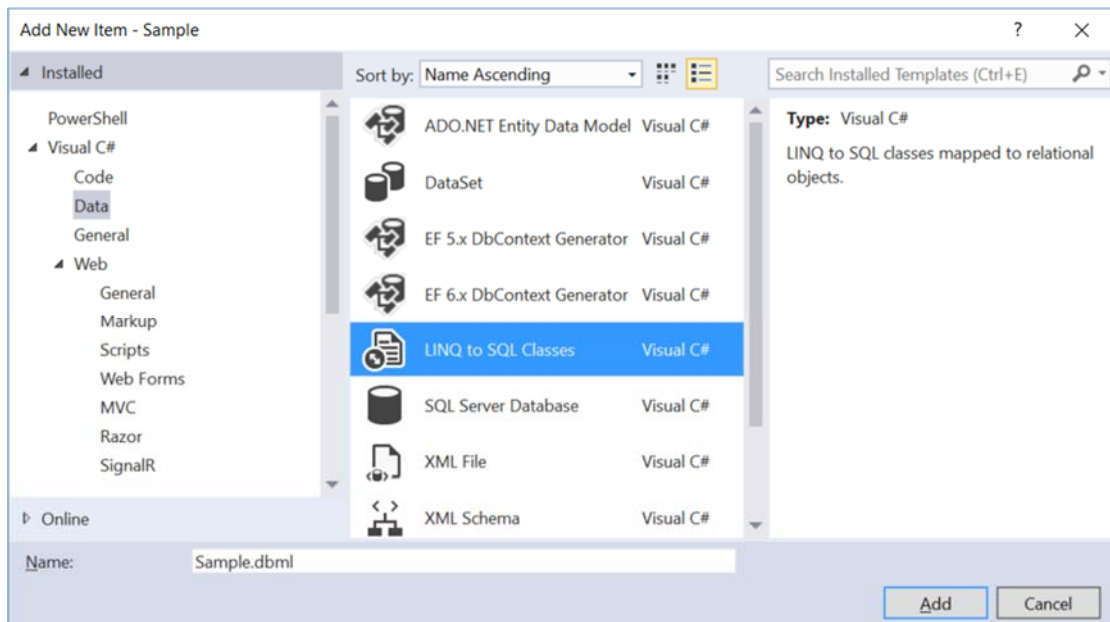
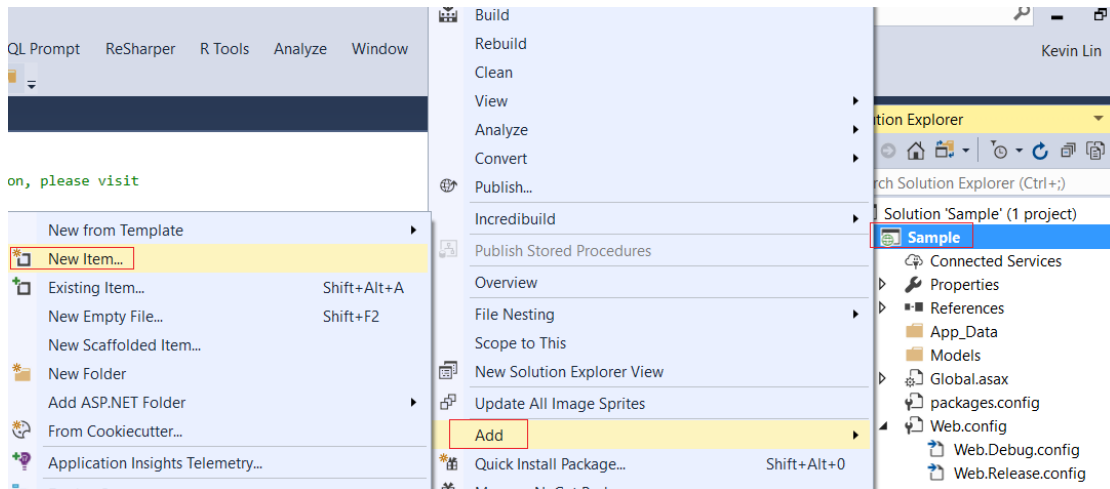
Name : **Sample.dbml**

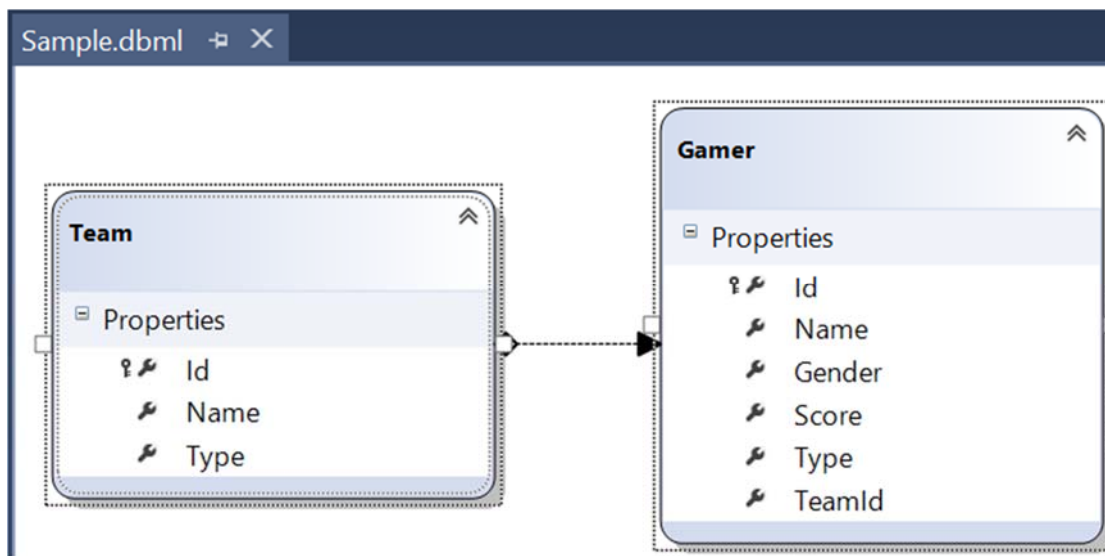
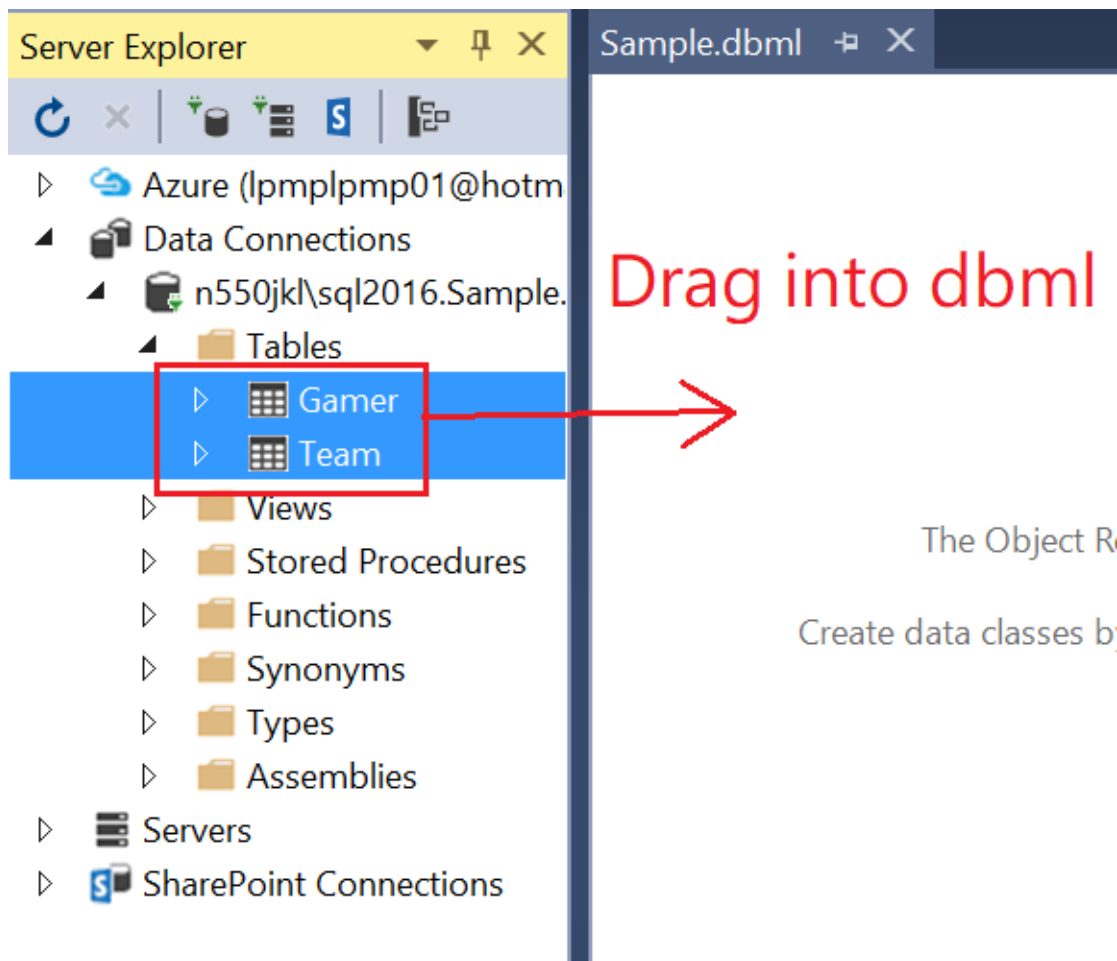
I name it as "Sample.dbml",

because I know this is for connection to "Sample" Database.

-->

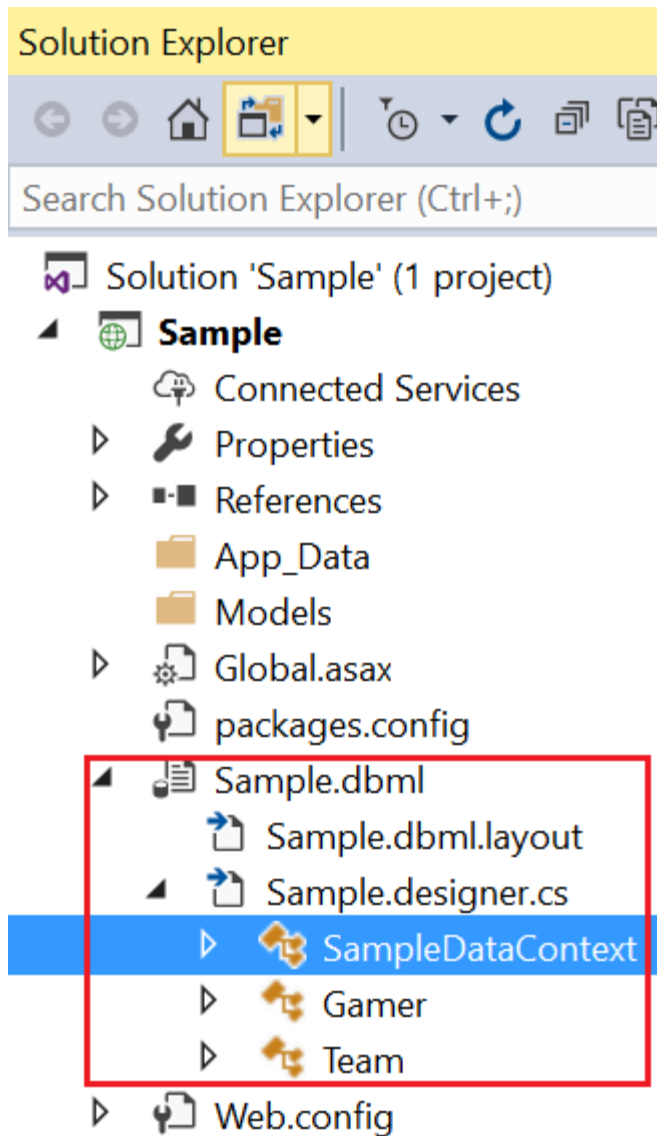
Drag Table from Server Explorer into DBML





Save the dbml, it will generate the following files.

The DataContext context is the entry point to database.



### 3.3. WebForm1.aspx

#### 3.3.1. WebForm1.aspx

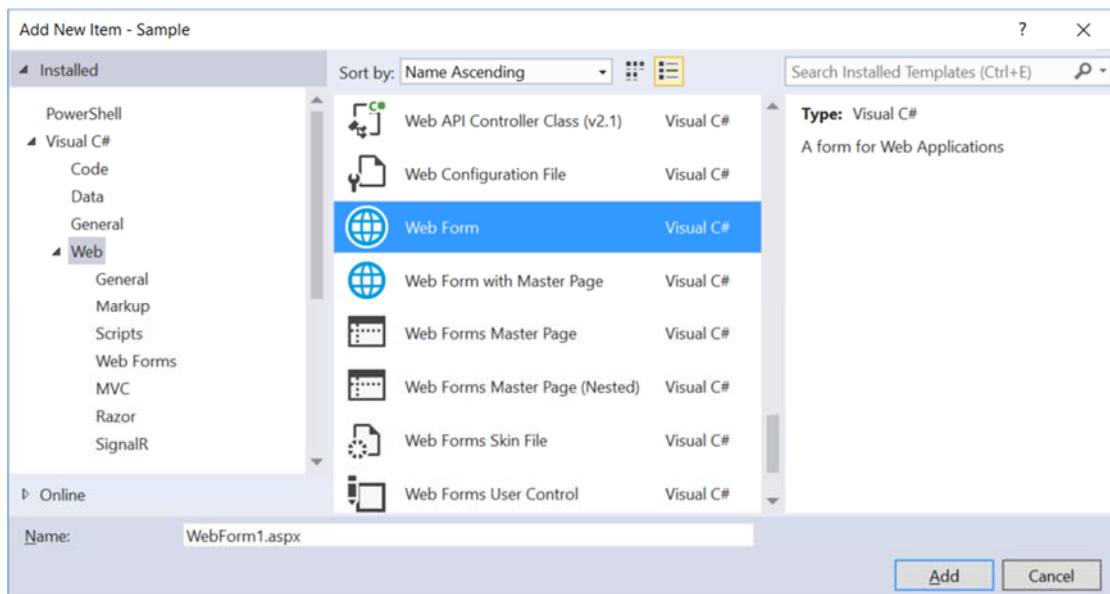
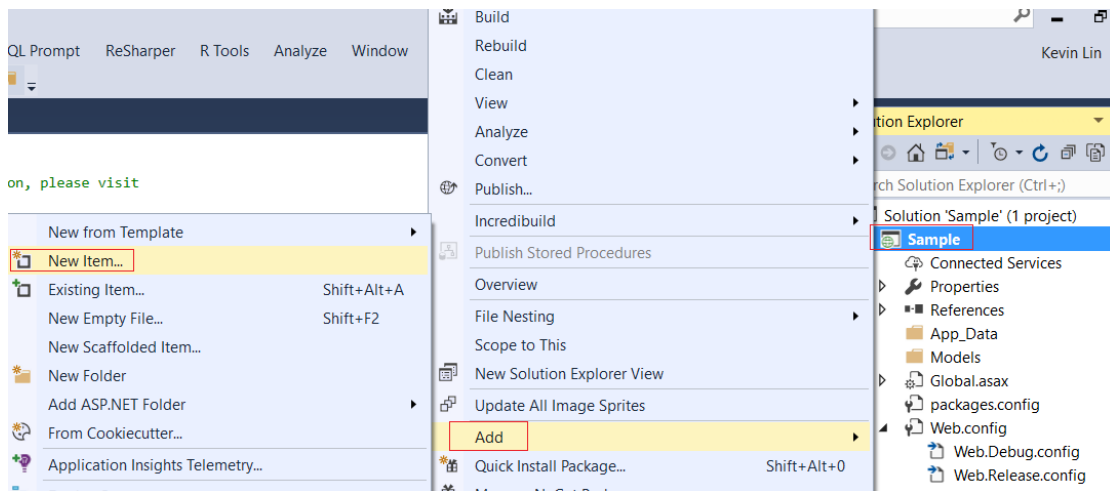
ProjectName --> Right Click --> Add --> New Item...

-->

**WebForm**

Name :

**WebForm1.aspx**



```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs" Inherits="
WebApplication1.WebForm1" %>

<!DOCTYPE html>

<html xmlns="http://www.w3.org/1999/xhtml">

<head runat="server">

    <title></title>

</head>

<body>

    <form id="form1" runat="server">
```



```

<div>

    <asp:GridView ID="gvTeams" runat="server" AutoGenerateColumns="False">

        <Columns>

            <asp:BoundField HeaderText="TeamId" DataField="Id" />

            <asp:BoundField HeaderText="TeamName" DataField="Name" />

            <asp:BoundField HeaderText="TeamType" DataField="Type" />

            <asp:TemplateField HeaderText="Gamers">

                <ItemTemplate>

                    <asp:GridView ID="gvGamers" runat="server"

                        AutoGenerateColumns="false"

                        DataSource='<%# Eval("Gamers") %>'>

                            <Columns>

                                <asp:BoundField DataField="Id" HeaderText="Id" />

                                <asp:BoundField DataField="Name" HeaderText="Name

" />

                                <asp:BoundField DataField="Gender" HeaderText="Ge

nder" />

                                <asp:BoundField DataField="Score" HeaderText="Sco

re" />

                                <asp:BoundField DataField="Type" HeaderText="Type

" />

                            </Columns>

                        </asp:GridView>

                    </ItemTemplate>

                </asp:TemplateField>

            </Columns>

        </asp:GridView>

        <br />

        <br />

        <asp:GridView ID="gvTeams2" runat="server" AutoGenerateColumns="False">

            <Columns>

                <asp:BoundField HeaderText="TeamId" DataField="Id" />

```

```

        <asp:BoundField HeaderText="TeamName" DataField="Name" />

        <asp:BoundField HeaderText="TeamType" DataField="Type" />

        <asp:TemplateField HeaderText="Gamers">

            <ItemTemplate>

                <asp:GridView ID="gvGamers2" runat="server"

                    AutoGenerateColumns="false"

                    DataSource='<%# Eval("Gamers") %>'>

                        <Columns>

                            <asp:BoundField DataField="Id" HeaderText="Id" />

                            <asp:BoundField DataField="Name" HeaderText="Name

" />

                            <asp:BoundField DataField="Gender" HeaderText="Ge

nder" />

                            <asp:BoundField DataField="Score" HeaderText="Sco

re" />

                            <asp:BoundField DataField="Type" HeaderText="Type

" />

                        </Columns>

                    </asp:GridView>

                </ItemTemplate>

            </asp:TemplateField>

        </Columns>

    </asp:GridView>

    <br />

    <br />

    <asp:Label ID="lbl3" runat="server" Text=""></asp:Label>

    <asp:GridView ID="gvTeams3" runat="server" AutoGenerateColumns="False">

        <Columns>

            <asp:BoundField HeaderText="TeamId" DataField="Id" />

            <asp:BoundField HeaderText="TeamName" DataField="Name" />

            <asp:BoundField HeaderText="TeamType" DataField="Type" />

            <asp:TemplateField HeaderText="Gamers">

```

```

        <ItemTemplate>

            <asp:GridView ID="gvGamers3" runat="server"

                AutoGenerateColumns="false"

                DataSource='<%# Eval("Gamers") %>'>

                <Columns>

                    <asp:BoundField DataField="Id" HeaderText="Id" />

                    <asp:BoundField DataField="Name" HeaderText="Name

" />

                    <asp:BoundField DataField="Gender" HeaderText="Ge

nder" />

                    <asp:BoundField DataField="Score" HeaderText="Sco

re" />

                    <asp:BoundField DataField="Type" HeaderText="Type

" />

                </Columns>

            </asp:GridView>

        </ItemTemplate>

    </asp:TemplateField>

</Columns>

</asp:GridView>

<br />

<br />

</div>

</form>

</body>

</html>

```

### 3.3.2. WebForm1.aspx.cs

```

using System;

using System.Data.Linq;

```

```

using System.Linq;

namespace WebApplication1
{
    public partial class WebForm1 : System.Web.UI.Page
    {
        protected void Page_Load(object sender, EventArgs e)
        {
            // 1. =====
            LazyLoading();

            // 2. =====
            EagerLoading();

            // 3. =====
            EagerLoading2();
        }

        // 1. =====
        private void LazyLoading()
        {
            using (SampleDataContext dbContext = new SampleDataContext())
            {
                ////Write the generated sql query to the Console window
                //dbContext.Log = Console.Out;

                //Write the generated sql query to the webform
                dbContext.Log = Response.Output;

                //IQueryable<Team> linqQuery =

                //    from team in dbContext.Teams

                //    select team;

                //Response.Write($"<br/>dbContext.GetCommand(linqQuery).CommandText<br/>{dbContext.GetCommand(linqQuery).CommandText}<br/><br/>");

                gvTeams.DataSource = dbContext.Teams;

                gvTeams.DataBind();
            }
        }

        // 2. =====

```

```

private void EagerLoading()
{
    using (SampleDataContext dbContext = new SampleDataContext())
    {
        Response.Write("<br/><br/>gvTeams2=====<br/>")
;

        //Write the generated sql query to the webform
        dbContext.Log = Response.Output;

        DataLoadOptions loadOptions = new DataLoadOptions();

        loadOptions.LoadWith<Team>(t => t.Gamers);
        dbContext.LoadOptions = loadOptions;
        gvTeams2.DataSource = dbContext.Teams;
        gvTeams2.DataBind();
    }
}

// 3. =====

private void EagerLoading2()
{
    using (SampleDataContext dbContext = new SampleDataContext())
    {
        var linqQuery = from team in dbContext.Teams

                        select new { Id = team.Id, Name=team.Name,
Type=team.Type, Gamers = team.Gamers };

        lbl3.Text
= $"<br/>dbContext.GetCommand(linqQuery).CommandText<br/>{dbContext.GetCommand(linqQ
uery).CommandText}<br/><br/>";

        gvTeams3.DataSource = linqQuery;
        gvTeams3.DataBind();
    }
}
}
}

```

Find: select Previous Next Options 9 matches

SELECT [t0].[Id], [t0].[Name], [t0].[Type] FROM [dbo].[Team] AS [t0] -- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0 SELECT [t0].[Id], [t0].[Name], [t0].[Gender], [t0].[Score], [t0].[Type], [t0].[TeamId] FROM [dbo].[Gamer] AS [t0] WHERE [t0].[TeamId] = @p0 -- @p0: Input Int (Size = -1; Prec = 0; Scale = 0) [1] -- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0 SELECT [t0].[Id], [t0].[Name], [t0].[Gender], [t0].[Score], [t0].[Type], [t0].[TeamId] FROM [dbo].[Gamer] AS [t0] WHERE [t0].[TeamId] = @p0 -- @p0: Input Int (Size = -1; Prec = 0; Scale = 0) [2] -- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0 SELECT [t0].[Id], [t0].[Name], [t0].[Gender], [t0].[Score], [t0].[Type], [t0].[TeamId] FROM [dbo].[Gamer] AS [t0] WHERE [t0].[TeamId] = @p0 -- @p0: Input Int (Size = -1; Prec = 0; Scale = 0) [3] -- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0 SELECT [t0].[Id], [t0].[Name], [t0].[Gender], [t0].[Score], [t0].[Type], [t0].[TeamId] FROM [dbo].[Gamer] AS [t0] WHERE [t0].[TeamId] = @p0 -- @p0: Input Int (Size = -1; Prec = 0; Scale = 0) [4] -- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0

gvTeams2

SELECT [t0].[Id], [t0].[Name], [t0].[Type], [t1].[Id] AS [Id2], [t1].[Name] AS [Name2], [t1].[Gender], [t1].[Score], [t1].[Type] AS [Type2], [t1].[TeamId], (SELECT COUNT(\*) FROM [dbo].[Gamer] AS [t2] WHERE [t2].[TeamId] = [t0].[Id]) AS [value] FROM [dbo].[Team] AS [t0] LEFT OUTER JOIN [dbo].[Gamer] AS [t1] ON [t1].[TeamId] = [t0].[Id] ORDER BY [t0].[Id], [t1].[Id] -- Context: SqlProvider(Sql2008) Model: AttributedMetaModel Build: 4.7.2556.0

TeamId	TeamName	TeamType	Gamers				
1	Team1_Guardian	Guardian	<b>Id</b>	<b>Name</b>	<b>Gender</b>	<b>Score</b>	<b>Type</b>
			1	Name1 ABC	Male	5000	Water
			5	Name5 NOP	Male	3000	Wood
2	Team2_Assassinator	Assassinator	<b>Id</b>	<b>Name</b>	<b>Gender</b>	<b>Score</b>	<b>Type</b>
			3	Name3 EFGH	Male	6500	Fire
			4	Name4 HIJKLMN	Female	45000	Water
3	Team3_Soldier	Soldier	<b>Id</b>	<b>Name</b>	<b>Gender</b>	<b>Score</b>	<b>Type</b>
			2	Name2 ABCDE	Female	4500	Fire
			6	Name6 PQRSTUWV	Male	4000	Earth
4	Team4_Civilian	Civilian					

TeamId	TeamName	TeamType	Gamers				
1	Team1_Guardian	Guardian	<b>Id</b>	<b>Name</b>	<b>Gender</b>	<b>Score</b>	<b>Type</b>
			1	Name1 ABC	Male	5000	Water
			5	Name5 NOP	Male	3000	Wood
2	Team2_Assassinator	Assassinator	<b>Id</b>	<b>Name</b>	<b>Gender</b>	<b>Score</b>	<b>Type</b>
			3	Name3 EFGH	Male	6500	Fire
			4	Name4 HIJKLMN	Female	45000	Water
3	Team3_Soldier	Soldier	<b>Id</b>	<b>Name</b>	<b>Gender</b>	<b>Score</b>	<b>Type</b>
			2	Name2 ABCDE	Female	4500	Fire
			6	Name6 PQRSTUWV	Male	4000	Earth
4	Team4_Civilian	Civilian					

dbContext.GetCommand(linqQuery).CommandText

SELECT [t0].[Id], [t0].[Name], [t0].[Type], [t1].[Id] AS [Id2], [t1].[Name] AS [Name2], [t1].[Gender], [t1].[Score], [t1].[Type] AS [Type2], [t1].[TeamId], (SELECT COUNT(\*) FROM [dbo].[Gamer] AS [t2] WHERE [t2].[TeamId] = [t0].[Id]) AS [value] FROM [dbo].[Team] AS [t0] LEFT OUTER JOIN [dbo].[Gamer] AS [t1] ON [t1].[TeamId] = [t0].[Id] ORDER BY [t0].[Id], [t1].[Id]

TeamId	TeamName	TeamType	Gamers				
1	Team1_Guardian	Guardian	<b>Id</b>	<b>Name</b>	<b>Gender</b>	<b>Score</b>	<b>Type</b>
			1	Name1 ABC	Male	5000	Water
			5	Name5 NOP	Male	3000	Wood
2	Team2_Assassinator	Assassinator	<b>Id</b>	<b>Name</b>	<b>Gender</b>	<b>Score</b>	<b>Type</b>
			3	Name3 EFGH	Male	6500	Fire
			4	Name4 HIJKLMN	Female	45000	Water
3	Team3_Soldier	Soldier	<b>Id</b>	<b>Name</b>	<b>Gender</b>	<b>Score</b>	<b>Type</b>
			2	Name2 ABCDE	Female	4500	Fire
			6	Name6 PQRSTUWV	Male	4000	Earth
4	Team4_Civilian	Civilian					

## 4. LazyLoading V.S. EagerLoading

1.

LazyLoading V.S. EagerLoading

Reference:

[https://msdn.microsoft.com/en-us/library/ji574232\(v=vs.113\).aspx](https://msdn.microsoft.com/en-us/library/ji574232(v=vs.113).aspx)

<https://stackoverflow.com/questions/97197/what-is-n1-select-query-issue>

## 1.1.

### LazyLoading

#### 1.1.1.

We retrieve just the amount of data that we need in a single query.

When we need more data, then it issues more queries to the database.

That means we might have to request the data from database many times,  
and this might cost the performance.

#### 1.1.2.

LazyLoading might cause N+1 select problem.

E.g.

One Team can have many Gamers.

One Gamer can have one Team.

This is One-to-Many relationship.

When we have N teams, and when we select for the Teams,

and then additional selects to retrieve the Gamers **belonging to each Team**.

**That means we have to request the data from database additional N times.**

**This is N+1 select problem.**

## 1.2.

### EagerLoading

We retrieve all data that we need in a single query,

and then be cached to improve the application performance.

That means we just have to request the data from database once,  
but this cost memory consumption.

## 1.3.

### Conclusion

#### 1.3.1.

If you need only Team data,

then "lazy loading" works best.

If you choose to use "Eager loading" in this case,  
it will cost memory consumption.

### 1.3.2.

However, if you need Team data and its Gamers data, then "Eager loading" works best.

If you choose to use "lazy loading" in this case, it will request the data from database too many times, this cost application performance.