Store Repository Entity Framework

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace StoreProject1 //DO NOT Change the namespace name
{
    class Program //DO NOT Change the class name
    {
        static void Main(string[] args)
        {
            //Implement code here
            Store store = new Store();
            StoreContext storeContext = new StoreContext();
            StoreRepository storeRepository = new StoreRepository(storeContext);
            StoreRepository storeRepository1= new StoreRepository(storeContext);

            Console.WriteLine("Enter Store Id");
            store.StoreId = Convert.ToInt32(Console.ReadLine());

            Console.WriteLine("Enter Store Name");
            store.StoreName = Console.ReadLine();

            Console.WriteLine("Enter Year of Opening");
            store.YearOfOpen = Convert.ToInt32(Console.ReadLine());

            Console.WriteLine("Enter Store Income");
            store.StoreIncome = Convert.ToInt32(Console.ReadLine());

            Console.WriteLine("Enter Location");
            store.Location = Console.ReadLine();

            storeRepository.InsertStore(store);
            IList<Store> stores = storeRepository.GetStoreList();
            foreach (Store st in stores)
            {
                Console.WriteLine(st);
            }
            Console.WriteLine(stores);
            Console.WriteLine("Get Store Details By Store Name");
            int id  = Convert.ToInt32(Console.ReadLine());
            Store store1 = storeRepository1.GetStoreByID(id);
            if (store1 != null)
            {
                Console.WriteLine(store1);
            }
            Console.WriteLine("Update Store Income");
            int id1 = Convert.ToInt32(Console.ReadLine());
            int income = Convert.ToInt32(Console.ReadLine());
            Store store2 = storeRepository1.UpdateStoreIncome(id1,income);
        }
    }
}
```

```csharp
using System;
using System.Collections.Generic;
using System.Data.Entity;
using System.Linq;

namespace StoreProject1                //DO NOT Change the namespace name
{
    public class StoreRepository        //DO NOT Change the class name
    {
        //DO NOT Change the variable or method signature. Add only the required code
inside the method.
        Store store = new Store();
        //StoreContext context = new StoreContext();
        private StoreContext context;

        public StoreRepository(StoreContext context)
        {
            //Implement code here
            this.context = context;
        }

        public IList<Store> GetStoreList()
        {
            //Implement code here
            DbSet<Store> store = context.Stores;
            IList<Store> stores = store.ToList<Store>();
            return stores;

        }

        public Store GetStoreByID(int storeId)
        {
            //Implement code here
            DbSet<Store> store = context.Stores;
            Store stores = store.Find(storeId);
            return stores;

        }

        public void InsertStore(Store store)
        {
            //Implement code here
            context.Stores.Add(store);
            Console.WriteLine("Details Added Successfully");
            context.SaveChanges();


        }

        public Store UpdateStoreIncome(int id, double income)
        {
            //Implement code here
            DbSet<Store> store = context.Stores;
            Store stores = store.Find(id);
            if (stores != null)
            {
                stores.StoreIncome = income;
                if (context.SaveChanges() > 0)
                {
                    Console.WriteLine("Updated Successfully");
```

```
                    }
                }

                return stores;


            }
        }
}

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Data.Entity;

namespace StoreProject1           //DO NOT Change the namespace name
{
    public class StoreContext : DbContext        //DO NOT Change the class name
    {
        //DO NOT Change the Context name 'DataConnection'
        public StoreContext() : base("DataConnection") { }


        //Declare 'Stores' of type Dbset and add neccessary declaration code.
        public virtual DbSet<Store> Stores { get; set; }
    }
}


//THIS CLASS IS FOR REFERENCE. YOU NEED NOT CHANGE
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using System.Text;
using System.Threading.Tasks;

namespace StoreProject1 //DO NOT Change the namespace name
{
    public class Store //DO NOT Change the class name
    {
        public int StoreId { get; set; }
        public String StoreName { get; set; }
        public double StoreIncome { get; set; }
        public int YearOfOpen { get; set; }
        public String Location { get; set; }

    }
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        }

        public Store UpdateStoreIncome(int id, double income)
        {
            //Implement code here
            DbSet<Store> store = context.Stores;
            Store stores = store.Find(id);
            if (stores != null)
            {
                stores.StoreIncome = income;
                if (context.SaveChanges() > 0)
                {
                    Console.WriteLine("Updated Successfully");
                }
            }

            return stores;
        }
    }
}


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