Program.cs

namespace JakubSzaredkoEFProducts

{

class Program

{

public static void Main(string[] args)

{

Console.WriteLine("Enter a new product name");

string productName = Console.ReadLine();

ProductContext productContext = new ProductContext();

Product product = new Product { ProductName = productName };

productContext.Products.Add(product);

productContext.SaveChanges();

Console.WriteLine("\nList of all products stored in the database:");

IQueryable<string> query = from prod in productContext.Products select prod.ProductName;

foreach (string pName in query)

{

Console.WriteLine(pName);

}

}

}

}

Product.cs

namespace JakubSzaredkoEFProducts

{

internal class Product

{

public int ProductID { get; set; }

public string ProductName { get; set; }

public int UnitsOnStock { get; set; }

}

}

ProductContext.cs

namespace JakubSzaredkoEFProducts

{

internal class ProductContext : DbContext

{

public DbSet<Product> Products { get; set; }

protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder)

{

base.OnConfiguring(optionsBuilder);

optionsBuilder.UseSqlite("Datasource=ProductsDatabase");

}

}

}

ProductsDatabase

sqlite > .tables

Products \_\_EFMigrationsHistory

sqlite> .schema Products

CREATE TABLE IF NOT EXISTS "Products" (

"ProductID" INTEGER NOT NULL CONSTRAINT "PK\_Products" PRIMARY KEY AUTOINCREMENT,

"ProductName" TEXT NOT NULL,

"UnitsOnStock" INTEGER NOT NULL

);

sqlite > PRAGMA table\_info(Products);

0 | ProductID | INTEGER | 1 || 1

1 | ProductName | TEXT | 1 || 0

2 | UnitsOnStock | INTEGER | 1 || 0

Uruchomienie końcowego programu

Graphical user interface, text, application

Description automatically generated