**To make seeder for individual classes or Models**

php artisan make:seeder UsersTableSeeder

php artisan make:seeder BlogPostsTableSeeder

php artisan make:seeder CommentsTableSeeder

We need to refactor code and move them to individual TableSeeder

before running it we need to use composer dump-autoload

**To load individual seeder**

*php artisan db:seed --class=UsersTableSeeder;*

**If you want to confirm whether user wants to refresh database or not**

in DatabaseSeeder.php

if($this->command->confirm('Do you want to refresh the database?')){

$this->command->call('migrate:fresh');

$this->command->info('Database refreshed');

}

If you want to confirm

**If users are given the chance to ask how many users they would want?**

$usersCount=(int)$this->command->ask('How many users you would like?',20);

factory(App\User::class)->states('john-doe')->create();

factory(App\User::class, $usersCount)->create();

**If we ask the User How many BlogPosts he/she wants to create?**

$blogPostsCount=(int)$this->command->ask('How many posts you would like to create?',15);

$users=App\User::all();

factory(App\BlogPost::class,$blogPostsCount)->make()->each(function($post) use ($users) {

$post->user\_id = $users->random()->id;

$post->save();

});

But there is a problem if we run this code it will not return any user

for that reason in

**UsersTableSeeder.php**

$usersCount=max((int)$this->command->ask('How many users you would like?',20),1);

If you want to create comments and give conditions if no blog posts exists no comments

$posts=App\BlogPost::all();

if($posts->count()===0){

$this->command->info('Since no Blog Posts exists no comments will be added');

return ;

}

$commentsCount=(int)$this->command->ask('How many posts you would like to create?',15);

factory(App\Comment::class, $commentsCount)->make()->each(function ($comment) use ($posts) {

$comment->blog\_post\_id = $posts->random()->id;

$comment->save();

});