# Entity Framework

Entity Framework (EF) is used to access our SQLLite database within the Player and Games Controllers.

EF manages the DB and creates migration files. This will not be needed to complete the activity.

# LINQ - .NET Language-Integrated Query

Linq is the way that we query sets of data. Allows us to sort a list, or add an element to that list, pull a single element from the list, etc.

Information: <https://msdn.microsoft.com/en-us/library/bb308959.aspx>

Reference: <https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/query-keywords>

Below is a list of provided function that will be helpful in completing the Ping Pong activity.

#### <Set>.Add(<object>)

Adds the object to the target table.

#### <Set>.Update(<object>)

Updates the object within the target table.

The object will need its [Key] value filled for the look up of the data to be updated. i.e. To update a player make sure the player.Id value is a value within the database.

#### <Set>.FirstOrDefault(table => table.element = <value>)

Returns the First (or default, usually null) object found where that object’s element equals the inputted <value>.

#### <Set>.OrderBy(table =>table.element)

# Javascript

#### $.ajax(xhr)

Sends an XML Http Request. xhr structure can be found within the code.

<https://www.w3schools.com/jquery/ajax_ajax.asp>