1. **MVC:**
   1. **Model:** Set of classes that describes the data we are working with and the business rules for how the data can be changed and manipulated
   2. **View:** Applications UI
   3. **Controller:** handles communication from the user, overall application flow and application-specific logic
2. **MVC features history:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **MVC1** | **MVC2** | **MVC3** | **MVC4** | **MVC5** | **MVC6** |
|  | UI helpers | Razor view engine | ASP.NET Web API | One ASP.NET |  |
|  | Scaffolding (automatic code generation) | Data annotations | Enhancements to default project templates | New web project experience |  |
|  | Attribute based model validation | Improved model validation | Mobile project template using jQuery mobile | ASP.NET identity |  |
|  | Strongly typed HTML helpers | Dependency resolution | Display modes | Bootstrap templates |  |
|  | Asynchronous controllers | Global action filters | Task support for asynchronous controllers | Attribute routing |  |
|  | Rendering subsections of a page | Unobstructive javascript | Bundling and minification | ASP.NET scaffolding |  |
|  |  | jQuery validation |  | Authentication filters |  |
|  |  | JSON binding |  | Filter overrides |  |
|  |  | NuGet |  |  |  |

1. **Important MVC features:**
   1. **One ASP.NET:** This eliminates the choice of choosing MVC or web forms before starting a project. You can add MVC to your project at any time.
   2. **ASP.NET identity system:** This facilitates membership login to MVC application. MVC5 has simplified this identity system so that it suits with all ASP.NET web applications (web forms, web pages, MVC applications, web API, SignalR etc)
   3. **Attribute routing:** To specify routes by placing annotations on your controller classes or action methods.
   4. **ASP.NET Scaffolding:** used to generate boilerplate code based on your model classes.
   5. **Authentication filters:** To control access by role or other custom logic. Difference between authentication and authorization
   6. **Filter override:** Filter overrides mean that you can exclude a controller or action from executing a global filter.
2. **Installing MVC 5 and creating applications:**
   1. **Requirements:**
      1. .NET 4.5
   2. Project templates
      1. Empty
      2. Web forms
      3. MVC
      4. Web API
      5. Single page application
      6. Facebook
      7. Azure mobile service
   3. Folder and core references
      1. Web forms
      2. MVC
      3. Web API
   4. Enabling unit testing
   5. Configuring authentication
      1. No authentication 🡪 for public websites
      2. Individual user accounts
      3. Organizational accounts 🡪 Used for accounts that authenticate via some form of Active Directory.
      4. Windows authentication 🡪 For intranet applications
3. **MVC Application structure:**

|  |  |  |
| --- | --- | --- |
| **S.NO** | **Directory** | **Description** |
| 1 | /Controllers |  |
| 2 | /Models |  |
| 3 | /Views |  |
| 4 | /Scripts | To store javascript files |
| 5 | /fonts | To store bootstrap fonts |
| 6 | /Content | CSS, images and other project files |
| 7 | /App\_Data | Data files we read or write |
| 8 | /App\_Start | Configuration files |

The above folder structure is not a mandatory or required one. It’s just a convention. Big projects split code among different projects to provide more flexibility.

1. **ASP.NET MVC and conventions:**
   1. **Controllers** ends with Controller suffix and are stored in Controllers directory
   2. **Views:** single views directory for all views of your application with controller as the folder name. **Ex:** ProductController has a corresponding view in /Views/Product directory.

**Chapter 2: Controllers**

1. **Controllers:** Controllers in MVC pattern are responsible for responding to user input, often making changes to the model in response to user input. In this way, Controllers are concerned with the flow of the application, working with data coming in, and providing data going out to the relevant view.

Chapter 3: Views

1. Supplying different view

*Public ActionResult About(){*

*return View(“MyNewAboutUs”);*

*}*

*Public ActionResult About(){*

*return View(“~/Views/Example/AboutUs.cshtml”);*

*}*

1. Strongly typed views:
   1. Strongly typed views allow us to set a Model type for a view.
   2. This allows us to send model object from controller to the view that’s strongly typed on both the ends, so we get the benefit of intellisense, compiler checking etc.
   3. We specify the model in the controller by the overloaded method of view()

**Method 1:**

In controller:

Public ActionResult List(){

var albums = new List<Album>();

for(int i=0;i<10;i++){

albums.Add(new Album{Title=”Album ”+i});

}

**return view(albums);**

}

In View:

@model IEnumerable<MVCMusicStore.Models.Album>

<ul>

@foreach(Album a in **Model**){

<li>@a.Title</li>

}

</ul>

**Method 2:**

In views we can use @using namespace to avoid fully qualified name

@using MVCMusicStore.Models

@model IEnumerable<Album>

**Method 3:**

Declare the name spaces which you often use in several views in web.config file within the views directory.

*<add namespace=”MVCMusicStore.Models”/>*

1. ViewBag, ViewData and ViewDatadictionary
   1. Both ViewBag and strongly typed models are passed to the view via ViewDataDictionary
   2. Technically all data is passed to the view from controller via a ViewDataDictionary(a specialized dictionary class) called ViewData.

ViewData[“CurrentTime”]=Datetime.Now;

* 1. ViewBag is a dynamic wrapper around ViewData.

ViewBag.CurrentTime=DateTime.Now;

Is same as

ViewData[“CurrentTime”]=DateTime.Now;

1. ViewModel (View soecific model)
   1. ViewModels are models designed to cater the requirement of a view usually made by combining more than one model with normal data types or even other models.

**Model:**

Public class ShoppingCartViewModel{

Public IEnumerable<Product> products {get;set;}

Public decimal CartTotal {get; set;}

Public string Message{get;set;}

}

**Controller:**

Public ActionResult Index(){

var products = new List<Product>();

for(int i=0; i<10 ; i++){

products.Add(new Product{Title=”Product ”+i, Price=1.13M\*i});

}

Var model=new ShoppingCartViewModel{

Products = products,

CartTotal=products.sum(p=>p.price),

Message= “Thanks for your business!”

};

return View(model);

}

**View:**

@model ShoppingCartViewModel

1. Adding a view:
   1. Rt.click in ActionMethod 🡪 Add View
   2. Templates: Create, delete, details, edit, empty, empty(without model), list
   3. Reference script libraries: inserts jQuery validation, unobtrusive jQuery validation library
   4. Layout page: By default the layout page is set in \_ViewStart.cshtml file. We can use this option to change the layout.
2. Razor view engine:

|  |  |  |  |
| --- | --- | --- | --- |
| Razor | Syntax | Description | Example |
| Implicit code expression | @ |  | @items.Length |
| Explicit code expression | @() |  | @(rootNamespace).Models |
| Escape sequence | @@ |  | I am going @@9:00 AM  Prints  Iam going @9:00 AM |
| HTML encoding |  | Razor expressions are automatically HTML encoded |  |
| Server side comment | @\*  \*@ | This is not printed to the HTML | @\*  I am a comment and am not visible in HTML (even in view page source)  \*@ |
|  |  |  |  |

1. Layouts
   1. Layouts are the template of a page which views use

Example:

**SiteLayout.cshtml**

<html>

<head><title**>@ViewBag.Title**</title></head>

<body>

<h1**>@ViewBag.Title**</h1>

<div class=”main-content**”>@RenderBody()**</div>

</body>

</html>

In the place of @RenderBody() the content in the views that use the layout will be replaced.

**Index.cshtml (View)**

@\*Specifying layout in the view\*@

@{

**Layout = “~Views/Shared/siteLayout.cshtml”**

ViewBag.Title =”Index”

}

* 1. A layout may have multiple sections. These sections are to be provided by the views that use this layout. We can make it optional by specifying required:false attribute to the @renderSection method.

**Example:**

**SiteLayout.cshtml**

<html>

<head><title**>@ViewBag.Title**</title></head>

<body>

<h1**>@ViewBag.Title**</h1>

<div class=”main-content**”>@RenderBody()**</div>

<div class=”footer”>**@RenderSection(“Footer”)**</div>

</body>

</html>

**Index.cshtml (View):**

@{

**Layout =”~Views/Shared/SiteLayout.cshtml”**

}

<p>this goes in place of @RenderBody()</p>

**@section Footer{**

<p>This is the footer supplied from Index</p>

}

**Note:** If we do not specify Footer section in the view, it will result in an exception stating that the section named “Footer” was not defined.

Optionally you can mention reuired:false attribute to the @RenderSection method to avoid this.

**Example:**

<div class=”footer”>@RenderSection(“Footer”, reuired:false)</div>

You can also mention default section if the section is not found in the included view as below

<div class=”footer”>

@if(IsSectionDefined(“Footer”)){

RenderSection(“Footer”);

}else{

<p>This is a default footer from SiteLayout.cshtml</p>

}

</div>

1. ViewStart
   1. ViewStart is a file which is placed in views directory or in sub directories of Views directory to execute common code.
   2. This is used to include common @Layout for set of views in the directory and in the subdirectories.

**Example:**

**\_ViewStart.cshtml**

@{

**Layout =”~Views/Shared/\_Layout.cshtml”**

}

* 1. Wherever it is placed the views in the directory and sub directories get the layout \_Layout.cshtml.
  2. Each view can override this by specifying the layout inside the view itself.

1. PartialView
   1. A partial view is just like a view which is rendered by the action method to update a part of the page.
   2. The main difference between a view and a partial view is that PartialView does not specify Layout. Even if the layout is specified in \_ViewStart.cshtml it is ignored.
   3. Action method calls partial view through **PartialView()** method.

Example:

Public ActionResult Message(){

ViewBag.Message=”this is a partial view!”;

return **PartialView()**;

}

* 1. Rendering partial view through

<div id=”result”></div>

@section scripts{

<script type=”text/javascript”>

$(function(){

**$(‘#result’).load(‘/home/message’);**

});

</script>

}

Chapter 4: Models

1. Scaffolding: Scaffolding can generate boilerplate code to create, read, update and delete (CRUD) functionality in an application. It can examine type definition for a model and then generate a controller, the controller’s associated views and in some cases data access classes as well.

Chapter 5: Forms and HTML Helpers

1. HTML helpers are useful to write HTML code (tags) wherein we maintain coordination between the model and the view that is used in the form; they help in giving correct names to the HTML elements.