MASTERING

Entity Framework Code First pproac





01

Introduction

What is Code First?

- An approach where you define your model classes first and then generate the database schema from these classes.
- Provides greater control over the database schema through C# code.

Advantages:

- Aligns with Domain-Driven Design (DDD).
- Simplifies database version control.
- Eases the migration and update process.





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Creating and Configuring Models

Basic Model Class:

```
public class Product

public int ProductId { get; set; }

public string Name { get; set; }

public decimal Price { get; set; }

}
```





Data Annotations:

```
public class Product
    {
 2
        [Key]
        public int ProductId { get; set; }
 4
 5
        [Required]
 6
        [MaxLength(100)]
        public string Name { get; set; }
 9
        [Range(0, 1000)]
10
        public decimal Price { get; set; }
11
12
    }
```

Fluent API:

```
protected override void OnModelCreating(ModelBuilder modelBuilder)

modelBuilder.Entity<Product>()

Property(p => p.Name)

IsRequired()

HasMaxLength(100);

}
```



Migrations and Database Updates

Adding a Migration:

```
// Adding a Migration:
   // Use the Package Manager Console
   Add-Migration InitialCreate
4
   // Or use the .NET CLI
   dotnet ef migrations add InitialCreate
```





Applying Migrations:

```
1  // Use the Package Manager Console
2  Update-Database
3
4  // Or use the .NET CLI
5  dotnet ef database update
6
```

Updating the Model:

Modify your model classes.

```
1  // Add a new migration:
2  Add-Migration AddNewColumn
3
4  // update the database
5  Update-Database
```



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Code First in Action

DbContext Class

```
public class ApplicationContext : DbContext
        public DbSet<Product> Products { get; set; }
 4
        protected override void OnConfiguring
                   (DbContextOptionsBuilder optionsBuilder)
 6
            optionsBuilder
            .UseSqlServer(@"Server=.;Database=CodeFirstDB;Trusted_Connection=True;");
        }
10
11
        protected override void OnModelCreating(ModelBuilder modelBuilder)
12
        {
13
            modelBuilder.Entity<Product>()
14
                 .Property(p => p.Name)
15
                 .IsRequired()
16
                 .HasMaxLength(100);
17
18
19
```



Usage:

```
using (var context = new ApplicationContext())
 2
    {
        var product = new Product
3
4
5
                         Name = "Laptop",
                         Price = 999.99M
6
        context.Products.Add(product);
8
        context.SaveChanges();
9
10
    }
```

