

# Defining One-to-Many Relationships

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# Module Overview



**Install a tool to visualize the data model**

**How EF Core interprets various one-to-many setups**

**The benefits of foreign key properties**

**Modify the entity classes**

**Seed related data**

**Use migrations to evolve the database to match modified model**

**Using mappings to guide EF Core when needed**



# Visualizing EF Core's Interpretation of Your Data Model

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# Reminder:

## How EF Core Determines Mappings to DB

### Conventions

Default assumptions

```
property name=column name
```

### Override with Fluent Mappings

Apply in DbContext  
using Fluent API

```
modelBuilder.Entity<Book>()  
    .Property(b => b.Title)  
    .HasColumnName("MainTitle");
```

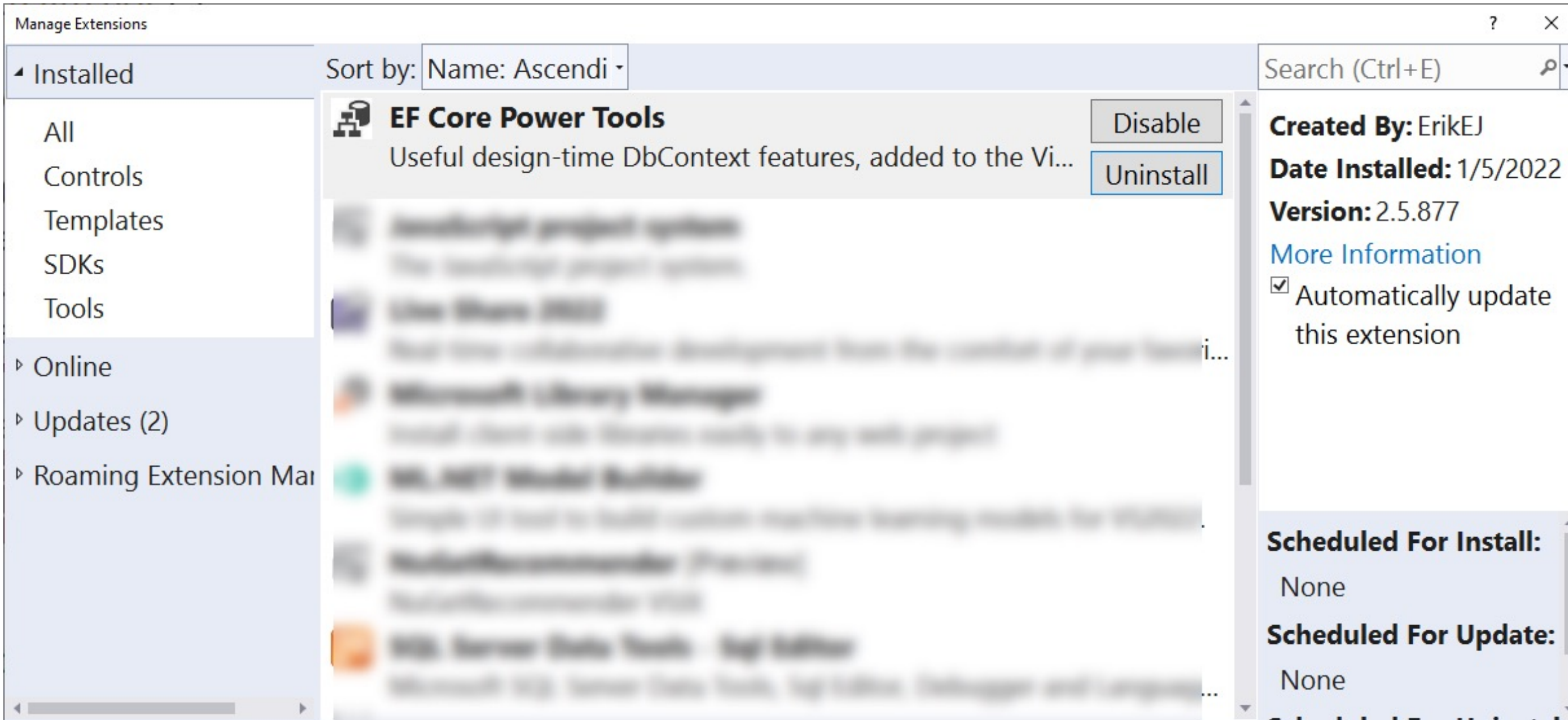
### Override with Data Annotations

Apply in entity

```
[Column("MainTitle")]  
public string Title{get;set;}
```



# EF Core Power Tools VS Extension



And open source at: [github.com/ErikEJ/EFCorePowerTools](https://github.com/ErikEJ/EFCorePowerTools)

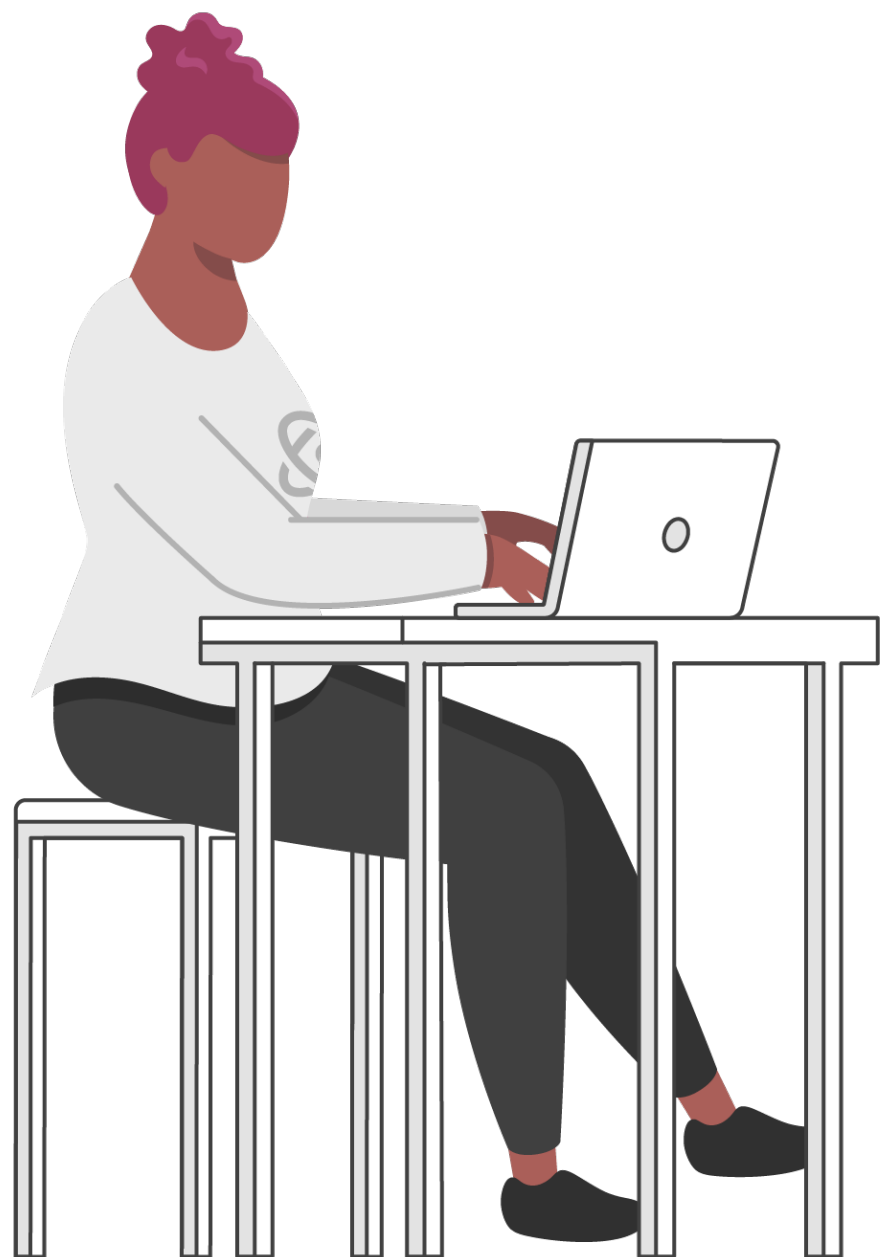


# Interpreting One-to-Many Relationships

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# One Author Can Have Many Books



# Convention Over Configuration

**Default behavior that can be overridden using configurations.**





# One-to-Many in the Database



Foreign Key Relationships

Selected Relationship:

FK\_Books\_Authors\_AuthorId

Editing properties for existing relationship.

- ✓ **(General)**
  - Check Existing Data On Creatio Yes
  - > Tables And Columns Specificat
- ✓ **Identity**
  - (Name) FK\_Books\_Authors\_AuthorId
  - Description
- ✓ **Table Designer**
  - Enforce For Replication Yes
  - Enforce Foreign Key Constraint Yes
  - > INSERT And UPDATE Specificat

Add Delete Close



# Shadow Properties

**Properties that existing the data model but not the entity class. These can be inferred by EF Core or you can explicitly define them in the DbContext.**



# Relationship Terminology

**Parent / Child**

**Principal / Dependent**



# Reference from parent to child is sufficient

```
public class Author
{
    public int Id { get; set; }
    public string FirstName { get; set; }
    public string LastName { get; set; }
    public List<Book> Books { get; set; }
}
```

```
public class Book
{
    public int Id { get; set; }
    public string Title { get; set; }
}
```

◀ **List<Child> in Parent**

- ◀ **This Child has no references back to Parent**
- ◀ **Foreign Key (e.g, AuthorId) will be inferred in database**

# Child has navigation prop pointing to Parent

```
public class Author
{
    public int Id { get; set; }
    public string FirstName { get; set; }
    public string LastName { get; set; }
    public List<Book> Books { get; set; }
}
```

```
public class Book
{
    public int Id { get; set; }
    public string Title { get; set; }
    public Author Author { get; set; }
}
```

◀ **List<Child> in Parent**

- ◀ **This child has a reference back to parent aka “Navigation Property”**
- ◀ **It already understands the one-to-many because of the parent’s List<Child>**
- ◀ **The reference back to parent aka “Navigation Property” is a bonus**
- ◀ **AuthorId FK will be inferred in the database**

# FK is recognized because of reference from parent

```
public class Author
{
    public int Id { get; set; }
    public string FirstName { get; set; }
    public string LastName { get; set; }
    public List<Book> Books { get; set; }
}
```

```
public class Book
{
    public int Id { get; set; }
    public string Title { get; set; }
    public int AuthorId { get; set; }
}
```

◀ **List<Child> in Parent**

◀ **AuthorId is recognized as foreign key for two reasons:**

- 1) the known relationship from parent
- 2) follows FK naming convention (type + Id)

# Child has navigation prop pointing to Parent & an FK

```
public class Author
{
    public int Id { get; set; }
    public string FirstName { get; set; }
    public string LastName { get; set; }
    public List<Book> Books { get; set; }
}
```

```
public class Book
{
    public int Id { get; set; }
    public string Title { get; set; }
    public Author Author { get; set; }
    public int AuthorId {get;set;}
}
```

◀ **List<Child> in Parent**

◀ **One to many is known because of List<Child>**

◀ **Navigation and FK are bonus**

# No detectable relationship

```
public class Author
{
    public int Id { get; set; }
    public string FirstName { get; set; }
    public string LastName { get; set; }
}
```

```
public class Book
{
    public int Id { get; set; }
    public string Title { get; set; }
    public int AuthorId {get;set;}
}
```

◀ **Parent has no knowledge of children**

◀ **This AuthorId property is just a random integer**





# You can achieve so much with mappings

Here's a peek at an example: mapping a relationship that is completely unconventional.



# Configuring a One-to-Many

When convention can't discover it because there are no references

**PubContext.cs**

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
{
    modelBuilder.Entity<Author>()
        .HasMany<Book>()
        .WithOne();
}
```

# Benefitting from Foreign Key Properties

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Foreign Key properties  
are your friends.

And sometimes, navigations  
are just in the way.



# Tying a Book to an Author the Easy Way

```
mybook.AuthorId=23
```





When/Why Ditch Navigation to the Parent?



# Considering the Parent Navigation Property

**Coming from  
earlier versions?**



**EF Core is now smarter about missing  
navigation data, but not in all scenarios.**

**Tip: Default to no  
navigation property**



**Only add it if your biz logic requires it!**





Why have FK property?





```
public class Book
{
    public int Id {get;set;}
    public string Title {get;set;}
    public Author Author {get;set;}
}
```

```
public class Book
{
    public int Id {get;set;}
    public string Title {get;set;}
    public Author Author {get;set;}
    public int AuthorId {get;set;}
}
```

```
public class Book
{
    public int Id {get;set;}
    public string Title {get;set;}
    public int AuthorId {get;set;}
}
```

- ◀ **Only a navigation property to Author**  
**You must have a samurai object in memory to connect a quote**

```
author.Books.Add(abook)
abook.Author=someauthor
```

- ◀ **With a foreign key property you don't need an Author object**

```
book.AuthorId=1
```

- ◀ **And you can even eliminate the navigation property if your logic doesn't need it.**





# Foreign Key Properties & HasData Seeding

HasData requires explicit primary and foreign key values to be set. With Authorld now in Book, you can seed book data as well.



```
modelBuilder.Entity<Author>().HasData(new Author {Id=1, FirstName="Julie", .. });  
modelBuilder.Entity<Book>().HasData(  
    new Book {BookId=1, AuthorId=1, Title="Programming Entity Framework"});
```

## Seeding Related Data

**Provide property values including keys from and foreign keys from “Parent”**

**HasData will get interpreted into migrations**

**Inserts will get interpreted into SQL**

**Data will get inserted when migrations are executed**



# My Author & Book Key Properties Use Different Naming Conventions!

That's not a recommended coding practice.  
Let's fix it.



# Changes to My Model



**Added AuthorId foreign key property to book**



**Added seed data for books via HasData in PubContext**



**Modified the Author's key property from *Id* to *AuthorId***



# Mapping Unconventional Foreign Keys

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EF Core should not drive how  
you design your business logic



# Configuring a Non-Conventional Foreign Key

FK is tied to a relationship, so you must first describe that relationship

**PubContext.cs**

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
{
    modelBuilder.Entity<Author>()
        .HasMany(a => a.Books)
        .WithOne(b => b.Author)
        .HasForeignKey(b => b.AuthorFK);
}
```



# Understanding Nullability and Required vs. Optional Principals

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By default, every dependent  
must have a principal, but  
EF Core does not enforce this





**Ooh! We should publish a book on all the funny things our pets do!**

**Now we'll have to find an author.**



# Allowing Optional Parent

```
public class Book
{ ...
    public int? AuthorId { get; set; }
}
```

```
modelBuilder.Entity<Author>()
    .HasMany(a => a.Books)
    .WithOne(b => b.Author)
    .HasForeignKey(b => b.AuthorId)
    .IsRequired(false);
```

```
modelBuilder.Entity<Author>()
    .HasMany(a => a.Books)
    .WithOne(b => b.Author)
    .HasForeignKey("AuthorId")
    .IsRequired(false);
```

◀ Specify the FK property is nullable

◀ Map the FK property as not required

◀ When FK property doesn't exist, map the inferred ("shadow") property as not required

## Summary



**Many ways to describe one-to-many that conventions will recognize**

**You can add mappings if those patterns don't align with your desired logic**

**Foreign keys are your friends**

**An unconventional FK name is a common “gotcha” which you can fix in mappings**

**Watch out for required principals!**

**Use the EF Core Power Tools to verify how EF Core will interpret the data model**



Up Next:  
Logging EF Core Activity and SQL

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# Resources



**Entity Framework Core on GitHub:** [github.com/dotnet/efcore](https://github.com/dotnet/efcore)



**EF Core Documentation:** [docs.microsoft.com/ef/core](https://docs.microsoft.com/ef/core)



**EF Core Power Tools Extension (model visualizer, scaffold and more):**  
<https://github.com/ErikEJ/EFCorePowerTools>



**EF Core 6.0: Fulfilling the Bucket List:** [codemag.com/Article/20100412](https://codemag.com/Article/20100412)

