CRUD using ASP.NET Core

Generic Layer Based Repository Architectural pattern

Author: Shahriar Biggo

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Introduction

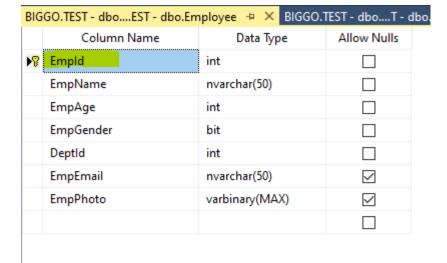
Prerequisite

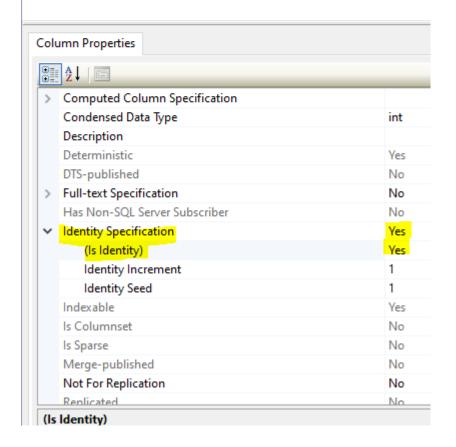
- 1. MS SQL SERVER
- 2. MS VISUAL STUDIO 19
- 3. ASP.NET CORE 3.0+

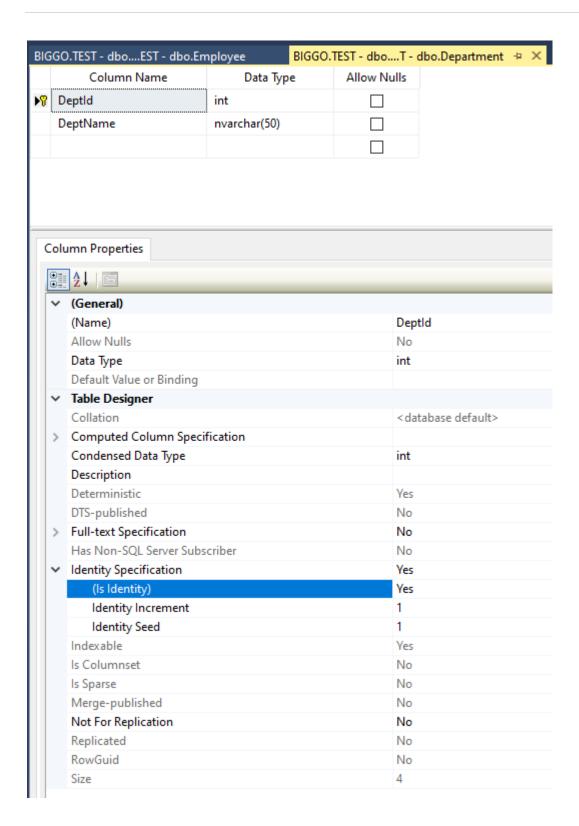
Create table

For reference we will take 2 tables. **Employee** and **Department**. Where there will be relation between employee and department table. To create the table, follow the instruction below.

- 1. We will use MS SQL Server for database.
- 2. Open Sql Server management studio.
- 3. Right click on **Tables** > New... > Table...
- 4. Insert column name and size of the field.
- 5. Set primary key and right click on the primary key. Go to properties.
- 6. Set Identity Specification Yes, (Is Identity) yes.
- 7. Save the table.

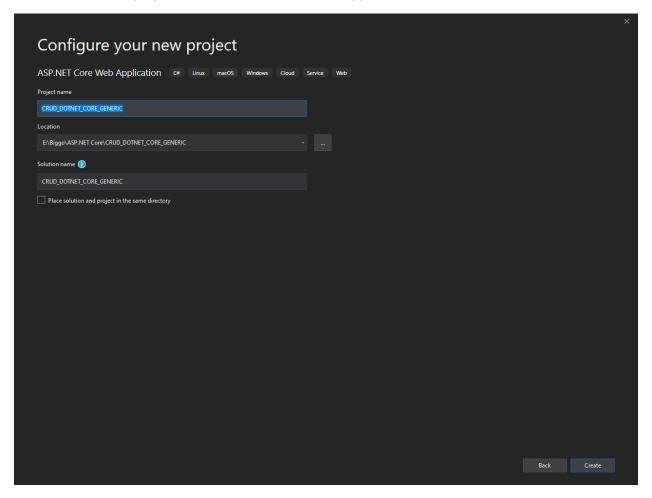






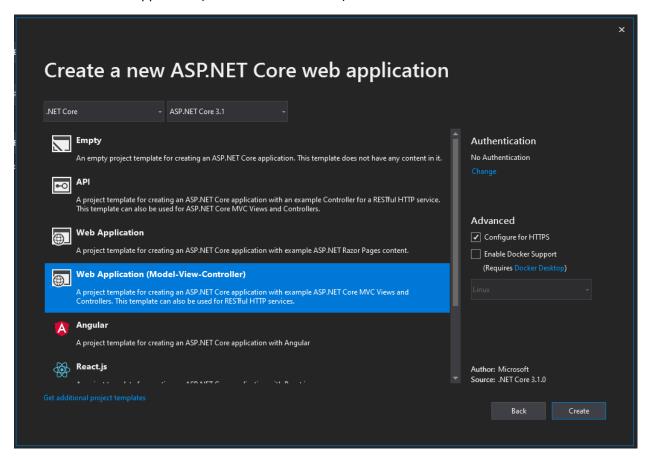
Crete Project

- Open MS Visual Studio 19, Make sure it has ASP.NET Core 3.0+ installed.
- ♦ Create new project. Select ASP.NET CORE Web Application



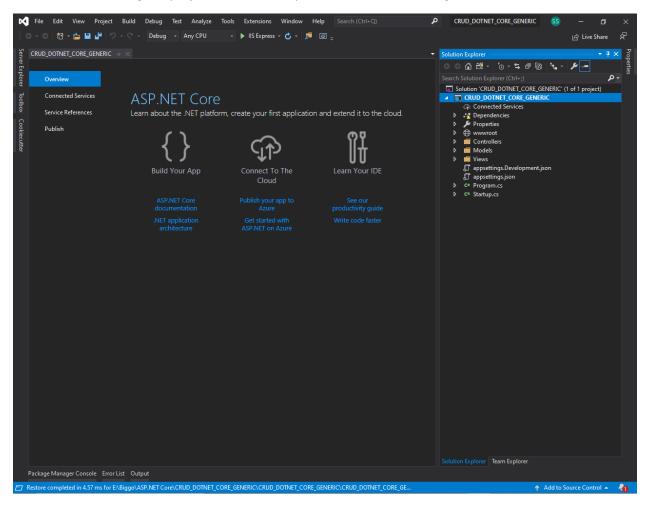
♦ Insert project and solution name. click on Create

◆ Select Web Application(Model-View-Controller)



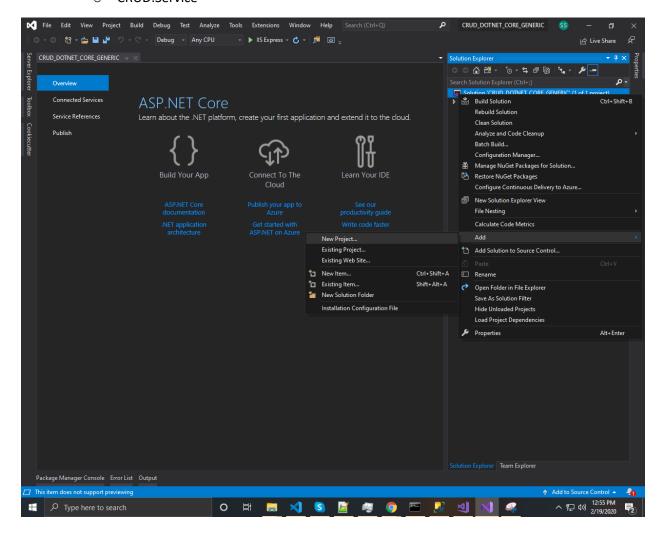
Click on create.

• After creating the project will be initially looked like the following screenshot

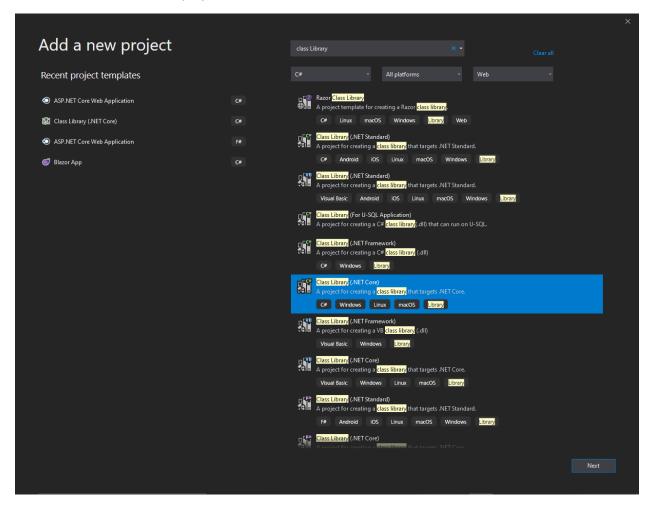


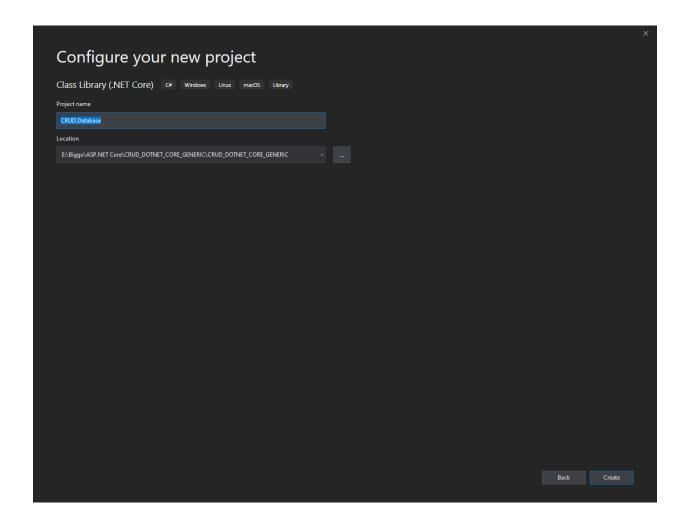
Create Class library

- ♦ Now to will create the layer for the project using class library project.
- ♦ Right click on the solution file. Add > New Project...
- We will use 4 class libraries.
 - o CRUD.Core
 - CRUD.Database
 - o CRUD.IOC
 - o CRUD.Service

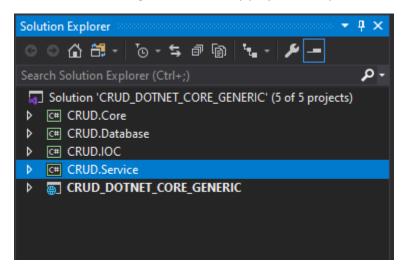


- ♦ Search for "Class Library". Select Class Library(.NET Core) C# project and click next.
- ♦ Insert name for the project.





• After creating all 4 class library project the layout will be look like following.



CRUD. Database Class library

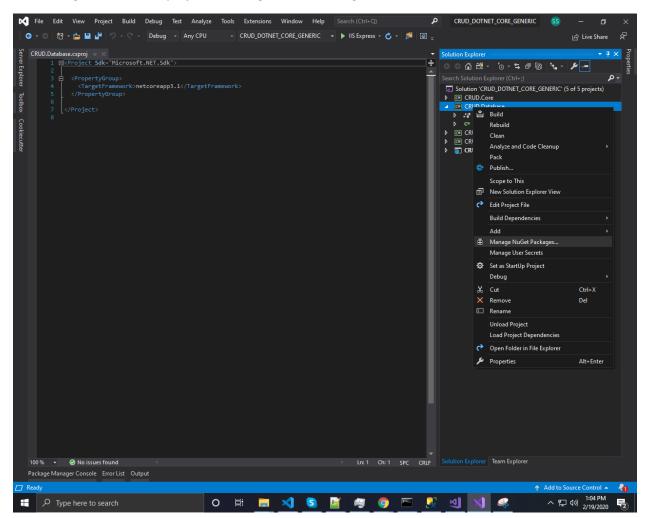
Purpose

- This class library project is the database layer AKA data access layer or DAL.
- ♦ We keep isolated the database from the main project.
- If any changes are required in the database, we just change in the class file and pass the .dll file the main project.

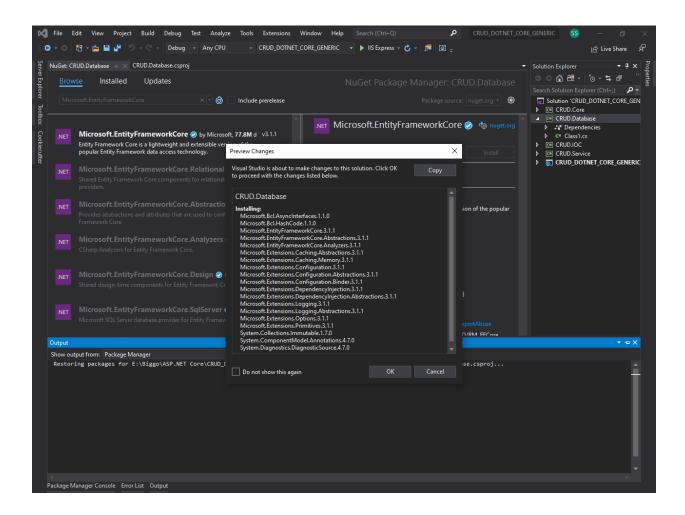
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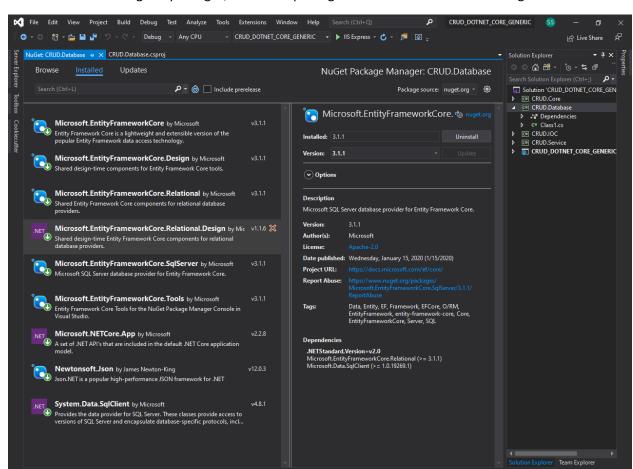
Adding Dependencies

- Right click on the CRUD.Database project. Set as startup project.
- ♦ Right click on the project > Manage NuGet Packages...



- ♦ Search for the following and install them
 - o Microsoft.EntityFrameworkCore
 - o Microsoft.EntityFrameworkCore.Design
 - $\circ \quad Microsoft. Entity Framework Core. Relational$
 - Microsoft.EntityFrameworkCore.Relational.Design
 - o Microsoft.EntityFrameworkCore.SqlServer
 - o Microsoft.EntityFrameworkCore.Tools
 - o Microsoft.NETCore.App
 - Newtonsoft.Json
 - o System.Data.SqlClient

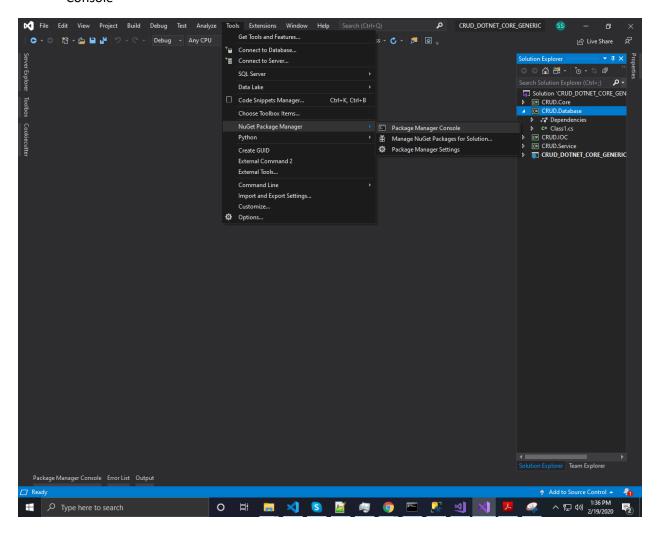




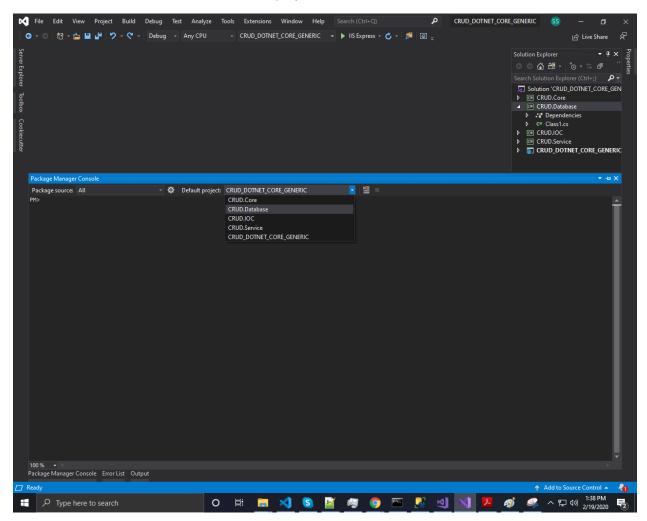
After installing the packages, the install packages will be look like the following.

EF Core. DB First Creating model from existing DB.

♦ Right click on the Database class library project > NuGet Package Manager > Package Manager Console



♦ Select CRUD.Databse as the default project.



Scaffold-DbContext

• Type the scaffold command in the console. And the output will be the following

```
PM> Scaffold-DbContext "Server=BIGGO;Database=TEST;User Id=sa;Password=SqlServer;Trusted_Connection=True;" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models -f -ContextDir Context -Context TESTContext Build started... Build succeeded.
```

After Build successful the database project will the look like the following.

```
File Edit View Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q)
                                                                                                                                 CRUD_DOTNET_CORE_GENERIC SS
  G → S 👸 → 🚰 💾 🗳 → C → Debug → Any CPU
                                                                                                 ▼ ▶ CRUD.Database ▼ 💍 ▼ 🎜 🙆 🚅 🔚 🖺 🖫
                                                                                                                                                        및 위계계 💂
                                                                                                                                                                            🖒 Live Share 🙎
                                         Employee.cs
                                                                                                                                                        ▼ Solution Explorer
                                                   → CRUD.Database.Context.TESTContext
                                                                                                                                                                 Using System;
| using Microsoft.EntityFrameworkCore; | using Microsoft.EntityFrameworkCore.Metadata;
                                                                                                                                                      Search Solution Explorer (Ctrl+;)
                                                                                                                                                            Solution 'CRUD_DOTNET_CORE_GEN
                using CRUD.Database.Models:
                                                                                                                                                            CRUD.Core

CRUD.Database
                                                                                                                                                              public partial class TESTContext : DbContext
                                                                                                                                                                 C= Department.cs
                                                                                                                                                              b C# Class1 cs
                                                                                                                                                              C# CRUD.Service
                                                                                                                                                              TRUD_DOTNET_CORE_GENERIC
                          public virtual DbSet<Employee> Employee { get; set; }
                             if (!optionsBuilder.IsConfigured)
                       ing To protect potentially sensitive information in your connection string, you should move it out of source code. See

optionsBuilder.UseSqlServer("Server=BIGGO;Database=TEST;User Id=sa;Password=SqlServer;Trusted Connection=Tru
                             modelBuilder.Entity<Department>(entity =>
                                 entity.Property(e => e.DeptName)
    .IsRequired()
    .HasMaxLength(50);
                             modelBuilder.Entity<Employee>(entity =>
               entity.HasKey(e ⇒ e.EmpId);

⊗ 0 △ 1 ← → | ﴿ ▼ ←
                                                                                                                           Ln: 1 Ch: 1 SPC CRLF Solution Explorer Team Explorer
   Package Manager Console Error List Output
```

SqlOption

• Create a class in CRUD.Database directory to get connection string from main project.

```
using System;

namespace CRUD.Database
{
    public class SqlOption
    {
       public string ConnectionString { get; set; }
    }
}
```

Edit the 'TESTContext'

◆ Add a new constructor that will provided connection string to other/main project.

```
public TESTContext(IOptions<SqlOption> connectionString)
{
    this._connectionString = connectionString.Value;
}
```

Edit OnConfiguring method

◆ Add the below line of code to get the connection string from appsettings.json file.

```
protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder)
{
    if (!optionsBuilder.IsConfigured)
    {
        //optionsBuilder.UseSqlServer("Server=BIGGO;Database=TEST;User
Id=sa;Password=SqlServer;Trusted_Connection=True;");
        optionsBuilder.UseSqlServer(this._connectionString.ConnectionString);
    }
}
```

Repository

- ◆ Create new directory named 'Repository'.
- We will create two separated class and two separated interface in the Repository directory as following.
 - IRawRepository.cs
 - IRepository.cs
 - RawRepository.cs
 - Repository.cs

IRawRepository

```
using System;
using System.Collections.Generic;
using System.Data.SqlClient;
using System.Text;

namespace CRUD.Database.Repository
{
    public interface IRawRepository
```

```
{
    int Count(params SqlParameter[] parm);
    List<TEntity> Get<TEntity>(params SqlParameter[] parm) where TEntity : class, new();
    List<TEntity> GetWithoutParam<TEntity>() where TEntity : class, new();
    TEntity GetSingle<TEntity>(params SqlParameter[] parm) where TEntity : class, new();
    List<TEntity> CallSP<TEntity>(params SqlParameter[] parm) where TEntity : class,
new();
    int CallSPW(params SqlParameter[] parm);
}
```

RawRepository

```
using CRUD.Database.Context;
using Microsoft.EntityFrameworkCore;
using System;
using System.Collections.Generic;
using System.Data;
using System.Data.Common;
using System.Data.SqlClient;
using System.Linq;
using System.Reflection;
using System.Text;
namespace CRUD.Database.Repository
    public class RawRepository : IRawRepository, IDisposable
        private readonly TESTContext _context;
        private readonly string _sql;
        private readonly DbConnection _connection;
        private bool _disposed;
        //Openning connection using Dependency injection
        public RawRepository(TESTContext context, string sql)
            _context = context;
            _sql = sql;
             _connection = _context.Database.GetDbConnection();
            if(_connection.State!= ConnectionState.Open)
                _connection.Open();
        //counter of an Entity
        public int Count(params SqlParameter[] parm)
            int count = 1;
            //using (var connection = _context.Database.GetDbConnection())
            //connection.Open();
            using (var command = _connection.CreateCommand())
                command.CommandText = _sql;
                command.Parameters.AddRange(parm);
                var reader = command.ExecuteReader();
                while(reader.Read())
                    count = reader.GetInt16(0);
                //connection close
                reader.Close();
            return count;
        //Convert Value
        private T ConvertValue<T, U>(U value) where U : IConvertible
            return (T)Convert.ChangeType(value, typeof(T));
        //reader
        private TEntity reader<TEntity>(DbDataReader reder) where TEntity : class, new()
            var obj = new TEntity();
```

```
Type t = obj.GetType();
            foreach (PropertyInfo propInfo in t.GetProperties())
                if (propInfo.PropertyType.IsClass)
                    object propVal = propInfo.GetValue(obj, null);
                    //setValsRecursive(propVal, value);
                if (Enumerable.Range(0, reder.FieldCount).Any(i => string.Equals(reder.GetName(i),
propInfo.Name, StringComparison.OrdinalIgnoreCase)) && reder[propInfo.Name] != DBNull.Value)
                    propInfo.SetValue(obj, reder[propInfo.Name], null);
            return obj;
        //Get Data with parameters
        public List<TEntity> Get<TEntity>(params SqlParameter[] parm) where TEntity : class, new()
            List<TEntity> data = new List<TEntity>();
            Type obj = new TEntity().GetType();
            using(var command = _connection.CreateCommand())
                command.CommandText = _sql;
command.Parameters.AddRange(parm);
                var reader = command.ExecuteReader();
                while(reader.Read())
                    data.Add(reader<TEntity>(reader));
                //connection close
                reader.Close();
            return data;
        //Get Data without param
        public List<TEntity> GetWithoutParam<TEntity>() where TEntity : class, new()
            List<TEntity> data = new List<TEntity>();
            Type obj = new TEntity().GetType();
            using(var command = _connection.CreateCommand())
                command.CommandText = _sql;
                var reader = command.ExecuteReader();
                while(reader.Read())
                    data.Add(reader<TEntity>(reader));
                //close connection
                reader.Close();
            return data;
        //Get Single Data
        public TEntity GetSingle<TEntity>(params SqlParameter[] parm) where TEntity : class, new()
            int rowCount = 0;
            TEntity data = new TEntity();
            Type obj = new TEntity().GetType();
            using(var command = _connection.CreateCommand())
                command.CommandText = _sql;
                var reader = command.ExecuteReader();
                while(reader.Read())
```

```
if(rowCount > 0)
                 throw new Exception();
             data = (reader<TEntity>(reader));
            rowCount++;
        //close conneciton
        reader.Close();
    return data;
//Fetch list of data calling from SP
public List<TEntity> CallSP<TEntity>(params SqlParameter[] parm) where TEntity : class, new()
    List<TEntity> data = new List<TEntity>();
    Type obj = new TEntity().GetType();
    using(var command = _connection.CreateCommand())
        command.CommandText = _sql;
command.Parameters.AddRange(parm);
        var reader = command.ExecuteReader();
        while(reader.Read())
            data.Add(reader<TEntity>(reader));
        //close connection
        reader.Close();
    return data;
//SP check
public int CallSPW(params SqlParameter[] parm)
    using(var command = _connection.CreateCommand())
        command.CommandText = _sql;
command.CommandType = CommandType.StoredProcedure;
        var reader = command.ExecuteReader();
        while(reader.Read())
            var res = reader["result"];
        //close connection
        reader.Close();
    return 1;
//dispose
public void Dispose()
    Dispose(true);
    GC.SuppressFinalize(this);
public virtual void Dispose(bool disposing)
    if (!_disposed)
        if (disposing)
                (_connection.State == ConnectionState.Open)
                 _connection.Close();
```

IRepository

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Linq.Expressions;
using System.Text;
namespace CRUD.Database.Repository
    public interface IRepository<TEntity>
        int Count(Expression<Func<TEntity, bool>> filter);
        IEnumerable<TEntity> Get(Expression<Func<TEntity, bool>> filter);
        IEnumerable<TEntity> GetQuery(Expression<Func<TEntity, bool>> filter);
        TEntity GetSingle(Expression<Func<TEntity, bool>> filter);
        TEntity GetFirstOrDefault(Expression<Func<TEntity, bool>> filter);
        IEnumerable<TEntity> GetAll();
        IQueryable<TEntity> GetQueryAll();
        void Insert(TEntity entity);
        void Update(TEntity entity);
        void Delete(TEntity entity);
        void Delete(Expression<Func<TEntity, bool>> filter);
        //RawSqlRepository GetParsedOrDefaultValue(string sql);
```

Repository

```
using CRUD.Database.Context;
using Microsoft.EntityFrameworkCore;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Linq.Expressions;
using System.Text;
using CRUD.Database.Models;
namespace CRUD.Database.Repository
    public class Repository<TEntity> : IRepository<TEntity>
        where TEntity : class
        private readonly TESTContext _context;
        private readonly DbSet<TEntity> _entities;
        public Repository(TESTContext context)
            _context = context;
            _entities = context.Set<TEntity>();
        public int Count(Expression<Func<TEntity, bool>> filter)
            return _entities.Count(filter);
        public IEnumerable<TEntity> Get(Expression<Func<TEntity, bool>> filter)
            return GetQuery(filter).ToList();
        public IEnumerable<TEntity> GetQuery(Expression<Func<TEntity, bool>> filter)
            return _entities.Where(filter);
        public TEntity GetFirstOrDefault(Expression<Func<TEntity, bool>> filter)
            return Get(filter).FirstOrDefault();
        public TEntity GetSingle(Expression<Func<TEntity, bool>> filter)
            return Get(filter).Single();
        public IEnumerable<TEntity> GetAll()
            return GetQueryAll().ToList();
        public IQueryable<TEntity> GetQueryAll()
            return _entities;
        public void Insert(TEntity entity)
            if (entity == null)
                throw new ArgumentNullException(nameof(entity));
```

```
_entities.Add(entity);
public void Update(TEntity entity)
    if (entity == null)
        throw new ArgumentNullException(nameof(entity));
    try
        _context.Set<TEntity>().Attach(entity);
    catch (Exception e)
        _context.Entry(entity).State = EntityState.Detached;
        _context.Set<TEntity>().Attach(entity);
    _context.Entry(entity).State = EntityState.Modified;
public void Delete(TEntity entity)
    if (entity == null)
        throw new ArgumentNullException(nameof(entity));
    _entities.Remove(entity);
public void Delete(Expression<Func<TEntity, bool>> filter)
    foreach (var entity in Get(filter))
        Delete(entity);
//public RawSqlRepository GetParsedOrDefaultValue(string sql)
//return new RawSqlRepository(_context, sql);
//}
```

UnitOfWork

- ♦ Create new directory named 'UnitOfWork'.
- We will create one class and one interface in the UnitOfWork directory as following.
 - o IUnitOfWork.cs
 - o UnitOfWork.cs

IUnitOfWork

```
using CRUD.Database.Repository;
using System;
using System.Collections.Generic;
using System.Text;

namespace CRUD.Database.UnitOfWork
{
    public interface IUnitOfWork
    {
       void Save();

      IRepository<TData> Repository<TData>() where TData : class;
      IRawRepository Repository(string sql);
    }
}
```

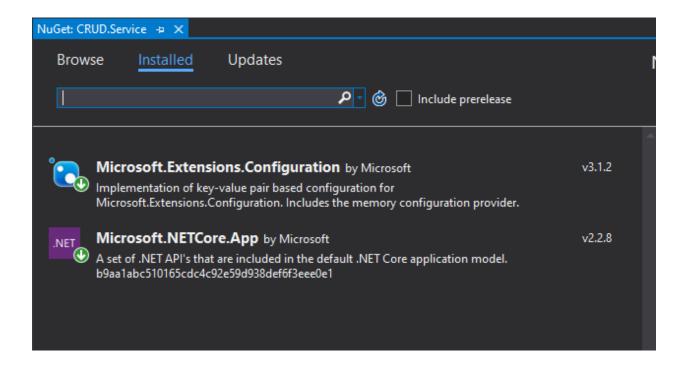
CRUD.Service class library

Purpose

- ♦ This layer is known as all Business layer.
- ♦ This class library has all the business logic.

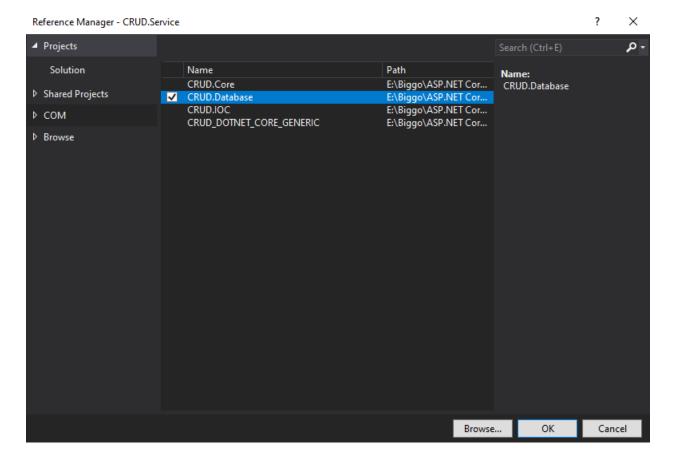
Adding Dependencies

- ♦ Right click on the project > Manage NuGet Packages...
- Search for the following and install them
 - o Microsoft.Extensions.Configuration
 - Microsoft.NETCore.App



Adding reference

- ♦ Add reference of CRUD.Database to the CRUD.Service class library project.
- Right click on the Dependencies add reference and tick 'CRUD.Database' and click OK.



AppSettings.cs

• Create a class named 'AppSettings.cs' where we can fetch the connection string from the main application.

Interface

- Create directory named 'Interface'
- In this directory all the implementation of the project will be declared.
- ◆ This follows *Interfaces Segregation Principle* of the **SOLID** principles.
- ♦ We will create two interface named 'IDepartmentService' and 'IEmployeeService' where the business logics of the projects will be declared but not implemented.

IDepartmentService.cs

- ◆ Right click on the department directory and add two interface named 'IDepartmentService.cs' and 'IEmployeeService.cs'. you can add as many interface as per your requirement.
- ♦ Add the following lines of code or customize them on your need.

```
using CRUD.Database.Models;
using System;
using System.Collections.Generic;
using System.Text;

namespace CRUD.Service.Interface
{
    public interface IDepartmentService
    {
        List<Department> GetAllDepartments();
        Department GetDepartmentId(int id);
        Department GetDepartmentByName(string name);
        void CreateDepartment(Department department);
        void UpdateDepartment(Department department);
}
```

IEmployeeService

```
using CRUD.Database.Models;
using System;
using System.Collections.Generic;
using System.Text;

namespace CRUD.Service.Interface
{
    public interface IEmployeeService
    {
        List<Employee> GetAllEmployees();
        Employee GetEmployeeById(int id);
        Employee GetEmployeeByname(string name);
        void CreateEmployee(Employee employee);
        void UpdateEmployee(Employee employee);
        void DeleteEmployee(Employee employee);
    }
}
```

Implementation

- ♦ Create directory named 'Implementation'
- In this directory all the implementation which were declared on the interface will be implemented.
- ♦ This follows the 'Dependency Inversion Principle' of the SOLID principles.
- ♦ We will create two class named 'DepartmentService.cs' and " which will inherit the declaration from the interface that were created before.

DepartmentService

```
using CRUD.Database.Models;
using CRUD.Database.UnitOfWork;
using CRUD.Service.Interface;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
namespace CRUD.Service.Implementation
    public class DepartmentService : IDepartmentService
        private readonly IUnitOfWork _unitOfWork;
        private AppSettings _appSettings;
        public DepartmentService(IUnitOfWork unitOfWork, AppSettings appSettings)
            _unitOfWork = unitOfWork;
            _appSettings = appSettings;
        public List<Department> GetAllDepartments()
            var list = _unitOfWork.Repository<Department>().GetAll().ToList();
            return list;
        public Department GetDepartmentId(int id)
            return _unitOfWork.Repository<Department>().GetFirstOrDefault(a => a.DeptId == id);
        public Department GetDepartmentByName(string name)
             return _unitOfWork.Repository<Department>().GetFirstOrDefault(a => a.DeptName.Trim() == name.Trim());
        public void CreateDepartment(Department department)
             _unitOfWork.Repository<Department>().Insert(department);
            _unitOfWork.Save();
        public void UpdateDepartment(Department department)
             _unitOfWork.Repository<Department>().Update(department);
            _unitOfWork.Save();
```

EmployeeService

```
using CRUD.Database.Models;
using CRUD.Database.UnitOfWork;
using CRUD.Service.Interface;
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
namespace CRUD.Service.Implementation
    public class EmployeeService : IEmployeeService
        private readonly IUnitOfWork _unitOfWork;
        private AppSettings _appSettings;
        public EmployeeService(IUnitOfWork unitOfWork, AppSettings appSettings)
            _unitOfWork = unitOfWork;
            _appSettings = appSettings;
        public List<Employee> GetAllEmployees()
            var list = _unitOfWork.Repository<Employee>().GetAll().ToList();
            return list;
        public Employee GetEmployeeById(int id)
            return _unitOfWork.Repository<Employee>().GetFirstOrDefault(a => a.EmpId == id);
        public Employee GetEmployeeByname(string name)
            return _unitOfWork.Repository<Employee>().GetFirstOrDefault(a => a.EmpName.Trim() ==
name.Trim());
        public void CreateEmployee(Employee employee)
            _unitOfWork.Repository<Employee>().Insert(employee);
            _unitOfWork.Save();
        public void UpdateEmployee(Employee employee)
            _unitOfWork.Repository<Employee>().Update(employee);
            unitOfWork.Save();
        public void DeleteEmployee(Employee employee)
            _unitOfWork.Repository<Employee>().Delete(employee);
            _unitOfWork.Save();
```

CRUD DOTNET CORE GENERIC

Purpose

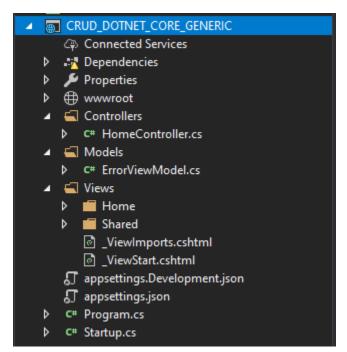
- ♦ This is the main project.
- We kept isolated the Data Access Layer and Business Layer in different class library project.
- We will add the reference of the Data Access Layer and Business Layer in this project.
- ♦ Here we have Models, Views and Controller.
- Besides we have wwwroot folder where we keep all the libraries of css and javascripts.
- If we started the project with angular we had a directory named 'src' where we need to implement the front end logic.
- But as we're using razor view, we will stick to .cshtml files.

Scope of improvement

- ♦ CORS policy.
- Adding JWT.
- ♦ Exposing APIs.
- ♦ Adding Symmetric or Asymmetric encryption.
- ♦ Adding Swagger tools for documenting APIs built on ASP.NET Core

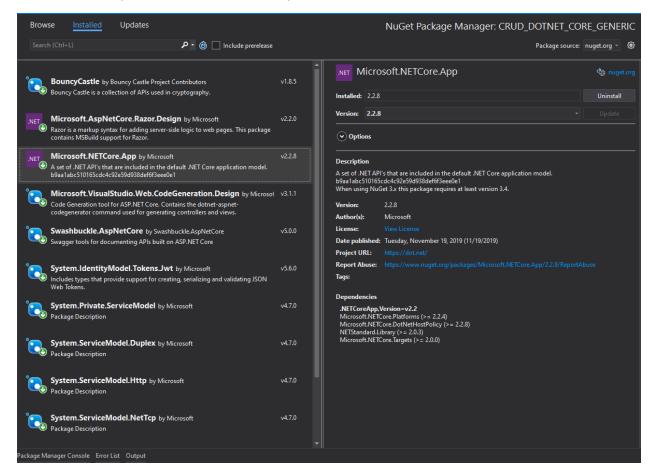
Default Project Structure

• The following screenshot is the default project structure of the project.



Adding Dependencies

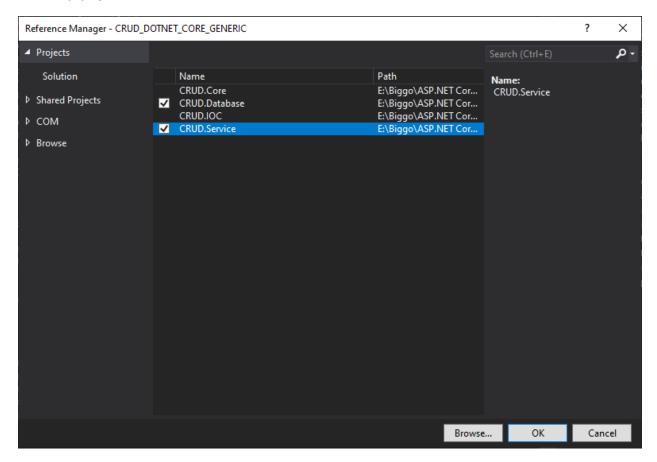
- Right click on the project > Manage NuGet Packages...
- Search for the following and install them
 - BouncyCastle
 - Microsoft.AspNetCore.Razor.Design
 - Microsoft.NETCore.App
 - Microsoft.VisualStudio.Web.CodeGeneration.Design
 - Swashbuckle.AspNetCore
 - System.IdentityModel.Tokens.Jwt
 - o System.Private.ServiceModel
 - System.ServiceModel.Duplex
 - o System.ServiceModel.Http
 - System.ServiceModel.NetTcp
 - System.ServiceModel.Security



 If you face problem any problem regarding build remove the 'Microsoft.AspNetCore.Razor.Design' from the NuGet package manager.

Adding Reference

- ♦ Add reference of CRUD.Database and CRUD.Service class library project.
- ♦ Right click on the Dependencies add reference and tick 'CRUD.Database', 'CRUD.Service' and click OK.



Author: Shahriar Biggo

Modify appsettings.json file

connection String

• Write connection string in the appsettings.json file. The code is given below.

```
"SqlOption": {
    "ConnectionString": "Server=BIGGO;Database=TEST;User
Id=sa;Password=SqlServer;Trusted_Connection=True;"
    }
}
```

Updating Startus.cs file

Updating ConfigureServices

♦ Add the following lines of code

```
//get connection string
services.AddDbContext<TESTContext>(options =>
options.UseSqlServer(Configuration["SqlOption:ConnectionString"]));
//Add IConfiguration to the ConfigureServices
services.AddSingleton<IConfiguration>(Configuration);
//Add AppSettings from CRUD.Service. Reference will be imported with ctrl+.
services.AddSingleton<AppSettings>();
//Add Unit of work from CRUD.Database.UnitOfWork.
services.AddTransient<IUnitOfWork, UnitOfWork>();
//Add the interfaces and Implementation classes in the service. The purpose of adding
//these is for to use DI(Dependency Injection).
services.AddTransient<IEmployeeService, EmployeeService>();
services.AddTransient<IDepartmentService, DepartmentService>();
//Getting Connection string from appsettings.json
var section = Configuration.GetSection("SqlOption");
//passing the connection through service
services.Configure<SqlOption>(section);
```

Controller

♦ Create controller