1. Database + Tables Creation
2. In Model folder, create (POCO/Entities classes) for Tables created in above Step. For now, properties names should be same as column names in tables.
3. Add reference of ‘EntityFramework.dll’ in your project
4. Context Class Creation (in Model folder)
   1. Create a Class and extend it from ‘DbContext’ class, Let say ‘MyContext’
   2. Create properties of DbSet<T> type for your POCO/Entities classes
5. Create connection string in web.config file, name of connection string should be similar to our context class name i.e. ‘MyContext’

<connectionStrings>

<add name="MyContext" connectionString="Data Source=sqlserverdetail;Initial Catalog=MyDatabase;User Id=sa;Password=12345;" providerName="System.Data.SqlClient" />

</connectionStrings>

1. Create ‘DAL’ classes in your ‘Model’ folder to write Database interactivity code
   1. In your Get functions
      1. Create instance of ‘MyContext’ class e.g. ctx
      2. Access your table (entity) by using this ctx e.g. ctx.Students.ToList()
   2. In your ‘Save’ functions
      1. Create instance of ‘MyContext’ class e.g. ctx
      2. Access your table (entity) by using this ctx e.g. ctx.Students.Add(obj);
      3. Call save function of ctx e.g. ctx.SaveChanges();