

Blazor Server

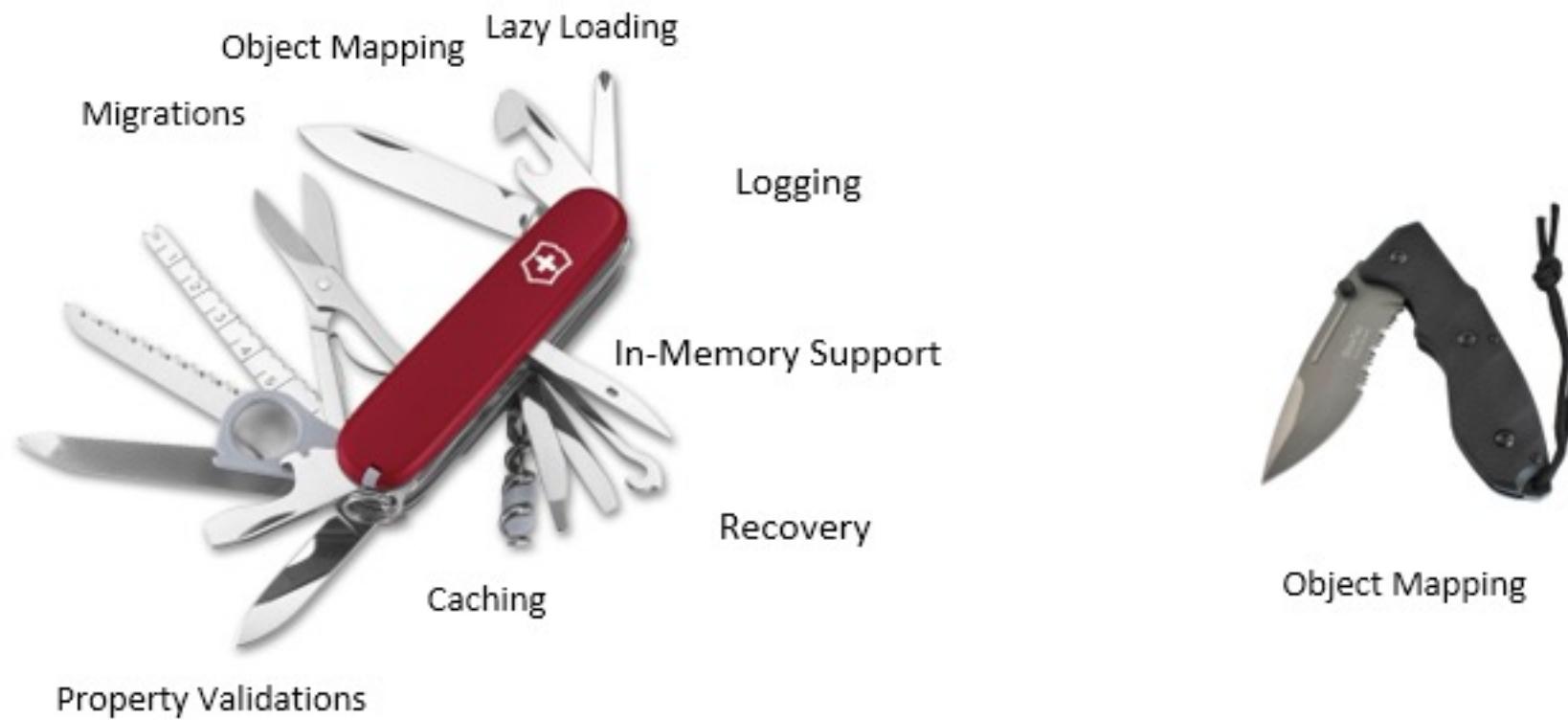
Dapper

2023

Introduction

- Dapper is a **Micro-ORM** which helps to map plain **query** output to **domain** classes.
- It can run plain SQL queries with **great performance**.
- Dapper is a **lightweight** framework that supports all major databases like SQLite, Firebird, Oracle, MySQL, and SQL Server.
- It does not have database-specific **implementation**.
- Dapper is built by the StackOverflow team and released as **open source**.

Traditional ORM [Entity Framework] vs Micro ORM



Traditional ORM [Entity Framework] vs Micro ORM

- Performance of SELECT mapping over 500 iterations

Method	Duration
Hand coded (using a SqlDataReader)	47ms
Dapper	49ms
PetaPoco	52ms
NHibernate SQL	104ms
Entity framework (ExecuteStoreQuery)	631ms

Database setup

- Create a **Cards Database** and run the following script:

```
DROP TABLE IF EXISTS
CREATE TABLE users
    int PRIMARY KEY IDENTITY
name varchar 200
    varchar 300 UNIQUE

DROP TABLE IF EXISTS
CREATE TABLE cards
    int PRIMARY KEY IDENTITY
    varchar 300
name varchar 200 NOT NULL
description varchar 300
image varchar
date datetime NOT NULL
    int NOT NULL
owner int NOT NULL
    int
FOREIGN KEY owner REFERENCES
```

```
DROP TABLE IF EXISTS
CREATE TABLE tags
    int PRIMARY KEY IDENTITY
name varchar 100 NOT NULL

DROP TABLE IF EXISTS
CREATE TABLE card_tags
    int
    int
PRIMARY KEY
FOREIGN KEY
FOREIGN KEY
    REFERENCES
    REFERENCES
```

Create a Class Library

- Code reusability is very important in the software development process.
- Using the already-written code can save time and resources and reduce redundancy.
- A Class library is a good example of code reusability.
- In object-oriented programming, a class library is a collection of prewritten classes or coded templates which contains the related code.
- When we finish a class library, we can decide whether you want to distribute it as a third-party component or whether you want to include it as a DLL with one or more applications.

Create a Class Library

- [Create](#) the class library in the solution:
 - `dotnet new classlib -o DataLayer`
- [Add Reference](#) to the main Project:
 - `dotnet add app/app.csproj reference DataLayer/DataLayer.csproj`

Dapper setup

- Install [Dapper](#) in the [class library](#):
 - `dotnet add package Dapper --version 2.0.123`
- Additionally, install the following package:
 - `dotnet add package Microsoft.Extensions.Configuration --version 7.0.0`

AppSettings

- Add to the `appsettings.json` file the connection string to access your SQL Server database:

```
"ConnectionStrings": {  
    "Default": "(...)"  
}
```

SqlDataAccess

- Let's create a [class](#) to encapsulate the logic behind configuring access to database:
- The purpose of this class, [SqlDataAccess](#), is to provide a means of accessing a SQL database and performing data operations.
- It implements the [ISqlDataAccess](#) [interface](#), indicating that it adheres to a specific contract defined by that interface.

SqlDataAccess

```
public class SqlDataAccess : ISqlDataAccess{
    private readonly IConfiguration _config;
    public string ConnectionStringName { get; set; } = "Default";
    public SqlDataAccess(IConfiguration config){
        _config = config;
    }
    public async Task<List<T>> LoadData<T, U>(string sql, U parameters){
        string? connectionString = _config.GetConnectionString(ConnectionStringName);
        using ( IDbConnection connection = new SqlConnection(connectionString)){
            var data = await connection.QueryAsync<T>(sql, parameters);
            return data.ToList();
        }
    }
    public async Task SaveData<T>(string sql, T parameters){
        string? connectionString = _config.GetConnectionString(ConnectionStringName);
        using ( IDbConnection connection = new SqlConnection(connectionString)){
            await connection.ExecuteAsync(sql, parameters);
        }
    }
}
```

LoadData<T, U> is used to execute a SQL query and return the resulting data as a list of objects of type T.

SaveData method executes an SQL query asynchronously to save data to the database. It retrieves the connection string from the configuration

SqlDataAccess

- Let's create an interface for the `SqlDataAccess` class:

```
namespace DataLayer;

public interface ISqlDataAccess{
    string ConnectionStringName { get; set; }
    Task<List<T>> LoadData<T, U>(string sql, U parameters);
    Task SaveData<T>(string sql, T parameters);
}
```

SqIDataAccess

- Let's now create CardModel DTO to support data handling:

```
namespace DataLayer;
public record CardModel
{
    public string? _Id { get; set; }
    public int Id { get; set; }
    public string Name { get; set; } = "";
    public string Description { get; set; } = "";
    public string Image { get; set; } = "";
    public DateTime? Date { get; set; }
    public int TimeInMinutes { get; set; }
    public UserModel? Owner { get; set; } = new UserModel();

    public List<TagModel>? Tags { get; set; } = new List<TagModel>();
}
```

The CardModel.cs class is a Data Transfer Object (DTO) since it is primarily used for transferring data between the class library and the Blazor app.

SqlDataAccess

- Let's now create TagModel DTO to support data handling:

```
namespace DataLayer;

public record TagModel
{
    public int Id { get; set; }

    public string Name { get; set; } = "";
}
```

SqlDataAccess

- Let's now create User DTO to support data handling:

```
namespace DataLayer;
public record UserModel
{
    int Id { get; }
    string _Id { get; set; } = "";
    string Name { get; set; } = "";
    string Email { get; set; } = "";
}
```

Repository Skeleton

- We are using a **repository pattern** to **encapsulate** data access.
- Many people like the repository pattern because it provides good separation of concerns, **easy mocking**, and **good encapsulation**.
- It's going to allow to easily **swap** out different implementations
- The idea with this pattern is to have a **generic abstract** way for the app to work with the **data layer** without being bothered if the implementation is towards a local database or towards an online API.

Repository Skeleton

- Let's create the interface for the [repository](#):

```
namespace DataLayer;

public interface ICardRepository{
    Task<CardModel> Find(int id);

    Task<List<CardModel>> FindAll();

    Task Update(CardModel card);

    Task Remove(int id);

    Task<CardModel> Add(CardModel card);
}
```

Repository Skeleton

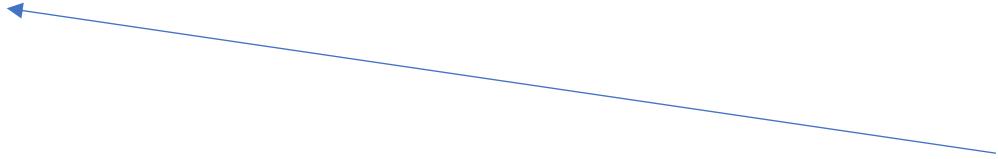
- Let's implement the class with, for now, the (limited) `findAll` behavior:

```
namespace DataLayer;
public class CardRepository : ICardRepository{
    private ISqlDataAccess _db;
    public CardRepository(ISqlDataAccess db){
        _db = db;
    }
    public Task<CardModel> Find(int id){
        throw new NotImplementedException();
    }
    public Task<List<CardModel>> GetAll(){
        string sql = "select * from Cards";
        return _db.LoadData<CardModel, dynamic>(sql, new { });
    }
    ...
}
```

Configure main app – Program.cs

- Let's add to [Program.cs](#) file the SQLDataAcess and the repository:

```
builder.Services.AddTransient<ISqlDataAccess, SqlDataAccess>();  
builder.Services.AddTransient<ICardRepository, CardRepository>();
```



Transient objects are always different; a new instance is provided to every controller and every service

Configure main app – Program.cs

- Now we can [test](#) if it works!
- Modify FetchData.razor do see the results.
- Example:

Cards List							
This component demonstrates fetching data from a database.							
	id	name	description	Owner	Tags	Test Add	Test Update
0	1	Exemplo	Descrição	Bruno	Tag1 Tag2	Add Test Data	Update Test Data
	3	Test Card	Test Description	Bruno		Add Test Data	Update Test Data

Configure main app – Program.cs

- Now we can **test** if it works!
- In **FetchData.razor** page changes fetch data from the database:

```
@page "/fetchdata"
@using DataLayer
@inject ICardRepository _db
(...)

@if (cards == null){
    (...) <p><em>Loading...</em></p>
} else{
    <table class="table"><thead>

@code {
    private List<DataLayer.CardModel> cards;

    protected override async Task OnInitializedAsync()
    {
        cards = await _db.FindAll();
    }
}
```

Using Relationships With Dapper

- Notice that we don't have the `Owner` data or the `Tags` data.
- Dapper provides a feature called `Multi mapping` to map data to `multiple` objects explicitly and nested objects.
- The `splitOn` parameter tells Dapper what column(s) to use to `split` the data into `multiple` objects.

Using Relationships With Dapper – One to Many

```
public async Task<List<CardModel>> FindAll()
{
    string sql = "SELECT a.id, a.name, description, image, date, time_in_minutes, b.id, b.name,
b.email
        FROM [dbo].[cards] AS a JOIN dbo.users AS b ON a.[owner]=b.id ";
    return await _db.LoadDataParentChild<CardModel, UserModel, dynamic>(
        sql,
        new { },
        (card, user) =>{
            card.Owner = user;
            return card;
        },
        "Id"
    );
}
```

- a. The sql variable contains the SQL query to execute.
- b. The second argument is an anonymous object {} representing any parameters that might be passed to the SQL query.
- c. The third argument is a lambda function (card, user) => {} that maps the result rows to CardModel and UserModel objects. Inside the lambda function, the card and user parameters represent the columns retrieved from the respective tables.
- d. The fourth argument is a string "Id", which specifies the property to be used as the identifier for the parent-child relationship. It indicates that the Id property of the CardModel should be used.

Using Relationships With Dapper - One to Many

- Let's add LoadDataParentChild to ISqldAccess:

```
Task<List<T1>> LoadDataParentChild<T1, T2, U>(  
    string sql,  
    U parameters,  
    Func<T1, T2, T1> mappingFunction,  
    string splitOn,  
    Func<T1, object> groupByFunc = null, Func<IGrouping<object, T1>, T1> selectFunc = null  
)
```

Func<T1, T2, T1> mappingFunction: This parameter is a delegate (function) that represents a mapping function that is responsible for mapping the data retrieved from the data source into an instance of type T1.

It represents a grouping function that can be used to group the data by a specific property. It is set to null by default, indicating that grouping is not required

<T1, T2, U>: These are generic type parameters. They allow the method to work with different types without specifying them directly. T1 and T2 represent the types of objects that the method will operate on, while U represents the type of the parameters parameter.

Func<IGrouping<object, T1>, T1> selectFunc = null: This parameter is another optional delegate (function) that takes an IGrouping<object, T1> and returns an object of type T1. It represents a selection function that can be used to perform a final selection on the grouped data.

Using Relationships With Dapper Many to Many

- Multiple mapping also works with many-to-many relationships.

```
public async Task<List<CardModel>> FindAll(){
    string sql ="SELECT a.id, a.name, description, image, date, time_in_minutes, c.id AS tagId,
c.name
        FROM [dbo].[cards] AS a LEFT JOIN dbo.card_tags AS b ON a.[id]=b.id_card LEFT JOIN
dbo.tags AS c ON b.id_tag = c.id";
    return await _db.LoadDataParentChild<CardModel, UserModel , TagModel, dynamic>(sql,new { },
    (card, tag) =>{
        card.Tags.Add(tag);
        return card;
    },
    "id, id",
    p => p.Id,
    g =>{
        var groupedCard = g.First();
        groupedCard.Tags = g.Select(p => p.Tags.Single()).ToList();
        return groupedCard;
    }
);
```

specifying the column names to be used for grouping the results.

specifies how to extract the ID from a grouped set of records.

responsible for grouping the cards and tags based on the specified column names

Using Relationships With Dapper Many to Many

- The multi-mapping works with **multiple** relationships.

```
public async Task<List<CardModel>> FindAll(){
    string sql = @"SELECT a.id, a.name, description, image, date, time_in_minutes, u.id,
u.name, u.email, c.id, c.name
                  FROM [dbo].[cards] AS a LEFT JOIN dbo.card_tags AS b ON a.[id]=b.id_card
                               LEFT JOIN dbo.tags AS c ON b.id_tag = c.id
                               LEFT JOIN dbo.users AS u ON u.id = a.[owner]";
    return await _db.LoadDataParentChild<CardModel, UserModel , TagModel, dynamic>(sql,new {
},(card, owner, tag) =>{
    card.Owner= owner;
    card.Tags.Add(tag);
    return card;},
    "id, id",
    p => p.Id,
    g =>{
        var groupedCard = g.First();
        groupedCard.Tags = g.Select(p => p.Tags.Single()).ToList();
        return groupedCard;
    });
}
```

Using Relationships With Dapper Many to Many

- Let's add the new method to `SqlDataAccess`:

```
Task<List<T1>> LoadDataParentChild<T1, T2, T3, U>(
    string sql,
    U parameters,
    Func<T1, T2, T3, T1> mappingFunction,
    string splitOn,
    Func<T1, object> groupByFunc = null,
    Func<IGrouping<object, T1>, T1> selectFunc = null
);
```

Using Relationships With Dapper Many to Many

- Let's create the update method (CardRepository):

```
public async Task Update(CardModel card)
{
    string sql =
"UPDATE dbo.cards SET name = @Name, description =
@Description, image = @Image, date = @Date,
time_in_minutes = @TimeInMinutes WHERE id = @Id";
    await _db.SaveData<CardModel>(sql, card);
}
```

Using Relationships With Dapper Many to Many

- Let's create the add method (CardRepository):

```
public async Task<CardModel> Add(CardModel card)
{
    string sql =
        @"INSERT INTO dbo.cards(name,description,image, date, time_in_minutes, owner)
        VALUES(@Name,@Description, @Image, @Date, @TimeInMinutes,1);
        + "SELECT CAST(SCOPE_IDENTITY() as int)";
    int id = await _db.SaveDataWithReturn<int, CardModel>(sql, card);
    return new CardModel()
    {
        Id = id,
        Name = card.Name,
        Description = card.Description,
        Image = card.Image,
        Date = card.Date,
        TimeInMinutes = card.TimeInMinutes
    };
}
```

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Dapper

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