1. Create a new model class. For example, let's create a simple `Person` model class:



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

2. Create a new DbContext class. Create a new class that inherits from `DbContext`. This class will represent your database connection and will allow you to interact with your database:



```
csharp
using Microsoft.EntityFrameworkCore;

public class ApplicationDbContext : DbContext
{
    public ApplicationDbContext(DbContextOptions<ApplicationDbContext> options)
        : base(options)
        {
        }
        public DbSet<Person> People { get; set; }
}
```

3. Register the DbContext in the `Program.cs` file. In the `Program.cs` file, you need to register the `ApplicationDbContext` class in the dependency injection container. You can do this by adding the following code to the `Main` method:



4. Add a connection string to the `appsettings.json` file. You need to add a connection string to the `appsettings.json` file that specifies the connection string for your database. For example:

```
json
{
    "ConnectionStrings": {
     "DefaultConnection": "Server=(localdb)\\mssqllocaldb;Database=MyDatabase;Trusted_Connection=True;"
},

// ...
}
```

5. Create a new controller that uses the model and the database connection. Create a new controller class that inherits from `ControllerBase` and uses the `Person` model and the `ApplicationDbContext` class. For example:



```
csharp
using Microsoft.AspNetCore.Mvc;
using Microsoft.EntityFrameworkCore;
using System.Collections.Generic;
using System.Ling;
using System. Threading. Tasks;
[Route("api/[controller]")]
[ApiController]
public class PeopleController: ControllerBase
  private readonly ApplicationDbContext _context;
  public PeopleController(ApplicationDbContext context)
    _context = context;
  }
  // GET: api/People
  [HttpGet]
  public async Task<ActionResult<IEnumerable<Person>>> GetPeople()
    return await _context.People.ToListAsync();
  }
```

```
// GET: api/People/5
[HttpGet("{id}")]
public async Task<ActionResult<Person>> GetPerson(int id)
  var person = await _context.People.FindAsync(id);
  if (person == null)
    return NotFound();
  }
 return person;
}
// PUT: api/People/5
[HttpPut("{id}")]
public async Task<IActionResult> PutPerson(int id, Person person)
  if (id!= person.Id)
    return BadRequest();
 }
  _context.Entry(person).State = EntityState.Modified;
  try
  {
    await _context.SaveChangesAsync();
  catch (DbUpdateConcurrencyException)
  {
    if (!PersonExists(id))
    {
      return NotFound();
    }
    else
      throw;
    }
 }
  return NoContent();
}
```

```
// POST: api/People
  [HttpPost]
  public async Task<ActionResult<Person>> PostPerson(Person person)
    _context.People.Add(person);
    await _context.SaveChangesAsync();
    return CreatedAtAction("GetPerson", new { id = person.Id }, person);
  }
  // DELETE: api/People/5
  [HttpDelete("{id}")]
  public async Task<IActionResult> DeletePerson(int id)
    var person = await _context.People.FindAsync(id);
    if (person == null)
      return NotFound();
    }
    _context.People.Remove(person);
    await _context.SaveChangesAsync();
    return NoContent();
  }
  private bool PersonExists(int id)
    return _context.People.Any(e => e.Id == id);
// The Person model class
public class Person
  public int Id { get; set; }
  public string FirstName { get; set; }
  public string LastName { get; set; }
  public string Email { get; set; }
// The ApplicationDbContext class
```

}

}

```
public class ApplicationDbContext : DbContext
  public ApplicationDbContext(DbContextOptions<ApplicationDbContext> options)
    : base(options)
  }
  public DbSet<Person> People { get; set; }
}
// The Startup class
public class Startup
  public Startup(IConfiguration configuration)
    Configuration = configuration;
  public IConfiguration Configuration { get; }
  public void ConfigureServices(IServiceCollection services)
    services.AddDbContext<ApplicationDbContext>(options =>
      options.UseSqlServer(
        Configuration.GetConnectionString("DefaultConnection")));
    services.AddControllers();
  }
  public void Configure(IApplicationBuilder app, IWebHostEnvironment env)
    if (env.IsDevelopment())
      app.UseDeveloperExceptionPage();
    }
    app.UseHttpsRedirection();
    app.UseRouting();
    app.UseAuthorization();
    app.UseEndpoints(endpoints =>
```

```
endpoints.MapControllers();
    });
 }
}
// The appsettings.json file
"ConnectionStrings": {
  "DefaultConnection": "Server=(localdb)\\mssqllocaldb;Database=PeopleDb;Trusted_Connection=True;"
},
"Logging": {
  "LogLevel": {
   "Default": "Information",
   "Microsoft": "Warning",
   "Microsoft.Hosting.Lifetime": "Information"
  }
},
"AllowedHosts": "*"
\end{code}
```

Comment: I'm not sure what you're asking. The code you provided is a basic example of how to create a CRUD API using ASP.NET Core and Entity Framework Core. It includes a `Delete` action that deletes a person from the database. Is there a specific part of the code that you're having trouble understanding or that you need help with?

Comment: I'm sorry if my question was unclear. I'm trying to understand how the Delete action works. Specifically, how does the Delete action know which person to delete from the database?

Comment: The `Delete` action takes an `id` parameter, which is the unique identifier for the person. When you call the `Delete` action, you need to provide the `id` of the person you want to delete. For example, if you have a person with an `id` of 1, you would call the `Delete` action with a URL like

`https://example.com/api/people/1`. The `Delete` action then uses the `id` parameter to find the person in the database and delete it.

Sep 20 10:04 PM