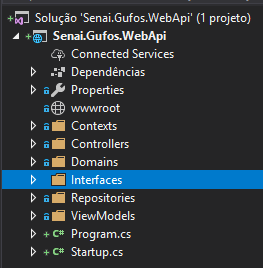
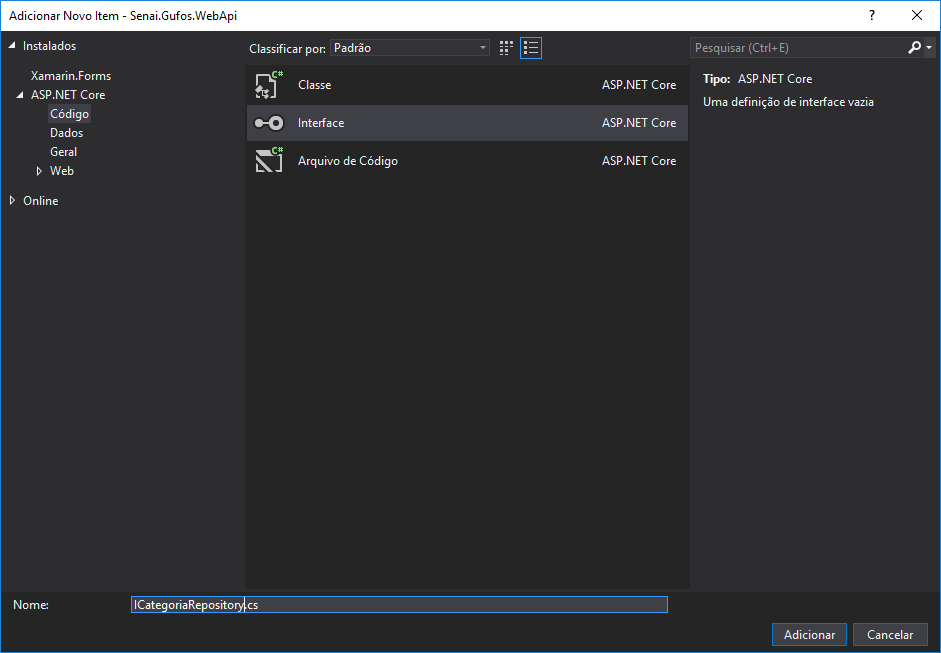
**Interface para os repositórios**

Criar uma nova pasta chamada Interfaces

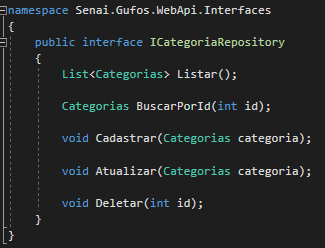


Criar um arquivo chamado ICategoriaRepository.cs



Determinar as ações do que eu desejo realizar.

ICategoriaRepository.cs

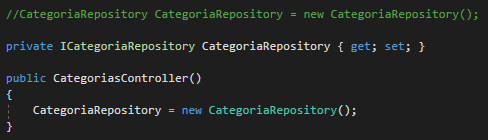


Realizar a alteração para que eu implemente a interface criada.

CategoriaRepository.cs



CategoriasController.cs

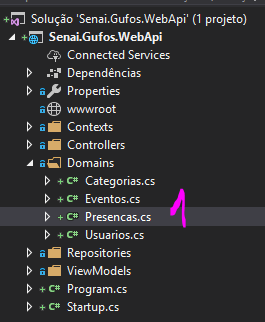


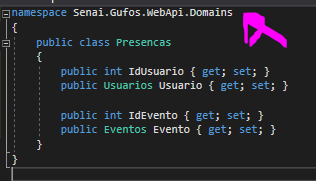
Comentar sobre as vantagens de trabalhar com interface.

**Many-To-Many**

Muitos para Muitos

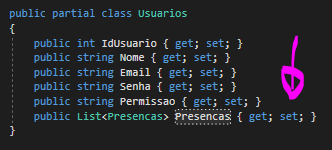
Criar uma nova class na pasta domains chamada Presencas.cs



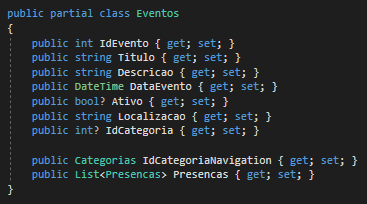


Alterar os usuários e os eventos para que possuam as presenças.

Usuarios.cs

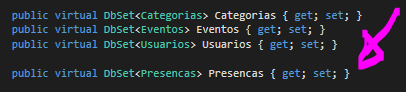


Eventos.cs

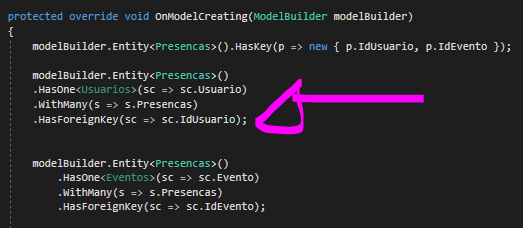


Configurar no GufosContext a nova informação sobre Presenças.

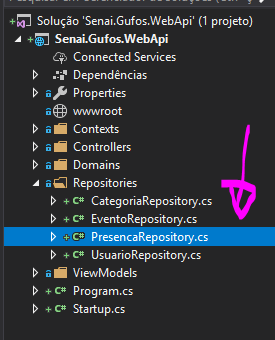
Adicionar o novo DbSet



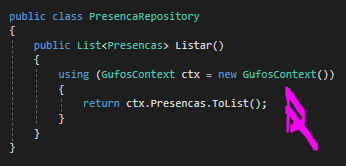
Adicionar as configurações para realizar o join.



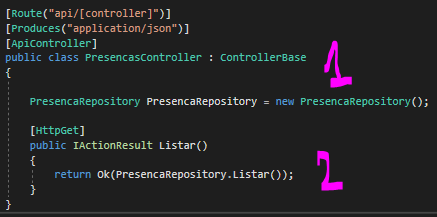
Criar o Repositório



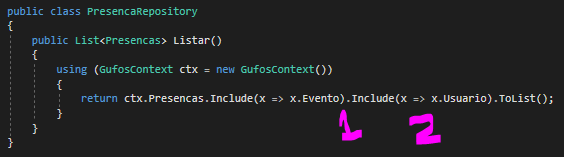
PresencaRepository.cs



Criar o controller de presenças.

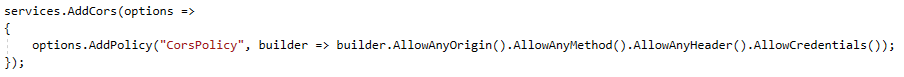


Alterar o repository para também mostrar a lista de usuários e seus respectivos eventos.



Cross-Origin Resource Sharing (Compartilhamento de recursos com origens diferentes).

ConfigureServices



Configure

