Sprint Zero

Tuesday, October 25, 2022 10:48 AM

Tuesday

Team Name: 404 Industries
PO: Autumn
SM: Adelaide

UI standards - in separate section
Documentation standards - in separate section

Dev Environment:
1.) Trello
2.) GitHub
3.) VS studio
Framework: Model-View Controller
Language: C#
Tech Stack: .NET 6.0, entity framework
Definition of Done:
1.) Meet minimum requirements of each task
2.) Reviewed by other team members
3.) Follow code & UI/UX standards
4.) Tested
5.) Committed
6.) Code review - optional

Sprint Iteration:
1 week - two class periods plus an extra two hours every week

Meeting time: 8:30 am-9:30 am Tuesdays and Thursdays

Pre-Meeting Notes:

- If anyone has any ideas or concerns before we meet, please but them here for discussion

Next meeting goals:

- Have tasks in Trello to assign and start requirements and design next class session

Thursday

Pre-Meeting Notes:

- If anyone has any ideas or concerns before we meet, please but them here for discussion

Daniel, Josh, and Janine – Deployment into prod

Tasks divided for Sprint

Documentation Standards confirmed

Sprint One

Tuesday, October 25, 2022 11:00 AM

Pre-Meeting Notes:

- If anyone has any ideas or concerns before we meet, please but them here for discussion

Basic Webpage Scaffolding --> 30 mins

Create a .NET 6 in VS-DH,HT

Adding it to GitHub- DH,HT

Establish connection between server and webpage

Deployment group takes over from DH&HT

Database Creation – HT, CC, AB --> 2-3 hours max

- Hunt
- Location
- Tasks
- User

Connection to Server and Webpage – HT, CC, DH, Deployment Team

Set up Git

Clone repository

Research cloning branches

Create list of tasks and questions/answers– AB --> 2 hours

Insert list on webpage

Create logo – AB --> 1-2 hours

Create mock-up web design - AB, DH --> 1 hour

Populate tables – TS, EM --> 2-3 hours

Access Code Creation – EM --> 1 hour

Notification service to email and text - JD

Sprint Review

Sprint Two

Thursday, October 27, 2022 10:41 AM

Access Code Creation - EM
Notification services (email and text) - JD

Accept access code
- Accept multiple access code
- Input sanitation

Basic Web Design
- Insert Logo
- Accept user input for tasks
  - Input sanitation

Sprint Three

Thursday, November 10, 2022 11:54 AM

- QR Codes (Map integration if have enough time)
    - Janine
    - 4 hr -> 4 hr
- Leaderboard Page
    - Team vs Individual
    - Screen must refresh
    - Calen & Daniel
    - 3.5 hr -> 4 hr
- Task List
    - Contained tasks
    - Uncompleted tasks first
    - Submission status when one is complete
    - Work with Ethan and Ty for user input validation and answers
    - Alex & Dante
    - 4 hr -> 5hr
- Validation User Input and Answers
    - Devil's Advocate
    - Work with Alex & Dante for task list
    - Ethan & Ty
    - 3 hr -> 5 hr
- Allow User Edit Profile
    - Change Profile Name
    - Profile Pic? (would be a cool option)
    - Update account info
    - Hannah & Josh
    - -hr -> 4 hr
- Buy t-shirts and set up shirt screen
    - Adelaide

UI Standards

Tuesday, October 25, 2022 10:59 AM

Mobile-first approach
3-click rule
User accessibility
User-friendly

Notes on Usability:
Link to powerpoint in discord resources (usability is starting on slide 54

Documentation

Tuesday, October 25, 2022 11:00 AM

Following coding standards document found in discord

PO Notes

Thursday, December 1, 2022 10:04 AM

Here is our prioritized backlog. We prioritized the backlog so that all of the foundational aspects were first.

Player 3.1- For the first release, all tasks are locations the player must go to

Player 1.2- The player enters that code on the hunt url page in order to play

Player 1.1- All players have an access code that is unique to them and a specific hunt

Player 3.5.1- Valid entry, progress is recorded

Player 3.5.1.1- A valid entry updates their status on the server with a timestamp

Player 3.5.2- Invalid entry, no progress recorded

Player 3.5.3- Unable to validate, no internet connection

Player 1.0- As a Player, I want to be able to join a hunt so I can participate

Player 2.0- As a Player, I want to be able to team up with other people so we can participate in the hunt as a group

Player 3.0- As a Player, I want to be able to easily record in the game that I completed one of the tasks in the hunt so that I can get credit for my progress

Player 2.1- More than one person can use the same access code at the same time on different devices in order to “play as a team”

Player 4.0- As a Player, I want to be able to see how well I'm doing compared to other players so that I can be competitive

Player 6.0- As a Player, I want to be able to customize my username and profile picture so that I can manage the identity others can see for me

Player 3.3- If the player has a camera-enabled, they can hit "scan QR Code" to read in the QR code symbol located at the hunt location

Player 2.2- Player screens need to be refreshed so they can see progress other team members have made

Player 4.2- The list is automatically ordered to show unfinished tasks first

Player 4.1- A player that is logged in, can see the list of tasks associated with the hunt

Player 3.5- The player should be given a status of their submission

Player 3.4- Alternatively, the player can enter the text that appears below the QR code symbol located at the hunt location

Player 5.0- As a Player, I want to be able to see, on a map, which task locations I have visited and which ones I haven't so that I can determine where to go next

Player 3.2- If the player has location enabled, they can hit "I am here" to compare their location to the lat/long associated with the list of locations in the hunt (must be within 50 feet)

Player 3.4 Alternatively, the player can enter the text that appears below the QR code symbol located at the hunt location **(this user story was untouched)**

Player 5.0 As a Player, I want to be able to see, on a map, which task locations I have visited and which ones I haven't so that I can determine where to go next **(untouched user story)**

Player 3.2 If the player has location enabled, they can hit "I am here" to compare their location to the lat/long associated with the list of locations in the hunt (must be within 50 feet) **(Untouched user story)**
Untouched User Stories

We did not prioritize the admin tasks in our backlog because it was not a necessity for our semester.

Here below is a list of user stories that were admin involved so they were not touched. It is not prioritized in this order either.

Admin 3.0- As an admin, I want to be able to edit an existing hunt

Admin 4.5- A player's access code is unique to the hunt they are invited into (they can have multiple access code but each code goes to a different hunt)

Admin 2.5- Set the order the list appears to players during the hunt

Admin 4.6- Access codes can be active or disabled or pending invite

Admin 4.0- As an Admin, I want to be able to quickly create accounts for a list of people so that I don't have to manually enter each person

Admin 4.1- Create a new account using a person's email address and phone number

Admin 4.2- Find an existing account using a person's email address and phone number

Admin 4.3- Find an existing account using a person's access code

Admin 4.4- Invite someone to participate in a hunt by sending the hunt's url and a invitation message to their email, then to send their unique access code to their phone via text message

Admin 5.0- As an Admin, I want to be able to invite one or more people to play in a specific hunt so that I can control/manage who is involved

Admin 2.0- As an Admin, I want to be able to create a new hunt

Admin 1.0- As an Admin, I want to be able to see all the hunts in the system and their status so that I can manage them effectively

Admin 3.1- Can only edit hunts that are Pending or Active

Admin 3.2- Admin can edit any part of the hunt except the status and creation date

Admin 3.3- If an admin changes the status to Active, all the players associated with the hunt at that moment will receive a text message telling the hunt has started

Admin 1.1- Should be able to sort the list by date created (oldest first or newest first), only active hunts, only expired hunts, only pending hunts, date started (oldest first or newest first)

Admin 2.6- Assign a url for the hunt

Admin 2.1- Set a start date and an end date

Admin 2.2- Assign a title and theme

Admin 2.3- Set the invitation text that is included in player invitations

Admin 2.4- Assign a list of tasks players are to perform

1. A task consists of a label displayed to players, the Lat/long of the location where they perform the task (must be precise enough to establish if someone is within 50 feet of it), a QR code value which must be human consumable and relevant to the task in question, a QR code which encodes the value

Creating/Modifying Server Accounts

Thursday, November 10, 2022 10:46 AM

Documenta
tion-RDP...

MS SQL Server

Tuesday, November 1, 2022 6:33 PM

Note: The server came with MS SQL pre-installed. You can install MS SQL Developer version from here for free: https://www.microsoft.com/en-us/sql-server/sql-server-downloads

To administer the server, open "Microsoft SQL Server Management Studio"
Download SQL Server Management Studio (SSMS) here: https://learn.microsoft.com/en-us/sql/ssms/download-sql-server-management-studio-ssms?view=sql-server-ver16

To be able to administer the database from a different device, you can use SSMS. You will need to:

1. Allow SQL Login's if you don't have a domain setup.
2. Allow the connection on the server firewall, and

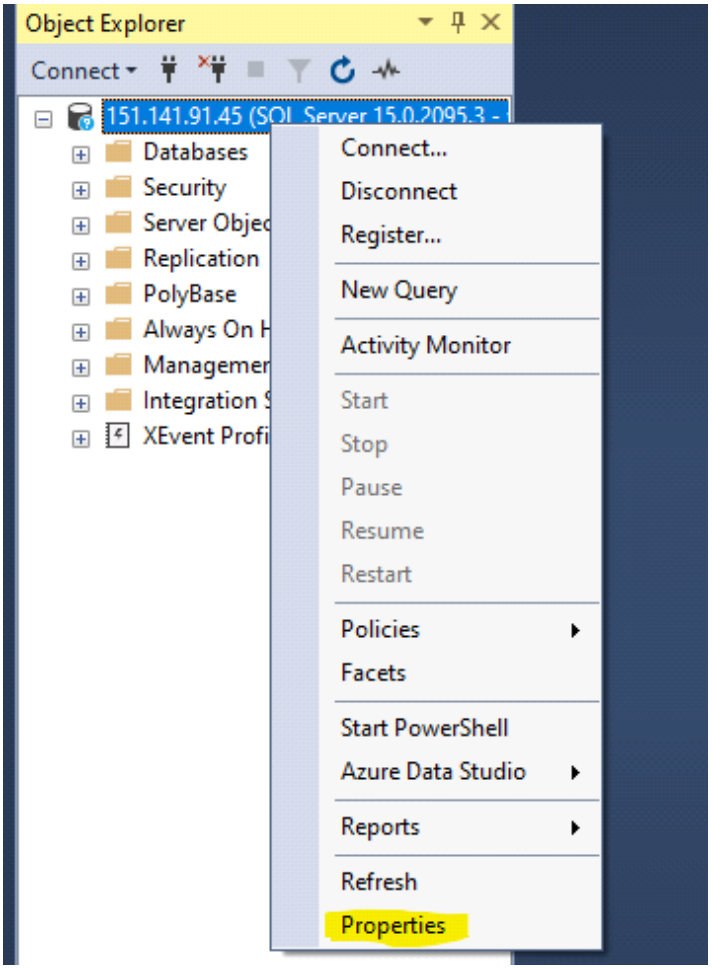
Various things to note:
- "sa" login. Edit: It is not recommended to enable this login. I don't believe it had any actual impact on our ability to use SSMS remotely. After some research, I disabled login from the account. I tested SSMS and it was still working.

Enable SQL Logins on SQL Server:

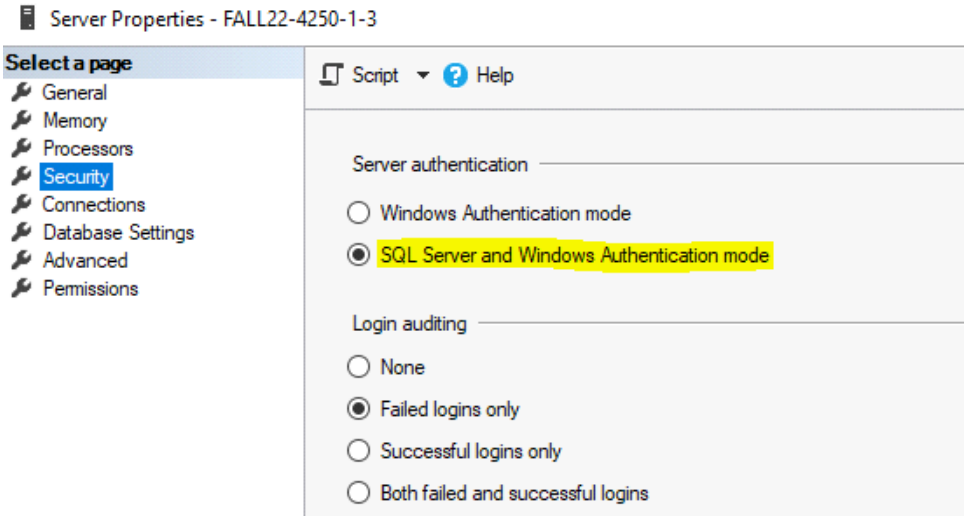
Logins for the server: If you have an Active Directory domain configured, and the user is on a computer joined to the domain, you can add their domain credentials to the SQL server and they will be able to use the Windows login to connect to the server.

However, in Fall 2022, we do not have a domain configured. That would require students to join their computers to the domain any way. To get around that, you can create SQL Login Credentials for the users that need to access the database. You can set the permissions for each user and control their access to databases and other controls.

-Right-click the Server name in the Object explorer > Select properties



Under Security, enable "SQL Server and Windows Authentication." Set the Auditing to the level of your choosing.



-Restart the server. You should now be able to login to the SQL server from SSMS on a different device.

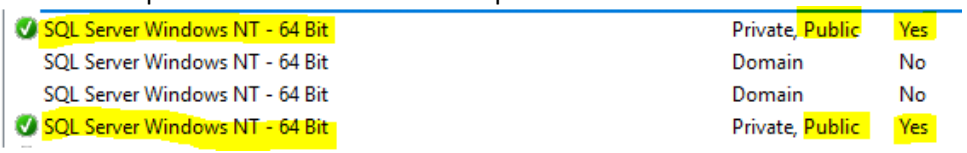
Change Firewall rules to allow SQL connections.

First, determine what Firewall Profile is currently running, unless the server is connected to a domain, it is probably a public profile.

-Control Panel > All Control Panel Items > Windows Defender Firewall. Note how the Public network is the connected one.

Select Advanced settings on the left side of window. This will open "Windows Defender Firewall with Advanced Security." Select inbound rules.

Enable the following rules. Note that there are two rules with the same name. One for UDP ports and one for TCP ports. Also note the network profile of the rule .



If these rules do not exist, you can add a new inbound rule to allow connections on port 1433 (default SQL port).

Remote Desktop Server access

Thursday, November 17, 2022 10:20 AM

Remote Desktop Protocol (RDP) is a Windows tool that allows you to remotely access servers and computers. By default, Windows only allows 2 RDP connections at a time. On Windows Servers, you can install the Remote Desktop Licensing service to allow more than 2 RDP connections. RDP Licensing is free for 120 days, after that it will expire.

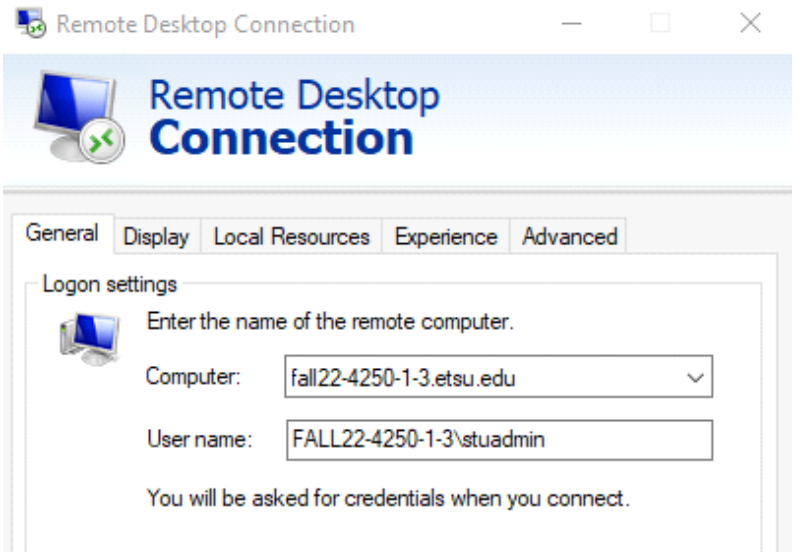
The following was taken on 11/17/2022:

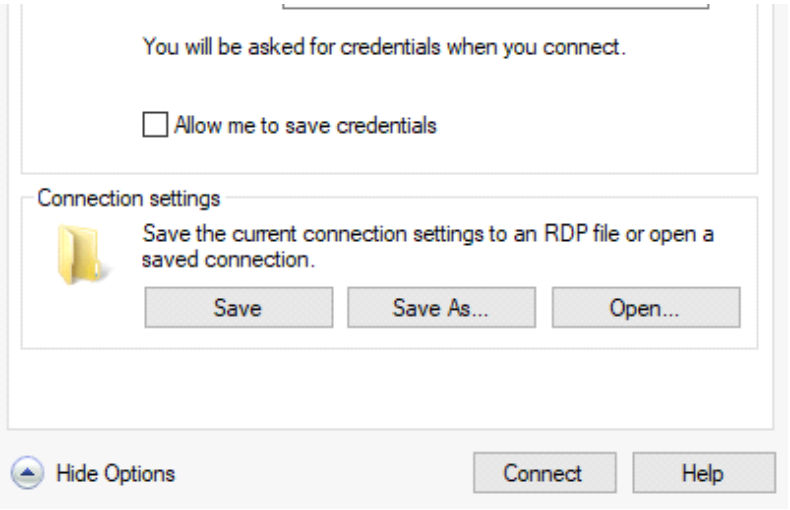
Remote Desktop Licensing will expire on February 28th, 2023. ETSU does not have a licensing server at this time.

To connect to the server, open Remote Desktop on a Windows computer. Note you must be on the ETSU network (Wi-Fi or hardwired). Click "Show Options." Note that you can save the RDP connection as an RDP file.

Enter the hostname: FALL22-4250-1-3.etsu.edu
IPv4 address at the time of this writing: 151.141.91.45

Enter your credentials for the server.





Please note that only one person can use one set of credentials at a time. If someone else logs in with the same credentials, it will kick off the original user.

Notification Service

Tuesday, November 8, 2022 5:18 PM

https://avtech.com/articles/138/list-of-email-to-sms-addresses/

Created a gmail account for 404 Industries, info under Contact
Routed all emails and texts from that account

Calling the NotificationService constructor will set up the Smtp client with the following:

- Host = "smtp.gmail.com"
- Port = 587
- EnableSsl = true
- DeliveryMethod = SmtpDeliveryMethod.Network
- UseDefaultCredentials = false
- Credentials = new NetworkCredential("404IndustriesETSU@gmail.com", "npsovbvygcqovxxg")dw

SendEmail and SendText methods are pretty self-explanatory

SendEmail

- Parameters
  - ToEmail - email address we are sending information to
  - Body - contents of email body
  - Subject - contents of email subject
- Return
  - Void

SendText

- Parameters
  - phoneNumber- what number are we sending text to
  - Body - contents of text message
  - carrier- carrier of phone number (like Verizon or AT&T)
- Return
  - Void

Drive Share

Thursday, December 1, 2022 9:49 AM

Code Deployment/Server notes

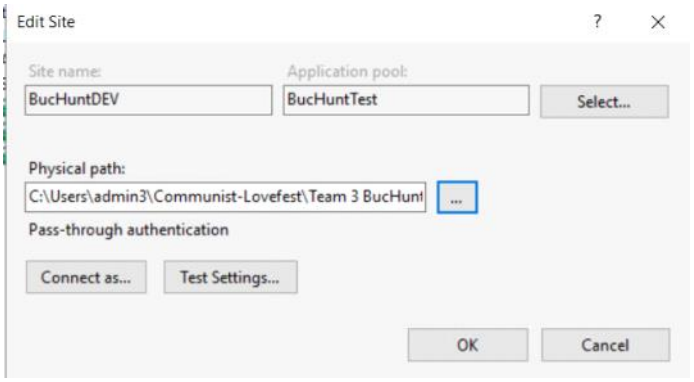
Thursday, October 27, 2022 1:12 PM

Installations

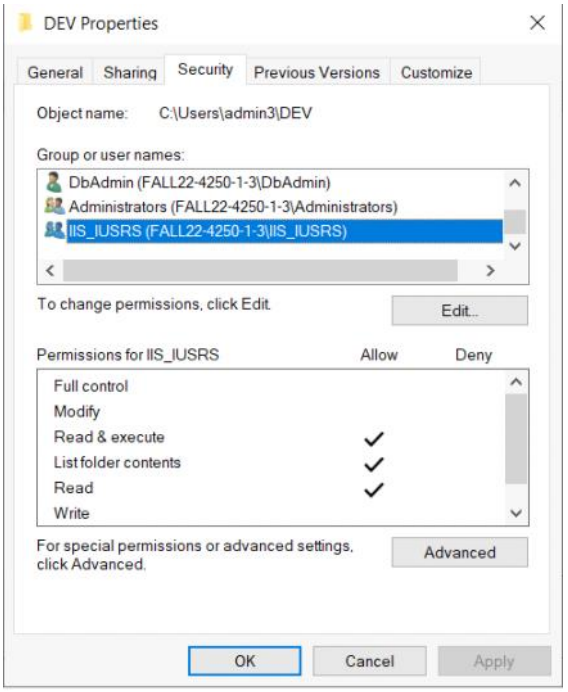
1. Edge
2. Visual studio (.NET 6)
3. Git
    a. Set up powershell to automatically have all git commands

Setting up website

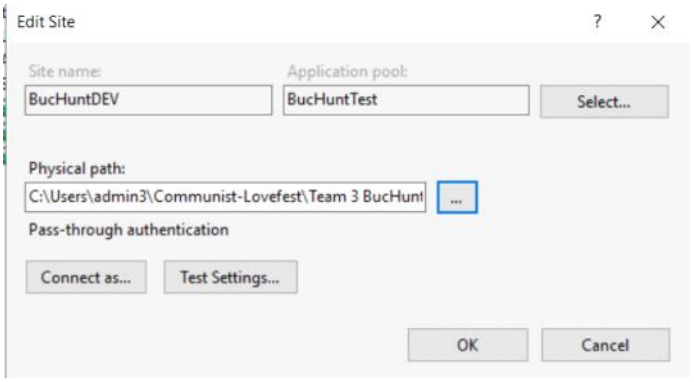
1. From the server, use VS to build release solution
2. Assign the physical path of the website to the release folder
    a.



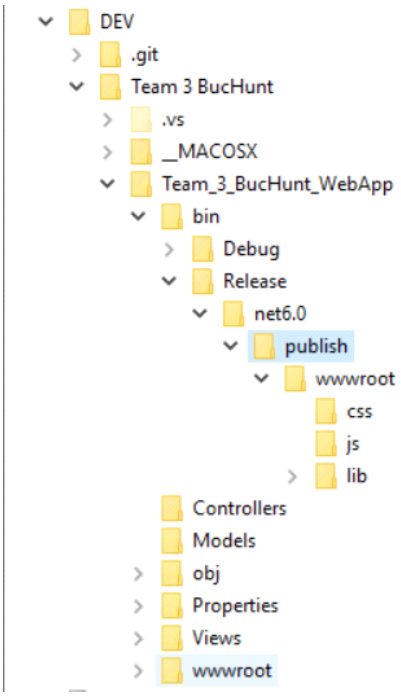
3. Be sure to add IIS_IUSRS to the main folder the code is stored in
    a. https://learn.microsoft.com/en-us/troubleshoot/developer/webapps/iis/health-diagnostic-performance/http-error-500-19-webpage
    b.



    c. When changing site over, make sure you change the physical path to the correct folder– within the release folder
    d.

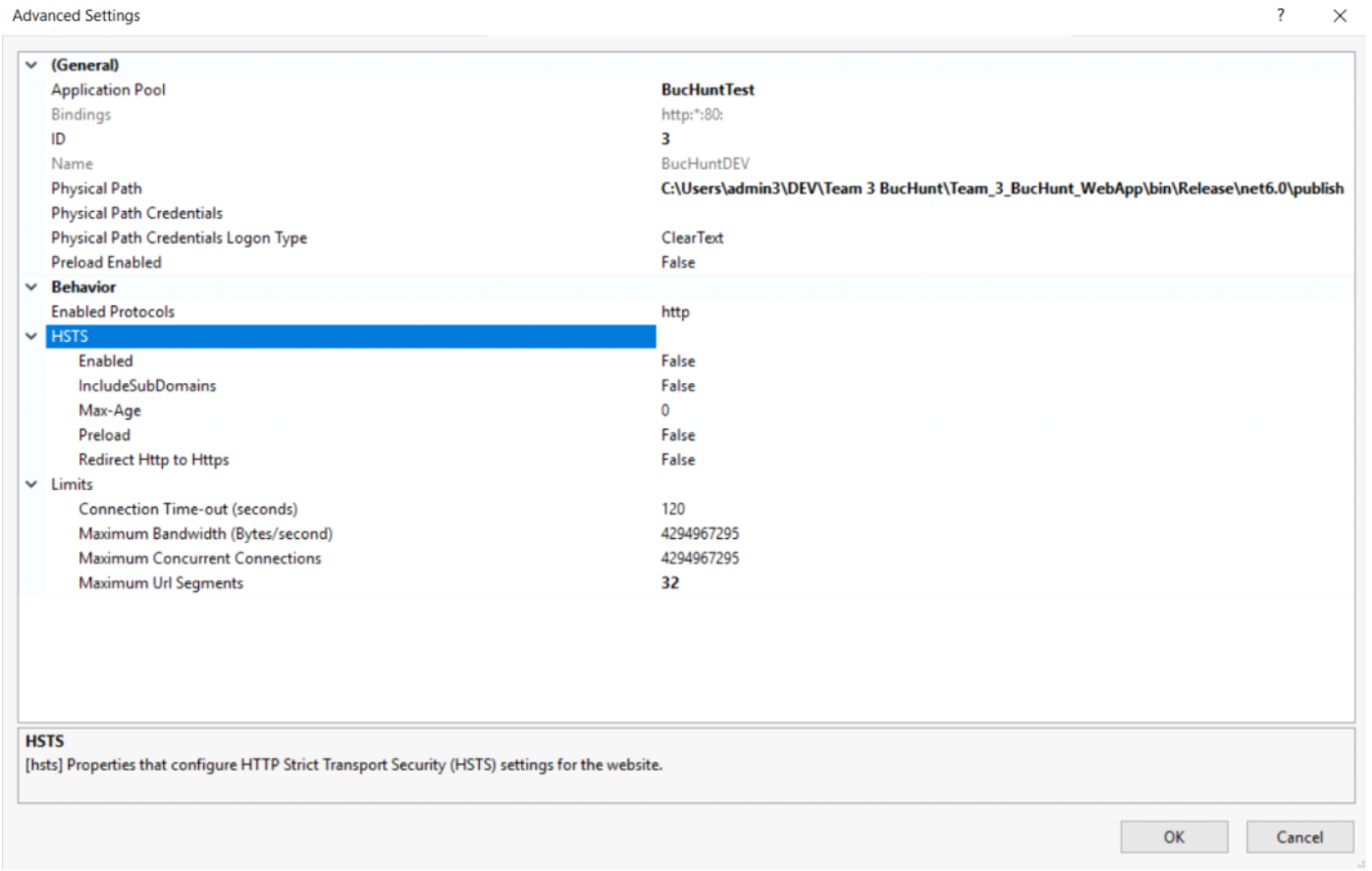


e.



4. With those steps, you should be able to run website
    a. https://www.guru99.com/deploying-website-iis.html
    b. Advanced settings of one of the DEV website below

c.



Outside help

1. Robert Nielson
2. Kevin Peterson
    a. Janine and Adelaide's old mentor at Eastman
    b. He gave us basic information on how to use IIS (Internet Information Services) and set up routing for a basic webpage
    c. Kevin is the man

Troubleshooting links:

1. https://learn.microsoft.com/en-us/answers/questions/531547/nuget-packages-has-offline-only.html

Database Queries

Tuesday, November 8, 2022 11:06 AM

Task Table:

```
USE [BucHunt]
GO

INSERT INTO [dbo].[Tasks]
        ([TaskID]
        ,[LocationID]
        ,[Question]
        ,[Answer])
    VALUES
        ('01', '101', 'How many TV screens are in the lobby?', '3');

INSERT INTO [dbo].[Tasks]
   ([TaskID]
   ,[LocationID]
   ,[Question]
   ,[Answer])
    VALUES
        ('02', '102', 'How many vending machines are on the bottome floor?', '2');

INSERT INTO [dbo].[Tasks]
        ([TaskID]
        ,[LocationID]
        ,[Question]
        ,[Answer])
    VALUES
        ('03', '103', 'According to the directory, how many class subjects are in this
building?', '6');

INSERT INTO [dbo].[Tasks]
        ([TaskID]
        ,[LocationID]
        ,[Question]
        ,[Answer])
    VALUES
```

('04', '104', 'When walking into the main entrance, which direction is the printing center?', 'Right');

INSERT INTO [dbo].[Tasks]
([TaskID]
,[LocationID]
,[Question]
,[Answer])
VALUES
('05', '105', 'In the Financial Services, what are service windows two through four used for?', 'Cashier Services');

INSERT INTO [dbo].[Tasks]
([TaskID]
,[LocationID]
,[Question]
,[Answer])
VALUES
('06', '106', 'What are the two services that the Welcome Center offers?', 'ID Services and Campus Tours');

INSERT INTO [dbo].[Tasks]
([TaskID]
,[LocationID]
,[Question]
,[Answer])
VALUES
('07', '107', 'What building is connected to Burleson?', 'Mathes Hall');

INSERT INTO [dbo].[Tasks]
([TaskID]
,[LocationID]
,[Question]
,[Answer])
VALUES
('08', '108', 'This building is primarily for what college?', 'The College of Business and Technology');

INSERT INTO [dbo].[Tasks]

```
        ([TaskID]
        ,[LocationID]
        ,[Question]
        ,[Answer])
    VALUES
        ('09', '109', 'Which floor is IT Services located?', '4');


INSERT INTO [dbo].[Tasks]
        ([TaskID]
        ,[LocationID]
        ,[Question]
        ,[Answer])
    VALUES
        ('010', '110', 'How many entrances are there for the drive-thru service window?',
'One');
GO
```

Git Information

Tuesday, November 1, 2022 10:36 AM

Source Control

We have a dev and a prd branch on Github. The prd branch has basic limitations to prevent anyone from pushing to that branch without a pull request, which will need to be reviewed by at least one person

When working on a new feature

1. Branch off of dev
2. Follow basic naming conventions
    a. Feature/<descriptive name of what you are working on>

When feature is ready to be merged with dev

1. First, pull dev into feature branch
    a. That way we can handle merge conflicts in feature branch
2. Then, create pull request
3. Please get someone other than yourself to look at the code
    a. Make sure all functionality is still present after you pull from dev
4. Get PR approved, continue with merge
5. Delete branch, if necessary

When dev is ready to be merged with prd

1. Pull prd into dev, handle any merge conflicts
2. Create PR
    a. Will be required to be reviewed
3. Get approval

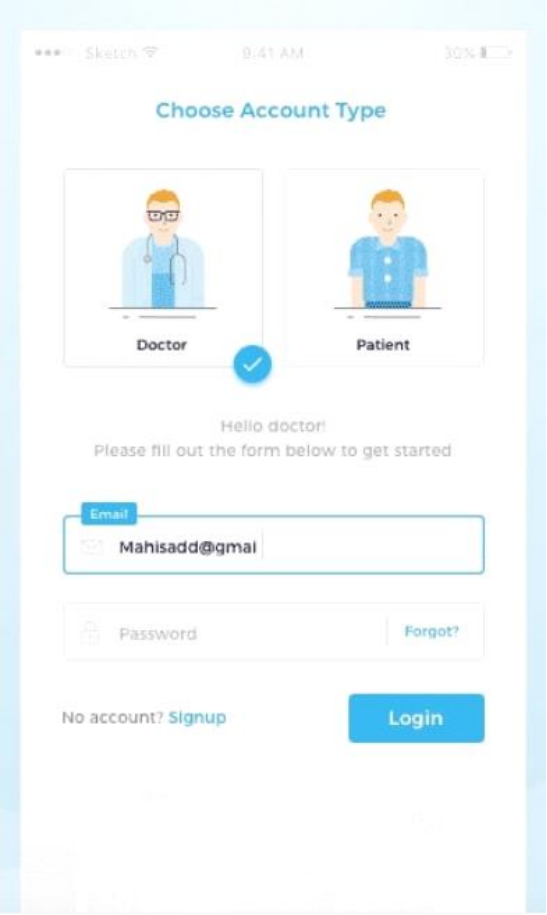
Getting code onto server

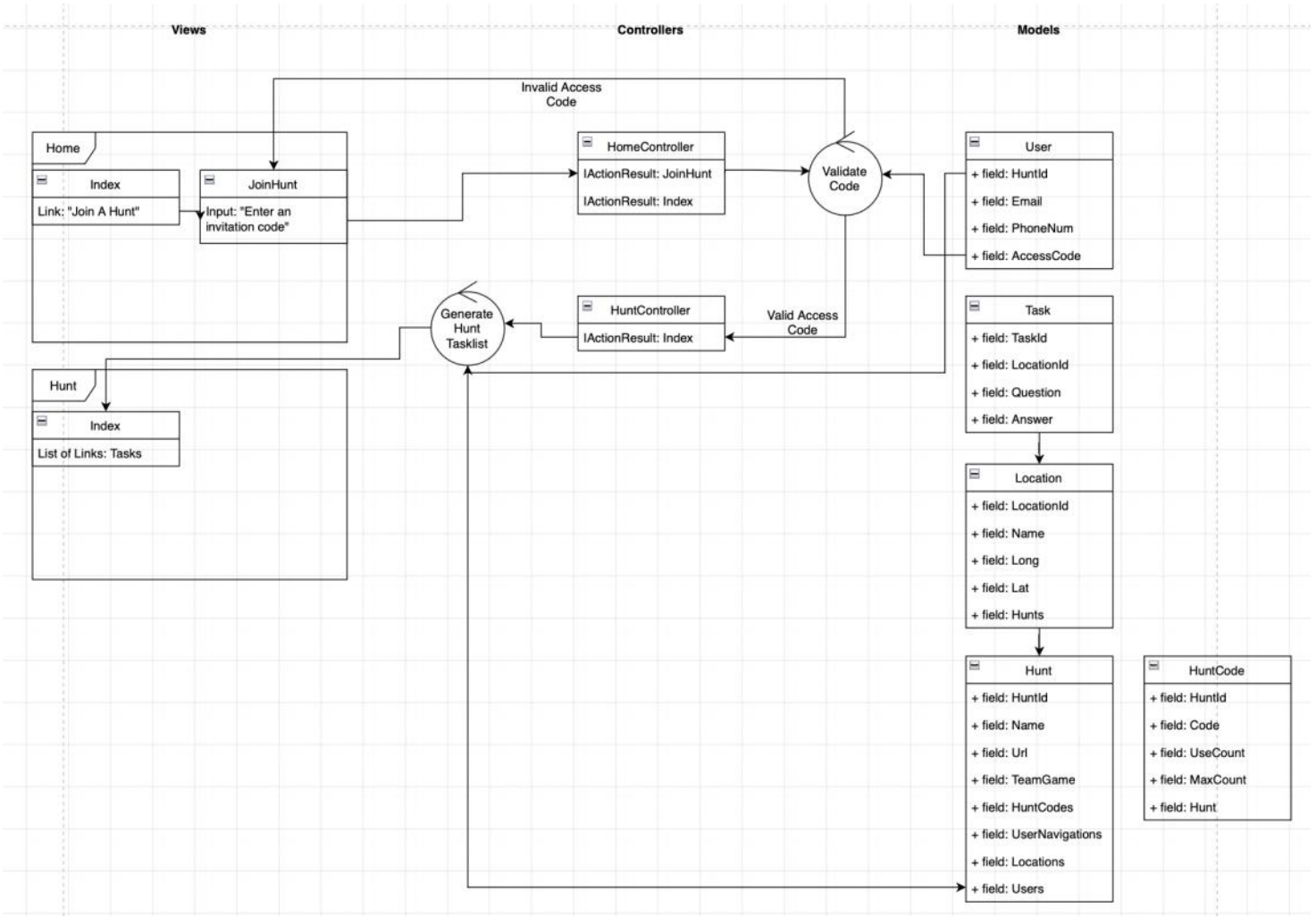
1. Use git clone to make new repo
2. Use git pull to update current repo

Will add pictures and more thorough documentation once I perform this step

Web Page Design

Tuesday, November 1, 2022 9:46 AM

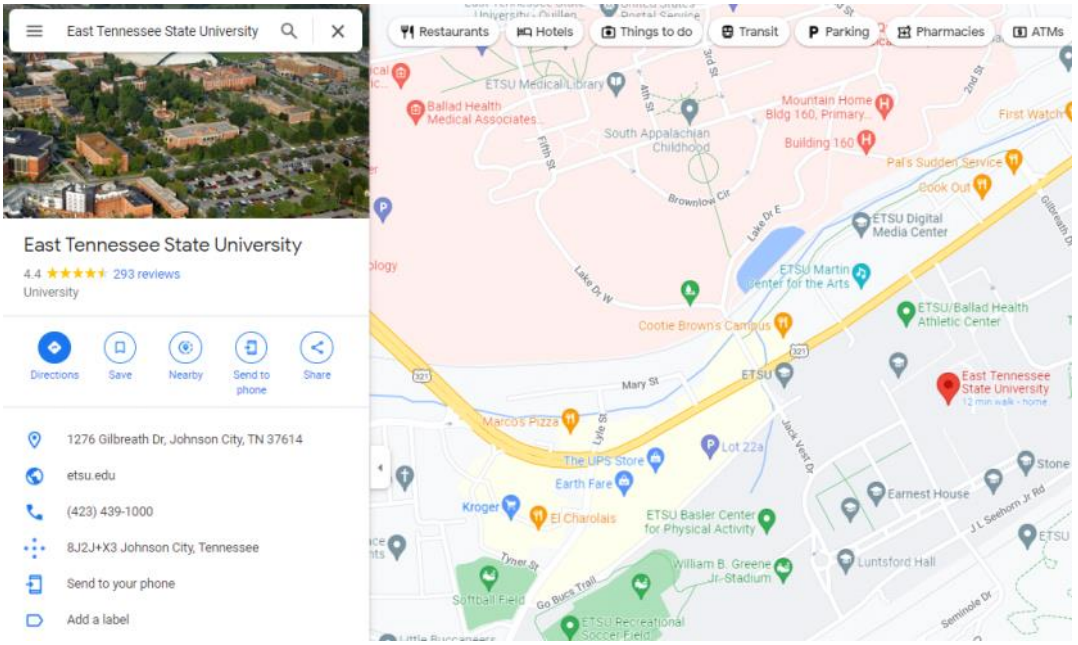




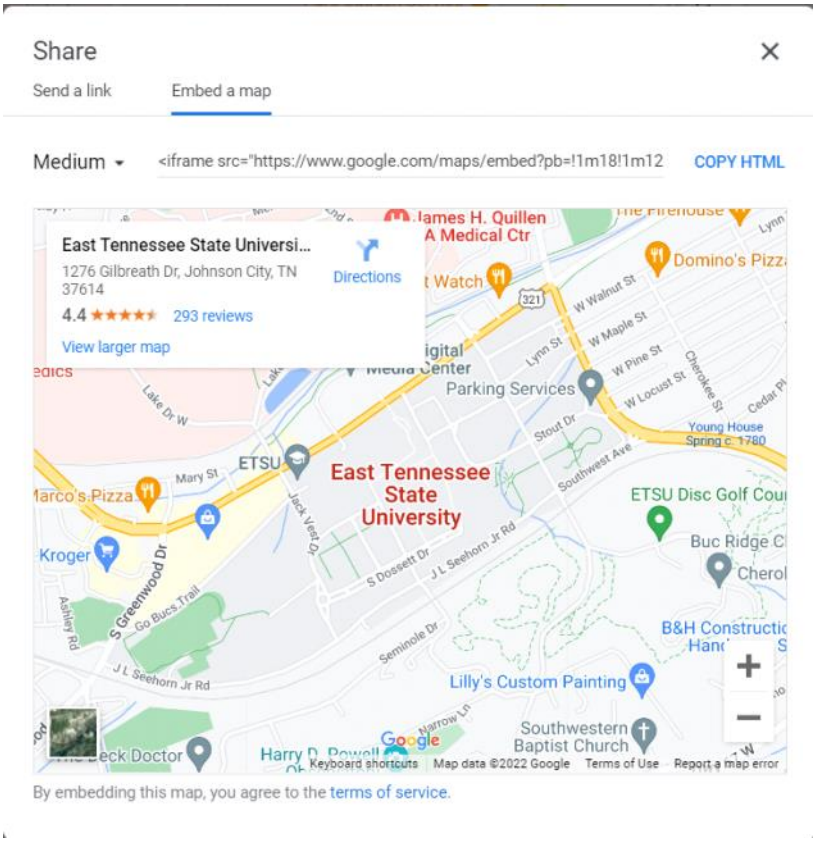
Being completely candid this diagram is kinda jank and definitely needs refinement but it's a start.

BucHuntFlowChart

To imbed Google maps into a webpage, you start by going to Google maps and finding your desired location.



Next, click the share button and click on "Embed a map"



From there, you can copy the HTML into your own HTML. To edit the size of the map, you simply edit the "width" and "height" properties within the HTML.


*Untitled - Notepad
File
Edit
View
!4v1669562761702!5m2!1sen!2sus" width="600" height="450" style="border:0;" allowfullscreen=""
Ln 1, Col 329
100%
Windows (CRLF)
UTF-8

Leaderboard

Tuesday, November 15, 2022 10:58 AM

A simple leaderboard page was created with the intention to display current user ranks within the hunt. Rather than create a hard-coded table, the page utilizes a loop to build the table row-by-row based upon the number of users associated to the hunt. Fields included are Rank, Player, and Score. With Score implemented, the list of users can be first sorted by score value, and then used to build the table. The page automatically refreshes every 5 seconds, so anyone looking at the page for an extended period of time will be able to see scores update periodically.

Validation

Thursday, November 17, 2022 5:59 PM

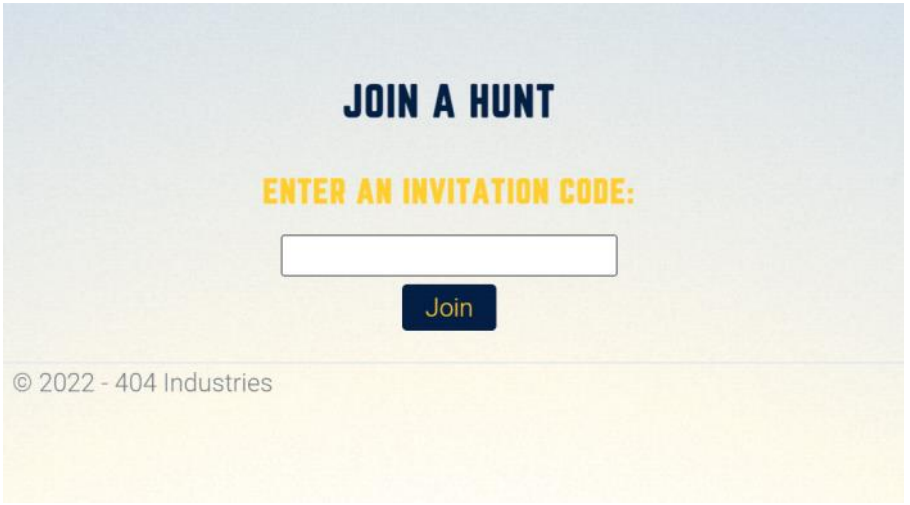
For validating the access codes inputted by the users setting the field to be required as well as setting the maximum length of the property can be done as shown below:

```
37
38      [Required, MaxLength(8)]
        6 references
39      public string? AccessCode { get; set; }
40
```

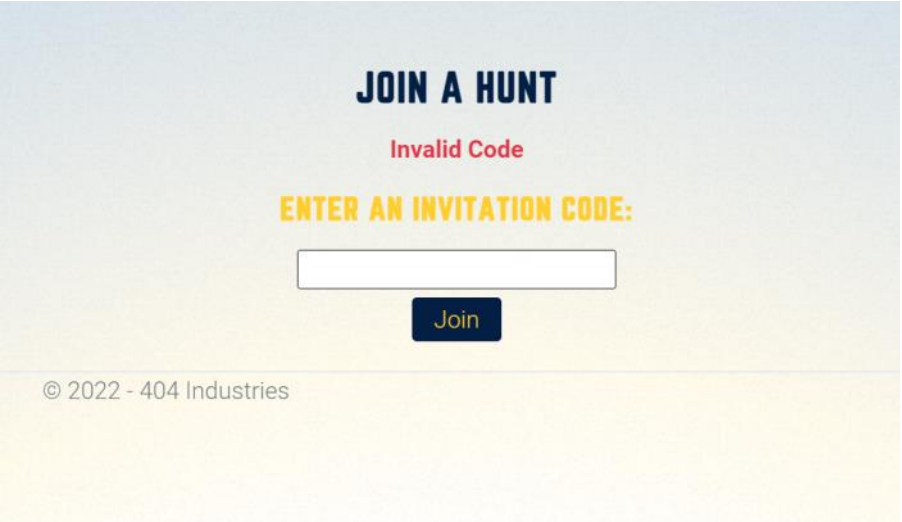
Future Note: It is possible to add a regular expression which will only allow for integers to be accepted into the text box.

Inside the JoinHunt.cshtml file validation can be done with a simple if looking to see if the TempData value is null. If it is null the if will skip this and proceed to show the user the base page for inputting the access code. If it is not null it will display the message contained within the TempData to the user along with the base page below is the code with example:

```
<div class="text-center"> <!--Main div for JoinHunt page-->
    <h2>@ViewData["Title"]</h2>
    @if (TempData["Message"] != null)
    {
        <div class="text-danger">
            <strong>@TempData["Message"]</strong>
        </div>
    }
    @using (Html.BeginForm("Index", "Hunt", FormMethod.Post))
    {
        <h3>Enter an invitation code:</h3>
        @Html.EditorFor(user => user.AccessCode, new { @class = "form-control"
        <br />
        <input type="submit" value="Join" />
```



Example above is if the TempData is null.



Example above is if TempData is not null.

The Code that handles the validation and will store the message in the TemData is located in the model for the Hunt. It works by taking the access code input and running a foreach loop comparing the input with the access codes stored in a list pulled from the database. If the code does not exists then we can write the error message store it in TempData and do a redirect back to the page to allow users to input access codes showing them the invalid message. Below is the code for this:

```
[HttpPost]
0 references
public IActionResult Index(User user)
{
    user.OpenDB(); //Generates the list of Users from the database
    task.OpenDB(); //Generates the list of Tasks from the database
    bool correct = false;
    string[] codes = new string[user.usersList.Count()];


    foreach (User u in user.usersList)
    {
        if (user.AccessCode == u.AccessCode)
        {
            users.Add(u);
            user.teams.Add(user.AccessCode, users);
            correct = true;
            break;
        }
    }
    if (correct)
    {
        return View();
    }
    else
    {

        TempData["Message"] = "Invalid Code";
        return RedirectToAction("JoinHunt", "Home");
    }
} //End public IActionResult Index()
//End public class HuntController : Controller
```

Database Design & Information

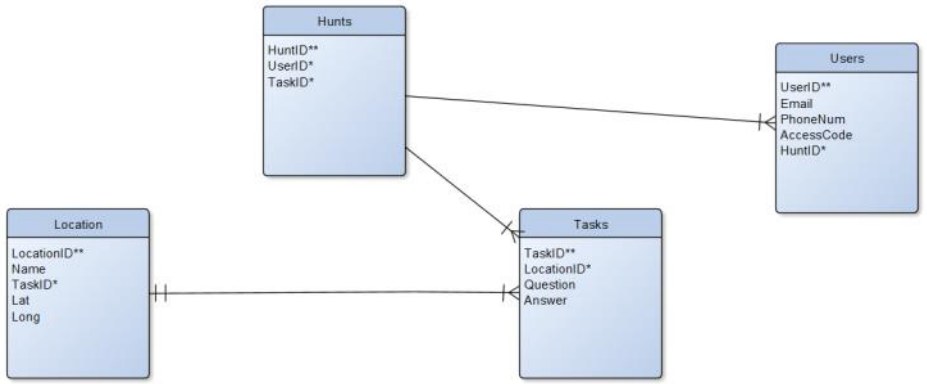
Tuesday, November 1, 2022 8:30 PM

Nov. 1 (Sprint 1)
We decided on using a database to persist data for the webpage, since we could not hard-code the initial locations to the page, and we knew we would need to be able to store numerous data items to later have multiple hunts be possible.

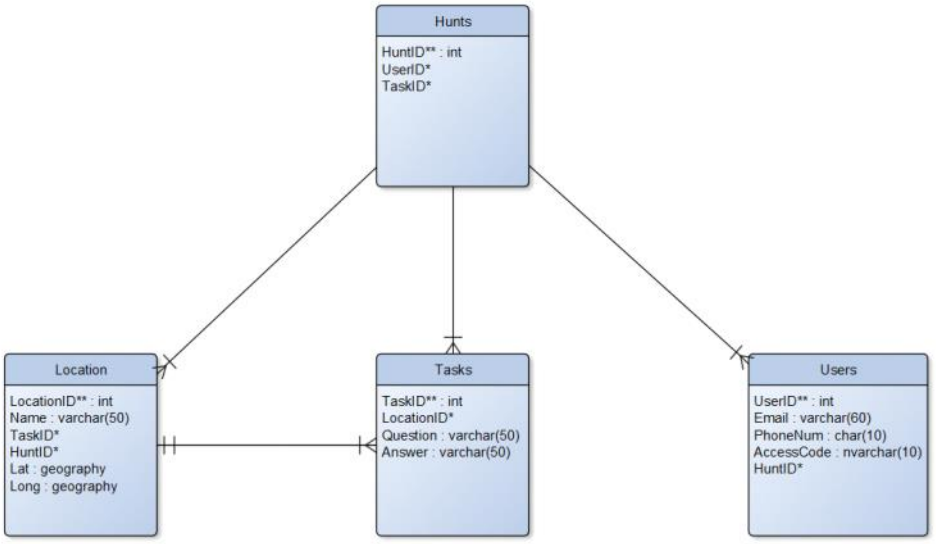
Our initial design includes 4 tables:

- Hunts
- Tasks
- Locations
- Users

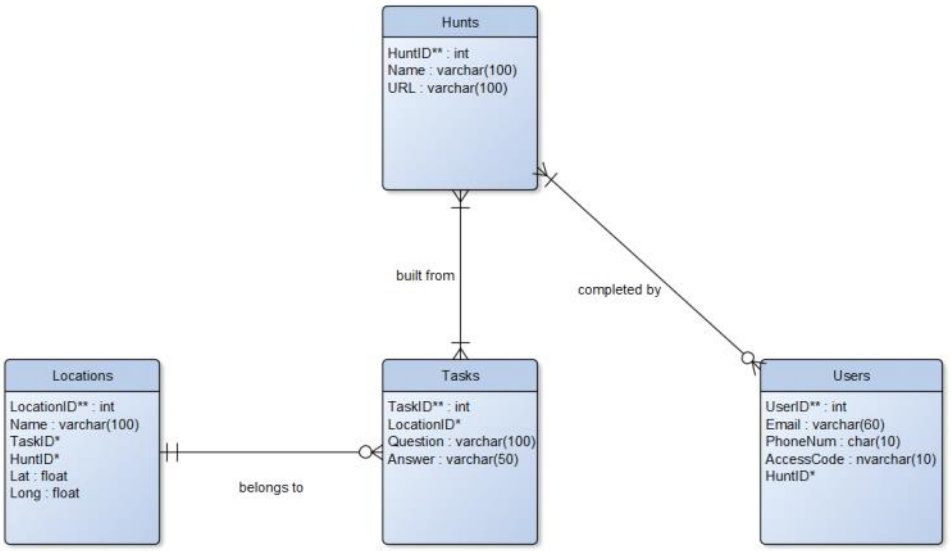
For our first sprint, Locations and Tasks are the most important tables, since they are going to be pulled and listed on the page as the hunt's activities: Users and Hunts will be used in greater depth in further sprints as we add more functionality. Shown below is the first draft of our design:



Primary keys were chosen as ID fields for each respective table, and with the overlap in other tables, foreign keys were also set for tables with primary columns from another table. Dependencies are shown in the diagram, and will likely change as we add more features and tables in future sprints. Model was refined shortly after to the following view:



This second version includes data types for each column in the tables (except where already defined elsewhere, such as primary/foreign key fields) and captures another dependency between locations and hunts. Upon further discussion, the focus for loading in hunt activities became task-focused and less about the location data, so the design has now been finalized to the following form:

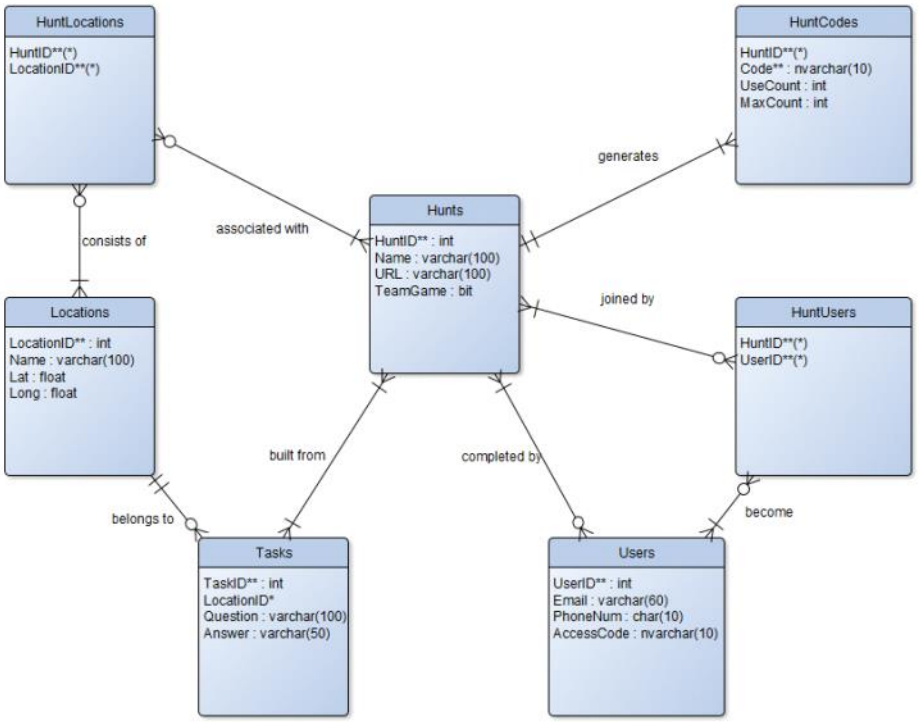


Hunt has been changed to include more identifying fields, the location dependency has been removed, and location has been simplified to use the "float" data types for geographic coordinates instead of "geography": the latter was too detailed for our scope, while float gives us the appropriate precision desired. Foreign keys in Locations and HuntID for Users is not particularly needed for our purposes since we are just aiming to release a single Hunt, but they are being left to create relational tables that will be used in the future for multiple hunts.

Nov. 8 (Sprint 2)

For Sprint 2, we needed to add capability to allow for teams to be formed within a Hunt, and allow for users to enter the same code from a number of devices to form a team. At a bare minimum, we needed

to add a way to allow numerous codes to be associated with a single hunt (for validation checking) and for multiple users to be associated with a single hunt, allowing for players to participate in multiple hunts in the future without issue. The resulting design is shown below:



Both foreign keys were dropped from Locations, since including TaskID was redundant and HuntID relation was moved into the new HuntLocations table, HuntID was moved from Users for the same reasons, and HuntCodes was added as a new table for moderating code validation and team size. The field TeamGame was added to Hunts to act as a true/false flag that can be used to trigger different values for the MaxCount field in HuntCodes: if TeamGame is true, MaxCount could be set to 4 in every row (our arbitrary chosen maximum team size) and if it is false, the value can be set to 1 to make sure all players are joining and playing as individuals. The three new tables all contain primary/foreign key combinations, since we realized during the process to connect the database to our webpage that all tables must have a primary key in order for the functionality to behave properly.

In the end, the added tables are only necessary for future functionality of multiple hunts, so they will go unused for now.

Session Variables to differentiate between users

Tuesday, November 22, 2022 5:02 PM

https://asp.mvc-tutorial.com/httpcontext/sessions/

DB Connection Strings

Wednesday, November 9, 2022 9:35 AM

The purpose of the connection strings is to initialize a dynamic connection with the database on project load, so there is no need to integrate sql queries into the code which helps minimize injection attacks on the webpage.
The service.builder in the Program.cs class calls the connections string "should be calling the string stored in the appsettings.json file since that file is more hidden than the source code/has more protections with entityframeworkcore" and initializes the database connection.
From there, you can call this connection in the controller classes, create a private local variable to hold the database context that can be used to pull any data from the database tables within that controller class.

https://learn.microsoft.com/en-us/aspnet/core/data/ef-mvc/intro?view=aspnetcore-7.0 --> this is a good tutorial to follow if you are new to MVC

https://www.entityframeworktutorial.net/efcore/create-model-for-existing-database-in-ef-core.aspx

Packages: Entityframeworkcore

- Entityframeworkcore.tools
- Entityframeworkcore.sqlserver
- Entityframeworkcore.analyzers

Janine's notes
Resources:
https://learn.microsoft.com/en-us/ef/core/cli/powershell
https://learn.microsoft.com/en-us/answers/questions/732634/nullreferenceexception-object-reference-not-set-to.html
https://stackoverflow.com/questions/17615260/the-certificate-chain-was-issued-by-an-authority-that-is-not-trusted-when-conn

Full command to scaffold db in project – contains new connection string
Scaffold-DbContext "Server=151.141.91.45; Database=BucHunt; User Id=dbaccess; Password=Password1!; TrustServerCertificate=True" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

To fix the "A connection was successfully established with the server, but then an error occurred during the login process. (provider: SSL Provider, error: 0 - The certificate chain was issued by an authority that is not trusted.)" error, I added the "TrustServerCertificate=True" to the connection string

To fix "Login failed for user 'dbaccess'." error, I checked the username and password and saw that the given password was wrong.

To fix "Object reference not set to an instance of an object." error, I checked the database to make sure each table was set up correctly. I found that 3 tables didn't have a primary key set and fixed that.

After these steps, I was able to successfully scaffold the web project.

IGNORE THIS: --- HANNAH'S TRYING TO DEBUG

PM> Scaffold-DbContext "Server=FALL22-4250-1-3; Database=BucHunt; User Id=dbaccess; Password=Passsword1!" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

Build started...

Build succeeded.

To protect potentially sensitive information in your connection string, you should move it out of source code. You can avoid scaffolding the connection string by using the Name= syntax to read it from configuration - see https://go.microsoft.com/fwlink/?linkid=2131148. For more guidance on storing connection strings, see http://go.microsoft.com/fwlink/?LinkId=723263.

Microsoft.Data.SqlClient.SqlException (0x80131904): A connection was successfully established with the server, but then an error occurred during the login process. (provider: SSL Provider, error: 0 - The certificate chain was issued by an authority that is not trusted.)

---> System.ComponentModel.Win32Exception (0x80090325): The certificate chain was issued by an authority that is not trusted.

at Microsoft.Data.SqlClient.SqlInternalConnection.OnError(SqlException exception, Boolean breakConnection, Action`1 wrapCloseInAction)

at Microsoft.Data.SqlClient.TdsParser.ThrowExceptionAndWarning(TdsParserStateObject stateObj, Boolean callerHasConnectionLock, Boolean asyncClose)

at Microsoft.Data.SqlClient.TdsParserStateObject.ThrowExceptionAndWarning(Boolean callerHasConnectionLock, Boolean asyncClose)

at Microsoft.Data.SqlClient.TdsParserStateObject.SNIWritePacket(PacketHandle packet, UInt32& sniError, Boolean canAccumulate, Boolean callerHasConnectionLock, Boolean asyncClose)

at Microsoft.Data.SqlClient.TdsParserStateObject.WriteSni(Boolean canAccumulate)

at Microsoft.Data.SqlClient.TdsParserStateObject.WritePacket(Byte flushMode, Boolean canAccumulate)

at Microsoft.Data.SqlClient.TdsParser.TdsLogin(SqlLogin rec, FeatureExtension requestedFeatures, SessionData recoverySessionData, FederatedAuthenticationFeatureExtensionData fedAuthFeatureExtensionData,

Hannah – fixing dependency injection and creating connection to database in Controllers not Models

*getting error on

```
builder.Services.AddControllersWithViews();
builder.Services.AddDbContext<BucHuntContext>(options =>
{
    options.UseSqlServer(Configuration.GetConnectionString("DefaultConnection"));
});
```

^^ going to try installing the EntityFrameworkCore.Design package to see if that fixes the recognition issue
^^ not finding the GetConnectionString

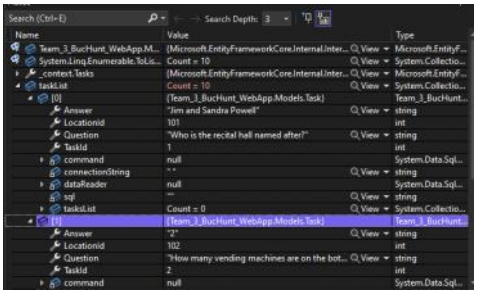
- Added the EntityFrameworkCore.Design package >> not needed for this step but will be needed later (most likely)
- Fixed the dependency injection with a different syntax

```
var builder = WebApplication.CreateBuilder(args);
var connString = builder.Configuration.GetConnectionString("DefaultConnection");
// Add services to the container.
builder.Services.AddControllersWithViews();
builder.Services.AddDbContext<BucHuntContext>(options =>
{
    options.UseSqlServer(connString);
});
```

^^ no errors with this, but still need to test
^^ works to pull data from database

Pulling task list from database in HuntController

```
public class HuntController : Controller
{
    public Models.User user = new Models.User();
    public Models.Task task = new Models.Task();
    private BucHuntContext db = new BucHuntContext();
    // List<User> teams = new List<User>(); ...

    private readonly BucHuntContext _context;

    public HuntController(BucHuntContext context)
    {
        _context = context;
    }

    /** ...

    [HttpGet]
    public ActionResult Index()

    /// <summary> Returns Hunt page if code is correct will redirect if incor
    [HttpPost]
    public IActionResult Index(User user)
    {
        user.OpenDB(); //Generates the list of Users from the database
        task.OpenDB(); //Generates the list of Tasks from the database
        bool correct = false;
task.OpenDB(); //Generates the list of Tasks from the database
bool correct = false;


foreach (User u in user.usersList)
{
    if (user.AccessCode == u.AccessCode)
    {

        correct = true;
        break;
    }
}
if (correct)
{
    List<Models.Task> taskList = _context.Tasks.ToList();
    return View()
}
else
{

    TempData["Message"] = "Invalid Code";
    return RedirectToAction("JoinHunt", "Home");
}
} //End public IActionResult Index()
/End public class HuntController : Controller
```



Hannah – trying database migrations from database

Resources:
https://learn.microsoft.com/en-us/ef/core/managing-schemas/migrations/?tabs=dotnet-core-cli
https://stackoverflow.com/questions/57066856/command-dotnet-ef-not-found

Should have all packages needed, but command dotnet ef migrations add AddQRtable is not found

canAccumulate, Boolean callerHasConnectionLock, Boolean asyncClose)

at Microsoft.Data.SqlClient.TdsParserStateObject.WriteSni(Boolean canAccumulate)

at Microsoft.Data.SqlClient.TdsParserStateObject.WritePacket(Byte flushMode, Boolean canAccumulate)

at Microsoft.Data.SqlClient.TdsParser.TdsLogin(SqlLogin rec, FeatureExtension requestedFeatures, SessionData recoverySessionData, FederatedAuthenticationFeatureExtensionData fedAuthFeatureExtensionData, SqlConnectionEncryptOption encrypt)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.Login(ServerInfo server, TimeoutTimer timeout, String newPassword, SecureString newSecurePassword, SqlConnectionEncryptOption encrypt)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.AttemptOneLogin(ServerInfo serverInfo, String newPassword, SecureString newSecurePassword, Boolean ignoreSniOpenTimeout, TimeoutTimer timeout, Boolean withFailover)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.LoginNoFailover(ServerInfo serverInfo, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance, SqlConnectionString connectionOptions, SqlCredential credential, TimeoutTimer timeout)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.OpenLoginEnlist(TimeoutTimer timeout, SqlConnectionString connectionOptions, SqlCredential credential, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds..ctor(DbConnectionPoolIdentity identity, SqlConnectionString connectionOptions, SqlCredential credential, Object providerInfo, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance, SqlConnectionString userConnectionOptions, SessionData reconnectSessionData, Boolean applyTransientFaultHandling, String accessToken, DbConnectionPool pool)

at Microsoft.Data.SqlClient.SqlConnectionFactory.CreateConnection(DbConnectionOptions options, DbConnectionPoolKey poolKey, Object poolGroupProviderInfo, DbConnectionPool pool, DbConnection owningConnection, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionFactory.CreatePooledConnection(DbConnectionPool pool, DbConnection owningObject, DbConnectionOptions options, DbConnectionPoolKey poolKey, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionPool.CreateObject(DbConnection owningObject, DbConnectionOptions userOptions, DbConnectionInternal oldConnection)

at Microsoft.Data.ProviderBase.DbConnectionPool.UserCreateRequest(DbConnection owningObject, DbConnectionOptions userOptions, DbConnectionInternal oldConnection)

at Microsoft.Data.ProviderBase.DbConnectionPool.TryGetConnection(DbConnection owningObject, UInt32 waitForMultipleObjectsTimeout, Boolean allowCreate, Boolean onlyOneCheckConnection, DbConnectionOptions userOptions, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionPool.TryGetConnection(DbConnection owningObject, TaskCompletionSource`1 retry, DbConnectionOptions userOptions, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionFactory.TryGetConnection(DbConnection owningConnection, TaskCompletionSource`1 retry, DbConnectionOptions userOptions, DbConnectionInternal oldConnection, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionInternal.TryOpenConnectionInternal(DbConnection outerConnection, DbConnectionFactory connectionFactory, TaskCompletionSource`1 retry, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionClosed.TryOpenConnection(DbConnection outerConnection, DbConnectionFactory connectionFactory, TaskCompletionSource`1 retry, DbConnectionOptions userOptions)

at Microsoft.Data.SqlClient.SqlConnection.TryOpen(TaskCompletionSource`1 retry, SqlConnectionOverrides overrides)

at Microsoft.Data.SqlClient.SqlConnection.Open(SqlConnectionOverrides overrides)

at Microsoft.Data.SqlClient.SqlConnection.Open()

at Microsoft.EntityFrameworkCore.SqlServer.Scaffolding.Internal.SqlServerDatabaseModelFactory.Create(DbConnection connection, DatabaseModelFactoryOptions options)

at Microsoft.EntityFrameworkCore.SqlServer.Scaffolding.Internal.SqlServerDatabaseModelFactory.Create(String connectionString, DatabaseModelFactoryOptions options)

at Microsoft.EntityFrameworkCore.Scaffolding.Internal.ReverseEngineerScaffolder.ScaffoldModel(String connectionString, DatabaseModelFactoryOptions databaseOptions, ModelReverseEngineerOptions modelOptions, ModelCodeGenerationOptions codeOptions)

at Microsoft.EntityFrameworkCore.Design.Internal.DatabaseOperations.ScaffoldContext(String provider, String connectionString, String outputDir, String outputContextDir, String dbContextClassName, IEnumerable`1 schemas, IEnumerable`1 tables, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContextImpl(String provider, String connectionString, String outputDir, String outputDbContextDir, String dbContextClassName, IEnumerable`1 schemaFilters, IEnumerable`1 tableFilters, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContext.<>c__DisplayClass0_0.<.ctor>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.<>c__DisplayClass3_0`1.<Execute>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.Execute(Action action)

ClientConnectionId:3c2ebbf4-1ad7-4910-a395-ed8cb7759e75

Error Number:-2146893019,State:0,Class:20

A connection was successfully established with the server, but then an error occurred during the login process. (provider: SS L Provider, error: 0 - The certificate chain was issued by an authority that is not trusted.)

*similar error codes repeated with slight alterations to connection string in command

^^try making sure in the directory of the project folder to see if that makes a difference

-- A connection was successfully established with the server, but then an error occurred during the login process. (provider: SSL Provider, error: 0 - The certificate chain was issued by an authority that is not trusted.)

From here, trying to add things to the connection string in command (found on stack overflow posts) to see if it resolves the cert error:

PM> Scaffold-DbContext "Server=151.141.91.45; Database=BucHunt; TrustServerCertificate=True; User Id=dbaccess; Password=Passsword1!" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

Login failed for user 'dbaccess'.

PM> Scaffold-DbContext "Server=151.141.91.45; Database=BucHunt; User Id=dbaccess; Password=Passsword1!; TrustServerCertificate=True" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

Login failed for user 'dbaccess'.

^^this connection string was correct, but password was misspelled – caught by Janine later

Resources:
https://learn.microsoft.com/en-us/ef/core/managing-schemas/migrations/?tabs=dotnet-core-cli
https://stackoverflow.com/questions/57066856/command-dotnet-ef-not-found

Should have all packages needed, but command dotnet ef migrations add AddQRtable is not found

- -used the command `dotnet tool install --global dotnet-ef --version 6.*` to make sure had dotnet tool package up to date
- Re-ran dotnet ef migration command and got a build error
- Ran dotnet build to see the following errors

```
PM> dotnet build
MSBuild version 17.4.0+18d5aef85 for .NET
  Determining projects to restore...
  All projects are up-to-date for restore.
C:\Program Files\dotnet\sdk\7.0.100\Sdks\Microsoft.NET.Sdk\targets\Microsoft.PackageDependencyResolution.targets(267,5): error NETSDK1064: Package Microsoft.EntityFrameworkCore.Analyzers, version 7.0.0 was not found. It might have been deleted since NuGet restore. Otherwise, NuGet restore might have only partially completed, which might have been due to maximum path length restrictions. [C:\Users\Hannah Taylor\Documents\GitHub\404-Industries\Team 3 BucHunt\Team_3_BucHunt_WebApp\Team_3_BucHunt_WebApp.csproj]

Build FAILED.

C:\Program Files\dotnet\sdk\7.0.100\Sdks\Microsoft.NET.Sdk\targets\Microsoft.PackageDependencyResolution.targets(267,5): error NETSDK1064: Package Microsoft.EntityFrameworkCore.Analyzers, version 7.0.0 was not found. It might have been deleted since NuGet restore. Otherwise, NuGet restore might have only partially completed, which might have been due to maximum path length restrictions. [C:\Users\Hannah Taylor\Documents\GitHub\404-Industries\Team 3 BucHunt\Team_3_BucHunt_WebApp\Team_3_BucHunt_WebApp.csproj]
    0 Warning(s)
    1 Error(s)

Time Elapsed 00:00:11.23
```

- Re-ran dotnet build to make sure it would build >> build succeeded
- Re-ran migration command

```
PM> dotnet ef migrations add AddQRtable
Build started...
Build succeeded.
The Entity Framework tools version '6.0.11' is older than that of the runtime '7.0.0'. Update the tools for the latest features and bug fixes. See https://aka.ms/AAc1fbw for more information.
```

Done. To undo this action, use 'ef migrations remove' >> this line from the console means that our database update is "staged" like a commit in Git

- Run dotnet ef database update

(terminal printout of connection try/error)

```
PM> dotnet ef database update
Build started...
Build succeeded.
The Entity Framework tools version '6.0.11' is older than that of the runtime '7.0.0'. Update the tools for the latest features and bug fixes. See https://aka.ms/AAc1fbw for more information.
info: Microsoft.EntityFrameworkCore.Database.Command[20101]
      Executed DbCommand (35ms) [Parameters=[], CommandType='Text', CommandTimeout='30']
      SELECT 1
info: Microsoft.EntityFrameworkCore.Database.Command[20101]
      Executed DbCommand (65ms) [Parameters=[], CommandType='Text', CommandTimeout='30']
      SELECT OBJECT_ID(N'[__EFMigrationsHistory]');
info: Microsoft.EntityFrameworkCore.Database.Command[20101]
      Executed DbCommand (5ms) [Parameters=[], CommandType='Text', CommandTimeout='30']
      SELECT 1
fail: Microsoft.EntityFrameworkCore.Database.Command[20102]
      Failed executing DbCommand (642ms) [Parameters=[], CommandType='Text', CommandTimeout='30']
      CREATE TABLE [__EFMigrationsHistory] (
          [MigrationId] nvarchar(150) NOT NULL,
          [ProductVersion] nvarchar(32) NOT NULL,
          CONSTRAINT [PK___EFMigrationsHistory] PRIMARY KEY ([MigrationId])
      );
Failed executing DbCommand (642ms) [Parameters=[], CommandType='Text', CommandTimeout='30']
CREATE TABLE [__EFMigrationsHistory] (
    [MigrationId] nvarchar(150) NOT NULL,
    [ProductVersion] nvarchar(32) NOT NULL,
    CONSTRAINT [PK___EFMigrationsHistory] PRIMARY KEY ([MigrationId])
);
Microsoft.Data.SqlClient.SqlException (0x80131904): CREATE TABLE permission denied in database 'BucHunt'.
   at Microsoft.Data.SqlClient.SqlConnection.OnError(SqlException exception, Boolean breakConnection, Action`1 wrapCloseInAction)
   at Microsoft.Data.SqlClient.SqlInternalConnection.OnError(SqlException exception, Boolean breakConnection, Action`1 wrapCloseInAction)
```

```
   at
Microsoft.Data.SqlClient.TdsParser.ThrowExceptionAndWarning(TdsParserSta
teObject stateObj, Boolean callerHasConnectionLock, Boolean asyncClose)
   at Microsoft.Data.SqlClient.TdsParser.TryRun(RunBehavior runBehavior,
SqlCommand cmdHandler, SqlDataReader dataStream, BulkCopySimpleResultSet
bulkCopyHandler, TdsParserStateObject stateObj, Boolean& dataReady)
   at Microsoft.Data.SqlClient.SqlCommand.RunExecuteNonQueryTds(String
methodName, Boolean isAsync, Int32 timeout, Boolean asyncWrite)
   at
Microsoft.Data.SqlClient.SqlCommand.InternalExecuteNonQuery(TaskCompleti
onSource`1 completion, Boolean sendToPipe, Int32 timeout, Boolean&
usedCache, Boolean asyncWrite, Boolean inRetry, String methodName)
   at Microsoft.Data.SqlClient.SqlCommand.ExecuteNonQuery()
   at
Microsoft.EntityFrameworkCore.Storage.RelationalCommand.ExecuteNonQuery(
RelationalCommandParameterObject parameterObject)
   at
Microsoft.EntityFrameworkCore.Migrations.Internal.Migrator.Migrate(Strin
g targetMigration)
   at
Microsoft.EntityFrameworkCore.Design.Internal.MigrationsOperations.Updat
eDatabase(String targetMigration, String connectionString, String
contextType)
   at
Microsoft.EntityFrameworkCore.Design.OperationExecutor.UpdateDatabaseImp
l(String targetMigration, String connectionString, String contextType)
   at
Microsoft.EntityFrameworkCore.Design.OperationExecutor.UpdateDatabase.<>
c__DisplayClass0_0.<.ctor>b__0()
   at
Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.Exe
cute(Action action)

ClientConnectionId:cc98998e-1a8d-4dc3-83c9-f4aa063ab1ea

Error Number:262,State:1,Class:14

CREATE TABLE permission denied in database 'BucHunt'.

^^dbaccess creds may not have permission to create a table

*Tried with different credentials that should have access to create a
table
```

Getting somewhere with this command??

Scaffold-DbContext "Server=151.141.91.45; Database=BucHunt; User Id=dbaccess; Password=Passsword1!; Trusted_Connection=SSL; Encrypt=false; TrustServerCertificate=true; Integrated Security=false" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

^^ this was giving the error "Login failed for user 'dbaccess' "

Scaffold-DbContext "Server=151.141.91.45; Database=BucHunt; User Id=dbaccess; Password=Passsword1!" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

Build started...

Build succeeded.

To protect potentially sensitive information in your connection string, you should move it out of source code. You can avoid scaffolding the connection string by using the Name= syntax to read it from configuration - see https://go.microsoft.com/fwlink/?linkid=2131148. For more guidance on storing connection strings, see http://go.microsoft.com/fwlink/?LinkId=723263.

Microsoft.Data.SqlClient.SqlException (0x80131904): A connection was successfully established with the server, but then an error occurred during the login process. (provider: SSL Provider, error: 0 - The certificate chain was issued by an authority that is not trusted.)

Getting same error on server with same connection string

Server Tries/Log:

Each package is licensed to you by its owner. NuGet is not responsible for, nor does it grant any licenses to, third-party packages. Some packages may include dependencies which are governed by additional licenses. Follow the package source (feed) URL to determine any dependencies.

Package Manager Console Host Version 6.3.0.131

Type 'get-help NuGet' to see all available NuGet commands.

PM> Scaffold-DbContext "Server=151.141.91.45; Database=BucHunt; User Id=dbaccess; Password=Passsword1!" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

Scaffold-DbContext : The term 'Scaffold-DbContext' is not recognized as the name of a cmdlet, function, script file, or

operable program. Check the spelling of the name, or if a path was included, verify that the path is correct and try again.

At line:1 char:1

+ Scaffold-DbContext "Server=151.141.91.45; Database=BucHunt; User Id=d ...

+ ~~~~~~~~~~~~~~~~~~

    + CategoryInfo   : ObjectNotFound: (Scaffold-DbContext:String) [], CommandNotFoundException

    + FullyQualifiedErrorId : CommandNotFoundException

^^had to install packages listed at top of page

PM> Scaffold-DbContext "Server=151.141.91.45; Database=BucHunt; User Id=dbaccess; Password=Passsword1!" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

Build started...

Build succeeded.

To protect potentially sensitive information in your connection string, you should move it out of source code. You can avoid scaffolding the connection string by using the Name= syntax to read it from configuration - see https://go.microsoft.com/fwlink/?linkid=2131148. For more guidance on storing connection strings, see http://go.microsoft.com/fwlink/?LinkId=723263.

Microsoft.Data.SqlClient.SqlException (0x80131904): A connection was successfully established with the server, but then an error occurred during the login process. (provider: SSL Provider, error: 0 - The certificate chain was issued by an authority that is not trusted.)

---> System.ComponentModel.Win32Exception (0x80090325): The certificate chain was issued by an authority that is not trusted.

   at Microsoft.Data.SqlClient.SqlInternalConnection.OnError(SqlException exception, Boolean breakConnection, Action`1 wrapCloseInAction)

   at Microsoft.Data.SqlClient.TdsParser.ThrowExceptionAndWarning(TdsParserStateObject stateObj, Boolean callerHasConnectionLock, Boolean asyncClose)

   at Microsoft.Data.SqlClient.TdsParserStateObject.ThrowExceptionAndWarning(Boolean callerHasConnectionLock, Boolean asyncClose)

   at Microsoft.Data.SqlClient.TdsParserStateObject.SNIWritePacket(PacketHandle packet, UInt32& sniError, Boolean canAccumulate, Boolean callerHasConnectionLock, Boolean asyncClose)

   at Microsoft.Data.SqlClient.TdsParserStateObject.WriteSni(Boolean canAccumulate)

   at Microsoft.Data.SqlClient.TdsParserStateObject.WritePacket(Byte flushMode, Boolean canAccumulate)

   at Microsoft.Data.SqlClient.TdsParser.TdsLogin(SqlLogin rec, FeatureExtension requestedFeatures, SessionData recoverySessionData, FederatedAuthenticationFeatureExtensionData fedAuthFeatureExtensionData, SqlConnectionEncryptOption encrypt)

   at Microsoft.Data.SqlClient.SqlInternalConnectionTds.Login(ServerInfo server, TimeoutTimer timeout, String newPassword, SecureString newSecurePassword, SqlConnectionEncryptOption encrypt)

   at Microsoft.Data.SqlClient.SqlInternalConnectionTds.AttemptOneLogin(ServerInfo serverInfo, String newPassword, SecureString newSecurePassword, Boolean ignoreSniOpenTimeout, TimeoutTimer timeout, Boolean withFailover)

   at Microsoft.Data.SqlClient.SqlInternalConnectionTds.LoginNoFailover(ServerInfo serverInfo, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance, SqlConnectionString connectionOptions, SqlCredential credential, TimeoutTimer timeout)

   at Microsoft.Data.SqlClient.SqlInternalConnectionTds.OpenLoginEnlist(TimeoutTimer timeout, SqlConnectionString connectionOptions, SqlCredential credential, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance)

   at Microsoft.Data.SqlClient.SqlInternalConnectionTds..ctor(DbConnectionPoolIdentity identity,

SqlConnectionString connectionOptions, SqlCredential credential, Object providerInfo, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance, SqlConnectionString userConnectionOptions, SessionData reconnectSessionData, Boolean applyTransientFaultHandling, String accessToken, DbConnectionPool pool)

at Microsoft.Data.SqlClient.SqlConnectionFactory.CreateConnection(DbConnectionOptions options, DbConnectionPoolKey poolKey, Object poolGroupProviderInfo, DbConnectionPool pool, DbConnection owningConnection, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionFactory.CreatePooledConnection(DbConnectionPool pool, DbConnection owningObject, DbConnectionOptions options, DbConnectionPoolKey poolKey, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionPool.CreateObject(DbConnection owningObject, DbConnectionOptions userOptions, DbConnectionInternal oldConnection)

at Microsoft.Data.ProviderBase.DbConnectionPool.UserCreateRequest(DbConnection owningObject, DbConnectionOptions userOptions, DbConnectionInternal oldConnection)

at Microsoft.Data.ProviderBase.DbConnectionPool.TryGetConnection(DbConnection owningObject, UInt32 waitForMultipleObjectsTimeout, Boolean allowCreate, Boolean onlyOneCheckConnection, DbConnectionOptions userOptions, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionPool.TryGetConnection(DbConnection owningObject, TaskCompletionSource`1 retry, DbConnectionOptions userOptions, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionFactory.TryGetConnection(DbConnection owningConnection, TaskCompletionSource`1 retry, DbConnectionOptions userOptions, DbConnectionInternal oldConnection, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionInternal.TryOpenConnectionInternal(DbConnection outerConnection, DbConnectionFactory connectionFactory, TaskCompletionSource`1 retry, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionClosed.TryOpenConnection(DbConnection outerConnection, DbConnectionFactory connectionFactory, TaskCompletionSource`1 retry, DbConnectionOptions userOptions)

at Microsoft.Data.SqlClient.SqlConnection.TryOpen(TaskCompletionSource`1 retry, SqlConnectionOverrides overrides)

at Microsoft.Data.SqlClient.SqlConnection.Open(SqlConnectionOverrides overrides)

at Microsoft.Data.SqlClient.SqlConnection.Open()

at Microsoft.EntityFrameworkCore.SqlServer.Scaffolding.Internal.SqlServerDatabaseModelFactory.Create(DbConnection connection, DatabaseModelFactoryOptions options)

at Microsoft.EntityFrameworkCore.SqlServer.Scaffolding.Internal.SqlServerDatabaseModelFactory.Create(String connectionString, DatabaseModelFactoryOptions options)

at Microsoft.EntityFrameworkCore.Scaffolding.Internal.ReverseEngineerScaffolder.ScaffoldModel(String connectionString, DatabaseModelFactoryOptions databaseOptions, ModelReverseEngineerOptions modelOptions, ModelCodeGenerationOptions codeOptions)

at Microsoft.EntityFrameworkCore.Design.Internal.DatabaseOperations.ScaffoldContext(String provider, String connectionString, String outputDir, String outputContextDir, String dbContextClassName, IEnumerable`1 schemas, IEnumerable`1 tables, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContextImpl(String provider, String connectionString, String outputDir, String outputDbContextDir, String dbContextClassName, IEnumerable`1 schemaFilters, IEnumerable`1 tableFilters, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContext.<>c__DisplayClass0_0.<.ctor>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.<>c__DisplayClass3_0`1.<Execute>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.Execute(Action action)

ClientConnectionId:09dacfd2-5b4e-4f7d-a30f-a88926792b7b

Error Number:-2146893019,State:0,Class:20

A connection was successfully established with the server, but then an error occurred during the login process. (provider: SSL Provider, error: 0 - The certificate chain was issued by an authority that is not trusted.)

^^ got same error on server as did running the command locally

Gong to try connecting to the db as a local db since logged into the server through RDP:

PM> Scaffold-DbContext "Server=(localdb)\FALL22-4250-1-3; Database=BucHunt; User Id=dbaccess; Password=Passsword1!" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

Build started...

Build succeeded.

To protect potentially sensitive information in your connection string, you should move it out of source code. You can avoid scaffolding the connection string by using the Name= syntax to read it from configuration - see https://go.microsoft.com/fwlink/?linkid=2131148. For more guidance on storing connection strings, see http://go.microsoft.com/fwlink/?LinkId=723263.

Microsoft.Data.SqlClient.SqlException (0x80131904): A network-related or instance-specific error occurred while establishing a connection to SQL Server. The server was not found or was not accessible. Verify that the instance name is correct and that SQL Server is configured to allow remote connections. (provider: SNI_PN11, error: 50 - Local Database Runtime error occurred. The specified LocalDB instance does not exist.

)

---> System.ComponentModel.Win32Exception (0x89C50107): Unknown error (0x89c50107)

at Microsoft.Data.SqlClient.SqlInternalConnection.OnError(SqlException exception, Boolean breakConnection, Action`1 wrapCloseInAction)

at Microsoft.Data.SqlClient.TdsParser.ThrowExceptionAndWarning(TdsParserStateObject stateObj, Boolean callerHasConnectionLock, Boolean asyncClose)

at Microsoft.Data.SqlClient.TdsParser.Connect(ServerInfo serverInfo, SqlInternalConnectionTds connHandler, Boolean ignoreSniOpenTimeout, Int64 timerExpire, SqlConnectionString connectionOptions, Boolean withFailover)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.AttemptOneLogin(ServerInfo serverInfo, String newPassword, SecureString newSecurePassword, Boolean ignoreSniOpenTimeout, TimeoutTimer timeout, Boolean withFailover)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.LoginNoFailover(ServerInfo serverInfo, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance, SqlConnectionString

connectionOptions, SqlCredential credential, TimeoutTimer timeout)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.OpenLoginEnlist(TimeoutTimer timeout, SqlConnectionString connectionOptions, SqlCredential credential, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds..ctor(DbConnectionPoolIdentity identity, SqlConnectionString connectionOptions, SqlCredential credential, Object providerInfo, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance, SqlConnectionString userConnectionOptions, SessionData reconnectSessionData, Boolean applyTransientFaultHandling, String accessToken, DbConnectionPool pool)

at Microsoft.Data.SqlClient.SqlConnectionFactory.CreateConnection(DbConnectionOptions options, DbConnectionPoolKey poolKey, Object poolGroupProviderInfo, DbConnectionPool pool, DbConnection owningConnection, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionFactory.CreatePooledConnection(DbConnectionPool pool, DbConnection owningObject, DbConnectionOptions options, DbConnectionPoolKey poolKey, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionPool.CreateObject(DbConnection owningObject, DbConnectionOptions userOptions, DbConnectionInternal oldConnection)

at Microsoft.Data.ProviderBase.DbConnectionPool.UserCreateRequest(DbConnection owningObject, DbConnectionOptions userOptions, DbConnectionInternal oldConnection)

at Microsoft.Data.ProviderBase.DbConnectionPool.TryGetConnection(DbConnection owningObject, UInt32 waitForMultipleObjectsTimeout, Boolean allowCreate, Boolean onlyOneCheckConnection, DbConnectionOptions userOptions, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionPool.TryGetConnection(DbConnection owningObject, TaskCompletionSource`1 retry, DbConnectionOptions userOptions, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionFactory.TryGetConnection(DbConnection owningConnection, TaskCompletionSource`1 retry, DbConnectionOptions userOptions, DbConnectionInternal oldConnection, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionInternal.TryOpenConnectionInternal(DbConnection outerConnection, DbConnectionFactory connectionFactory, TaskCompletionSource`1 retry, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionClosed.TryOpenConnection(DbConnection outerConnection, DbConnectionFactory connectionFactory, TaskCompletionSource`1 retry, DbConnectionOptions userOptions)

at Microsoft.Data.SqlClient.SqlConnection.TryOpen(TaskCompletionSource`1 retry, SqlConnectionOverrides overrides)

at Microsoft.Data.SqlClient.SqlConnection.Open(SqlConnectionOverrides overrides)

at Microsoft.Data.SqlClient.SqlConnection.Open()

at Microsoft.EntityFrameworkCore.SqlServer.Scaffolding.Internal.SqlServerDatabaseModelFactory.Create(DbConnection connection, DatabaseModelFactoryOptions options)

at Microsoft.EntityFrameworkCore.SqlServer.Scaffolding.Internal.SqlServerDatabaseModelFactory.Create(String connectionString, DatabaseModelFactoryOptions options)

at Microsoft.EntityFrameworkCore.Scaffolding.Internal.ReverseEngineerScaffolder.ScaffoldModel(String connectionString, DatabaseModelFactoryOptions databaseOptions, ModelReverseEngineerOptions modelOptions, ModelCodeGenerationOptions codeOptions)

at Microsoft.EntityFrameworkCore.Design.Internal.DatabaseOperations.ScaffoldContext(String provider, String connectionString, String outputDir, String outputContextDir, String dbContextClassName, IEnumerable`1 schemas, IEnumerable`1 tables, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContextImpl(String provider, String connectionString, String outputDir, String outputDbContextDir, String dbContextClassName, IEnumerable`1 schemaFilters, IEnumerable`1 tableFilters, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContext.<>c__DisplayClass0_0.<.ctor>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.<>c__DisplayClass3_0`1.<Execute>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.Execute(Action action)

ClientConnectionId:00000000-0000-0000-0000-000000000000

Error Number:-1983577849,State:0,Class:20

A network-related or instance-specific error occurred while establishing a connection to SQL Server. The server was not found or was not accessible. Verify that the instance name is correct and that SQL Server is configured to allow remote connections. (provider: SNI_PN11, error: 50 - Local Database Runtime error occurred. The specified LocalDB instance does not exist.

)

Try with different database instance name

PM> Scaffold-DbContext "Server=(localdb)\BucHunt; Database=BucHunt; User Id=dbaccess; Password=Passsword1!" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

Build started...

Build succeeded.

To protect potentially sensitive information in your connection string, you should move it out of source code. You can avoid scaffolding the connection string by using the Name= syntax to read it from configuration - see https://go.microsoft.com/fwlink/?linkid=2131148. For more guidance on storing connection strings, see http://go.microsoft.com/fwlink/?LinkId=723263.

Microsoft.Data.SqlClient.SqlException (0x80131904): A network-related or instance-specific error occurred while establishing a connection to SQL Server. The server was not found or was not accessible. Verify that the instance name is correct and that SQL Server is configured to allow remote connections. (provider: SNI_PN11, error: 50 - Local Database Runtime error occurred. The specified LocalDB instance does not exist.

)

---> System.ComponentModel.Win32Exception (0x89C50107): Unknown error (0x89c50107)

at Microsoft.Data.SqlClient.SqlInternalConnection.OnError(SqlException exception, Boolean breakConnection, Action`1 wrapCloseInAction)

at Microsoft.Data.SqlClient.TdsParser.ThrowExceptionAndWarning(TdsParserStateObject stateObj, Boolean callerHasConnectionLock, Boolean asyncClose)

at Microsoft.Data.SqlClient.TdsParser.Connect(ServerInfo serverInfo, SqlInternalConnectionTds connHandler, Boolean ignoreSniOpenTimeout, Int64 timerExpire, SqlConnectionString connectionOptions, Boolean withFailover)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.AttemptOneLogin(ServerInfo serverInfo, String newPassword, SecureString newSecurePassword, Boolean ignoreSniOpenTimeout, TimeoutTimer timeout, Boolean withFailover)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.LoginNoFailover(ServerInfo serverInfo, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance, SqlConnectionString connectionOptions, SqlCredential credential, TimeoutTimer timeout)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds.OpenLoginEnlist(TimeoutTimer timeout, SqlConnectionString connectionOptions, SqlCredential credential, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance)

at Microsoft.Data.SqlClient.SqlInternalConnectionTds..ctor(DbConnectionPoolIdentity identity, SqlConnectionString connectionOptions, SqlCredential credential, Object providerInfo, String newPassword, SecureString newSecurePassword, Boolean redirectedUserInstance, SqlConnectionString userConnectionOptions, SessionData reconnectSessionData, Boolean applyTransientFaultHandling, String accessToken, DbConnectionPool pool)

at Microsoft.Data.SqlClient.SqlConnectionFactory.CreateConnection(DbConnectionOptions options, DbConnectionPoolKey poolKey, Object poolGroupProviderInfo, DbConnectionPool pool, DbConnection owningConnection, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionFactory.CreatePooledConnection(DbConnectionPool pool, DbConnection owningObject, DbConnectionOptions options, DbConnectionPoolKey poolKey, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionPool.CreateObject(DbConnection owningObject, DbConnectionOptions userOptions, DbConnectionInternal oldConnection)

at Microsoft.Data.ProviderBase.DbConnectionPool.UserCreateRequest(DbConnection owningObject, DbConnectionOptions userOptions, DbConnectionInternal oldConnection)

at Microsoft.Data.ProviderBase.DbConnectionPool.TryGetConnection(DbConnection owningObject, UInt32 waitForMultipleObjectsTimeout, Boolean allowCreate, Boolean onlyOneCheckConnection, DbConnectionOptions userOptions, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionPool.TryGetConnection(DbConnection owningObject, TaskCompletionSource`1 retry, DbConnectionOptions userOptions, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionFactory.TryGetConnection(DbConnection owningConnection, TaskCompletionSource`1 retry, DbConnectionOptions userOptions, DbConnectionInternal oldConnection, DbConnectionInternal& connection)

at Microsoft.Data.ProviderBase.DbConnectionInternal.TryOpenConnectionInternal(DbConnection outerConnection, DbConnectionFactory connectionFactory, TaskCompletionSource`1 retry, DbConnectionOptions userOptions)

at Microsoft.Data.ProviderBase.DbConnectionClosed.TryOpenConnection(DbConnection outerConnection, DbConnectionFactory connectionFactory, TaskCompletionSource`1 retry, DbConnectionOptions userOptions)

at Microsoft.Data.SqlClient.SqlConnection.TryOpen(TaskCompletionSource`1 retry, SqlConnectionOverrides overrides)

at Microsoft.Data.SqlClient.SqlConnection.Open(SqlConnectionOverrides overrides)

at Microsoft.Data.SqlClient.SqlConnection.Open()

at Microsoft.EntityFrameworkCore.SqlServer.Scaffolding.Internal.SqlServerDatabaseModelFactory.Create(DbConnection connection, DatabaseModelFactoryOptions options)

at Microsoft.EntityFrameworkCore.SqlServer.Scaffolding.Internal.SqlServerDatabaseModelFactory.Create(String connectionString, DatabaseModelFactoryOptions options)

at Microsoft.EntityFrameworkCore.Scaffolding.Internal.ReverseEngineerScaffolder.ScaffoldModel(String connectionString, DatabaseModelFactoryOptions databaseOptions, ModelReverseEngineerOptions modelOptions, ModelCodeGenerationOptions codeOptions)

at Microsoft.EntityFrameworkCore.Design.Internal.DatabaseOperations.ScaffoldContext(String provider, String connectionString, String outputDir, String outputContextDir, String dbContextClassName, IEnumerable`1 schemas, IEnumerable`1 tables, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContextImpl(String provider, String connectionString, String outputDir, String outputDbContextDir, String dbContextClassName, IEnumerable`1 schemaFilters, IEnumerable`1 tableFilters, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContext.<>c__DisplayClass0_0.<.ctor>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.<>c__DisplayClass3_0`1.<Execute>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.Execute(Action action)

ClientConnectionId:00000000-0000-0000-0000-000000000000

Error Number:-1983577849,State:0,Class:20

A network-related or instance-specific error occurred while establishing a connection to SQL Server. The server was not found or was not accessible. Verify that the instance name is correct and that SQL Server is configured to allow remote connections. (provider: SNI_PN11, error: 50 - Local Database Runtime error occurred. The specified LocalDB instance does not exist.

)

PM>

^^ connecting as localdb while logged into the server does not work

Janine's part

PM> Scaffold-DbContext "Server=151.141.91.45; Database=BucHunt; User Id=dbaccess; Password=Password1!; TrustServerCertificate=True" Microsoft.EntityFrameworkCore.SqlServer -OutputDir Models

Build started...

Build succeeded.

To protect potentially sensitive information in your connection string, you should move it out of source code. You can avoid scaffolding the connection string by using the Name= syntax to read it from configuration - see https://go.microsoft.com/fwlink/?linkid=2131148. For more guidance on storing connection strings, see http://go.microsoft.com/fwlink/?LinkId=723263.

System.NullReferenceException: Object reference not set to an instance of an object.

at Microsoft.EntityFrameworkCore.Scaffolding.Internal.CSharpDbContextGenerator.TransformText()

at Microsoft.EntityFrameworkCore.Scaffolding.Internal.CSharpModelGenerator.ProcessTemplate(ITextTra

nsformation transformation)

at Microsoft.EntityFrameworkCore.Scaffolding.Internal.CSharpModelGenerator.GenerateModel(IModel model, ModelCodeGenerationOptions options)

at Microsoft.EntityFrameworkCore.Scaffolding.Internal.ReverseEngineerScaffolder.ScaffoldModel(String connectionString, DatabaseModelFactoryOptions databaseOptions, ModelReverseEngineerOptions modelOptions, ModelCodeGenerationOptions codeOptions)

at Microsoft.EntityFrameworkCore.Design.Internal.DatabaseOperations.ScaffoldContext(String provider, String connectionString, String outputDir, String outputContextDir, String dbContextClassName, IEnumerable`1 schemas, IEnumerable`1 tables, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContextImpl(String provider, String connectionString, String outputDir, String outputDbContextDir, String dbContextClassName, IEnumerable`1 schemaFilters, IEnumerable`1 tableFilters, String modelNamespace, String contextNamespace, Boolean useDataAnnotations, Boolean overwriteFiles, Boolean useDatabaseNames, Boolean suppressOnConfiguring, Boolean noPluralize)

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.ScaffoldContext.<>c__DisplayClass0_0.<.ctor>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.<>c__DisplayClass3_0`1.<Execute>b__0()

at Microsoft.EntityFrameworkCore.Design.OperationExecutor.OperationBase.Execute(Action action)

Object reference not set to an instance of an object.

QR Code

Thursday, November 10, 2022 10:29 AM

https://www.compilemode.com/2021/05/generating-qr-code-using-asp-net-core-mvc.html

Basic Notes:

- Followed tutorial above to get main functionality
- Had to downgrade the QRCoder namespace to previous version, as the newest didn't play nice with everything
- Deviated from tutorial and set

https://www.c-sharpcorner.com/UploadFile/4d9083/capturing-image-from-web-cam-in-Asp-Net-mvc139/
https://stackoverflow.com/questions/17424360/qr-code-webcam-scanner-c-sharp

Geolocation

Wednesday, November 16, 2022 6:24 PM

https://www.youtube.com/watch?v=IjfaeihsFcQ

Creating/Modifying Database Accounts

Thursday, November 17, 2022 11:10 AM

Documenta
tion-DBUs...

Contacts

Tuesday, October 25, 2022 11:13 AM

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Account Info

Tuesday, November 8, 2022 3:28 PM

Gmail account

- user: 404IndustriesETSU@gmail.com
- pass: g7se#kYQ10

Required for SMTP email notification service