Exploring Mappings and Migrations



Julie Lerman
MOST TRUSTED AUTHORITY ON ENTITY FRAMEWORK
@julielerman thedatafarm.com



Overview



Understanding many-to-many in EF Core

Creating a many-to-many relationship

Creating a one-to-one relationship

Scripting and migrating the database after the model changes

Scaffolding a model from an existing database



Let's Fix That, and Add Something Else, Too



Many (Samurais) to Many (Battles)



One (Samurai) to One (SecretIdentity)



Changes for EF Core

is not supported in EF Core 1.0 or 1.1 without a join entity 1:1
got easier
in EF Core
than previous EF

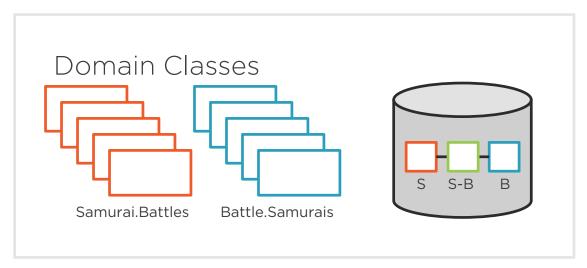
github.com/aspnet/EntityFramework/issues/1368



Understanding Many-to-Many Relationships



Many-to-Many Through EF6



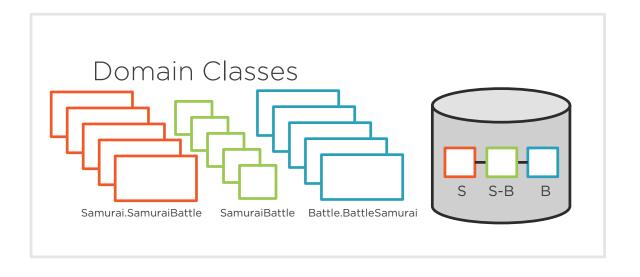


EF can infer the database join table EF performs magic at runtime

You define a join entity
You control relationship in code



Many-to-Many in EF Core 1.0 & 1.1



You define a join entity You control relationship in code



Creating a Many-to-Many Relationship



Primary Keys

```
public class Samurai
{
  public int Id { get; set; }
}

public class Samurai
{
  public int SamuraiId { get; set; }
}
```

◆ Property named Id

◆ Property named [type]Id



Overriding EF's Default Mapping Conventions

Data Annotations

in class

```
[Key]
public int SamuraiKey { get; set; }

[Column("Spoken_Quote")]
public string Text { get; set; }
```

Fluent API

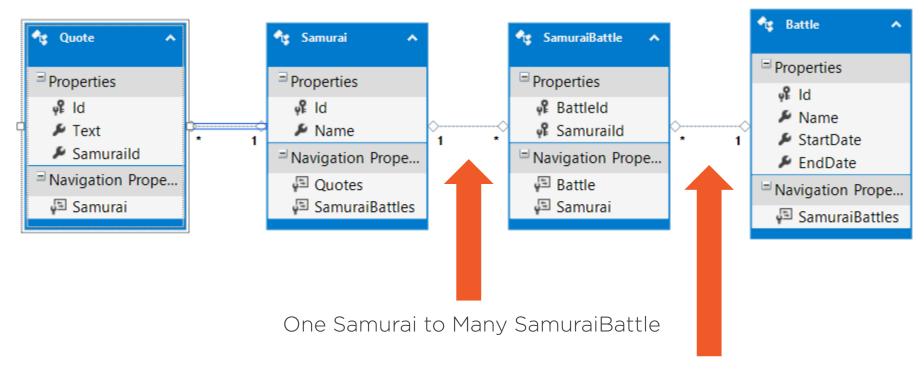
via DbContext

```
modelBuilder.Entity<Samurai>()
   .HasKey(s => s.SamuraiKey);

modelBuilder.Entity<Quote>()
   .Property(q=>q.Text)
   .HasColumnName("Spoken_Quote");
```



The Data Model with Its Join Entity



One Battle to Many SamuraiBattle



Creating a One-to-one Relationship



One-to-one Relationship Rules

Through EF6

Requires navigation properties on both ends
Primary key of dependent is also FK to principal
Mark dependent navigation as required, otherwise 1:0..1
Or: Fluent API to specify *principal* and *dependent*

In EF Core

Requires navigation properties on both ends FK property used to infer *principal* and *dependent** Mark dependent navigation as required, otherwise 1:0..1 Or: Simpler Fluent API: HasOne, WithOne

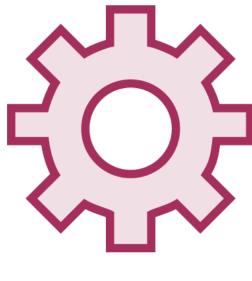


^{*} Unique Constraint/FK support introduced in EF Core

Mappings Are for EF and Database



Business Logic



EF Core Logic



Database Constraints



Scripting and Migrating the Database After the Model Changes



Remove-Migrations Command

Does:

Delete latest migration Updates snapshot

Does Not:

Undo migration in database Modify your model's code (domain classes, DbContext)



Remove Migrations with dotnet CLI

dotnet ef migrations remove

dotnet ef migrations remove --startup-project ../CoreUI



Understanding EF Core Migrations' Scaffolding Command



Scaffold with dotnet CLI

dotnet ef dbcontext scaffold "connectionstring" provider

--startup-project ../CoreUI



Scaffolding a Model from an Existing Database

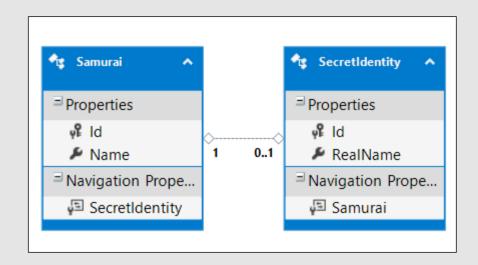


Scaffolding is a one-time function to provide a stake in the ground



Review





Package Manager Console

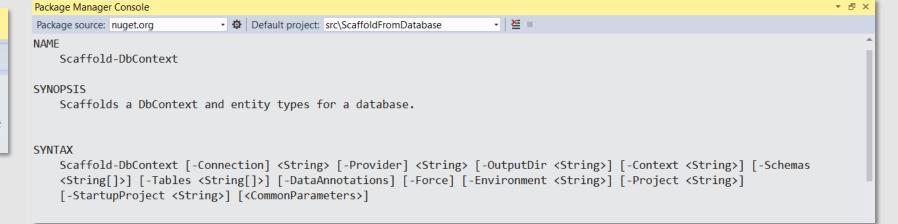
Package source: nuget.org

PM> script-migration

PM> script-migration -idempotent

PM> script-migration -from JoinTable

PM> script-migration -from initial





Resources

Entity Framework Core on GitHub github.com/aspnet/entityframework

EF Core Roadmap bit.ly/efcoreroadmap

EF Core Documentation docs.efproject.net

Run EF Core on Both .NET Framework and .NET Core bit.ly/2dw4Vab MSDN Magazine, Data Points Oct 2016, Julie Lerman

EF7 Migrations: Not New but Definitely Improved bit.ly/1KEfMLF MSDN Magazine, Data Points Jan 2016, Julie Lerman



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