

# .NET 10 App Dev Hands-On Lab

## EF Lab 3 – DbContext, EF Core Migrations

This lab creates the `DbContext` and the `DbContextFactory` as well as creates and executes your first migration. Before starting this lab, you must have completed EF Lab 2. The lab works on the `AutoLot.Dal` project. Begin by renaming the generated `Class1.cs` file to `GlobalUsings.cs`, and replace the scaffolded code with the following:

```
global using AutoLot.Models.Entities;
global using AutoLot.Models.Entities.Base;
global using AutoLot.Models.Entities.Configuration;
global using AutoLot.Models.ViewModels;
global using AutoLot.Models.ViewModels.Configuration;

global using Microsoft.Data.SqlClient;
global using Microsoft.EntityFrameworkCore;
global using Microsoft.EntityFrameworkCore.ChangeTracking;
global using Microsoft.EntityFrameworkCore.Design;
global using Microsoft.EntityFrameworkCore.Diagnostics;
global using Microsoft.EntityFrameworkCore.Metadata;
global using Microsoft.EntityFrameworkCore.Migrations;
global using Microsoft.EntityFrameworkCore.Query;
global using Microsoft.EntityFrameworkCore.Storage;
global using Microsoft.Extensions.DependencyInjection;

global using System.Data;
global using System.Linq.Expressions;
```

## Part 1: Create the derived DbContext Class

The derived `DbContext` class is the hub for using EF Core with C#.

## Copilot Agent Mode

These prompts cover Steps 1 and 2.

**Setup Prompt:** Always use file scoped namespaces. Always combine attributes on a single line when possible. The project does not use nullable reference types. There is a `GlobalUsings.cs` file that includes common usings, don't include using statements in new files if they are already in the `globalusings.cs` file. I prefer expression bodied members when possible. Single line if statements should still use braces. Use ternary operators when appropriate. Use internal over private. All classes and methods are public unless told otherwise. Don't add a constructor unless instructed to do so. Use primary constructors when possible and don't declare a class level variable if the parameter from the constructor can be used. Don't initialize properties unless instructed to do so.

**Prompt:** In the `Autolot.Dal` project, create a new folder named `EfStructures`. In that folder, create a class named `ApplicationDbContext`, inherit from `DbContext`, use a primary constructor to accept a strongly typed instance of `DbContextOptions` and pass the options to the base class. Add a `DbSet` property for every entity in the `AutoLot.Models.Entities` folder.

Add the following global usings to the GlobalUsings.cs file if they do not already exist (sorted alphabetically. Don't remove any existing global using statements).

```
global using AutoLot.Dal.EfStructures;
```

Add the override for OnModelCreating in the ApplicationDbContext class and use it to call all of the entity and view model configuration class Configure methods, passing in the appropriate modelBuilder.Entity<T>.

In the EfStructures folder, create a new class named ApplicationContextFactory that implements IDesignTimeDbContextFactory<ApplicationContext>.

Add the CreateDbContext method to return a new instance of ApplicationContext. UseSqlServer as the database provider.

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## Step 1: Create the ApplicationDbContext.cs file and its Constructor

- Create a new folder named EfStructures in the AutoLot.Dal project. Add a new class to the folder named ApplicationDbContext.cs. Make the class public, add the default constructor, and the DbSet<T> properties:

```
namespace AutoLot.Dal.EfStructures;
public class ApplicationContext(DbContextOptions<ApplicationContext> options)
: DbContext(options)
{
    public DbSet<Car> Cars { get; set; }
    public DbSet<CarDriver> CarDrivers { get; set; }
    public DbSet<Driver> Drivers { get; set; }
    public DbSet<Make> Makes { get; set; }
    public DbSet<Radio> Radios { get; set; }
    public DbSet<SeriLogEntry> SeriLogEntries { get; set; }
}
```

- Add the following to the GlobalUsings.cs file:

```
global using AutoLot.Dal.EfStructures;
```

## Step 2: Add the OnModelCreating method and Register the Configuration Classes

- Add the override for OnModelCreating into the ApplicationDbContext.cs class. The Fluent API code is placed in this method, and the configuration classes are registered. Add the following:

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
{
    new CarConfiguration().Configure(modelBuilder.Entity<Car>());
    new DriverConfiguration().Configure(modelBuilder.Entity<Driver>());
    new CarDriverConfiguration().Configure(modelBuilder.Entity<CarDriver>());
    new RadioConfiguration().Configure(modelBuilder.Entity<Radio>());
    new MakeConfiguration().Configure(modelBuilder.Entity<Make>());
    new SeriLogEntryConfiguration().Configure(modelBuilder.Entity<SeriLogEntry>());
    new CarViewModelConfiguration().Configure(modelBuilder.Entity<CarViewModel>());
}
```

# Part 2: Create the ApplicationContextFactory Class

## Copilot Agent Mode

Prompt: In the EfStructures folder, create a new class named ApplicationContextFactory that implements `IDesignTimeDbContextFactory<ApplicationContext>`. Add the `CreateDbContext` method to return a new instance of `ApplicationContext`. Use `SqlServer` as the database provider.

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The `IDesignTimeDbContextFactory` is used by design-time tools and the .NET CLI to create a new `ApplicationContext` instance.

- **NOTE:** If you are using anything other than `LocalDb`, you must disable encryption by adding this to your connection string:

`Encrypt=false;`

- Add a new class named `ApplicationContextFactory.cs` to the `EfStructures` folder and update the code to the following: **NOTE:** Update your connection string to fit your environment.

```
namespace AutoLot.Dal.EfStructures;
public class ApplicationContextFactory : IDesignTimeDbContextFactory<ApplicationContext>
{
    public ApplicationContext CreateDbContext(string[] args)
    {
        var optionsBuilder = new DbContextOptionsBuilder<ApplicationContext>();
        var connectionString =
            @"server=(localdb)\MsSqlLocalDb;Database=AutoLot_Hol;Integrated Security=true";
        //var connectionString =
        //    @"server=(localdb)\ProjectModels;Database=AutoLot_Hol;Trusted_Connection=True;";
        //var connectionString =
        //    @"server=.,5433;Database=AutoLot_Hol;User Id=sa;Password=P@ssw0rd;Encrypt=false";
        optionsBuilder.UseSqlServer(connectionString);
        optionsBuilder.ConfigureWarnings(cw => cw.Ignore(RelationalEventId.BoolWithDefaultWarning));
        Console.WriteLine(connectionString);
        return new ApplicationContext(optionsBuilder.Options);
    }
}
```

# Part 3: Update the Database Using EF Core Migrations

Migrations are created and executed using the .NET Core EF Command Line Interface. The commands must be executed from the same directory as the `AutoLot.Dal.csproj` file.

If the `Microsoft.EntityFrameworkCore.Tools` package was installed, NuGet-style commands can be used in the Package Manager Console in Visual Studio. The commands shown here are the .NET CLI version.

## Step 1: Install/Update the EF Core CLI Global Tool

- Run the following command if you have installed a previous EF Core Global Tool version to uninstall it:

```
dotnet tool uninstall --global dotnet-ef
```

- Run the following command to install the EF Core Global Tooling version 10.0:

```
dotnet tool install --global dotnet-ef --version 10.0.0
```

- Alternately, you can update the tooling to the latest version (including pre-release versions) with the following command:

```
dotnet tool update --global dotnet-ef -prerelease
```

- You can test the install by typing the following (if successful, you will see the EF Unicorn in ASCII art):

```
dotnet ef
```

- You can check on the version history at NuGet.org:

<https://www.nuget.org/packages/dotnet-ef>

## Trouble shooting

- To confirm what nuget sources you have access to, enter:

```
dotnet nuget list source
```

- If you get an error message similar to: “Package Source Mapping is enabled, but no source found under the specified package” you can try updating your `nuget.config` file to the following:

```
<?xml version="1.0" encoding="utf-8"?>
<configuration>
  <packageSources>
    <clear/>
    <add key="nuget.org" value="https://api.nuget.org/v3/index.json"/>
  </packageSources>
  <packageSourceMapping>
    <packageSource key="nuget.org">
      <package pattern="*"/>
      <package pattern="dotnet-ef"/>
    </packageSource>
  </packageSourceMapping>
</configuration>
```

## Step 2: Create and Execute the Initial Migration

- Open a command prompt/PS window in the same directory as the AutoLot.Dal project  
OR  
[Visual Studio] Open Package Manager Console (Ctrl Q -> Package Manager Console) and navigate to the AutoLot.Dal project directory.
- Create the initial migration with the following command (-o = output directory, -c = Context File):  
**Note:** In this project, specifying the context is optional since there is only one context/context factory in the database

[Windows]

**NOTE: The following lines must be entered as one line – copying and pasting from this document doesn't work without removing the line break**

```
dotnet ef migrations add Initial -o EfStructures\Migrations -c
AutoLot.Dal.EfStructures.ApplicationDbContext
```

**NOTE: The above lines must be entered as one line – copying and pasting from this document doesn't work without removing the line break**

[Non-Windows]

**NOTE: The following lines must be entered as one line – copying and pasting from this document doesn't work without removing the line break**

```
dotnet ef migrations add Initial -o EfStructures\Migrations -c
AutoLot.Dal.EfStructures.ApplicationDbContext
```

**NOTE: The above lines must be entered as one line – copying and pasting from this document doesn't work without removing the line break**

- This creates three files in the EfStructures\Migrations (EfStructures.Migrations) Directory:

A file named YYYYMMDDHHmmSS\_Initial.cs (where date time is UTC)

A file named YYYYMMDDHHmmSS \_Initial.Designer.cs (same numbers)

ApplicationContextModelSnapshot.cs

- Open the YYYYMMDDHHmmSS \_Initial.cs file. Check the Up and Down methods to make sure the database and table/column creation code is there
- Update the database with the following command (specifying the context is optional since there is only one context in the project):

```
dotnet ef database update Initial -c AutoLot.Dal.EfStructures.ApplicationDbContext
```

- Examine your database in SQL Server Management Studio\Azure Data Studio, or Visual Studio, to ensure the tables were created.

## Summary

In this lab, you created the ApplicationContext and the ApplicationContextFactory. The final step was to create the initial migration and update the database.

## Next steps

In the next part of this tutorial series, you will create the SQL Server objects, including a stored procedure, two views, and a user-defined function.