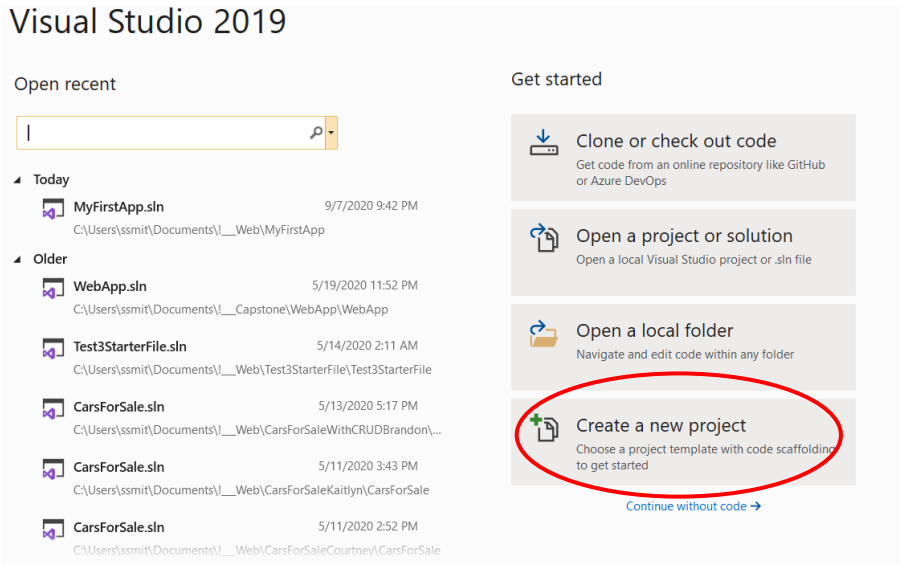
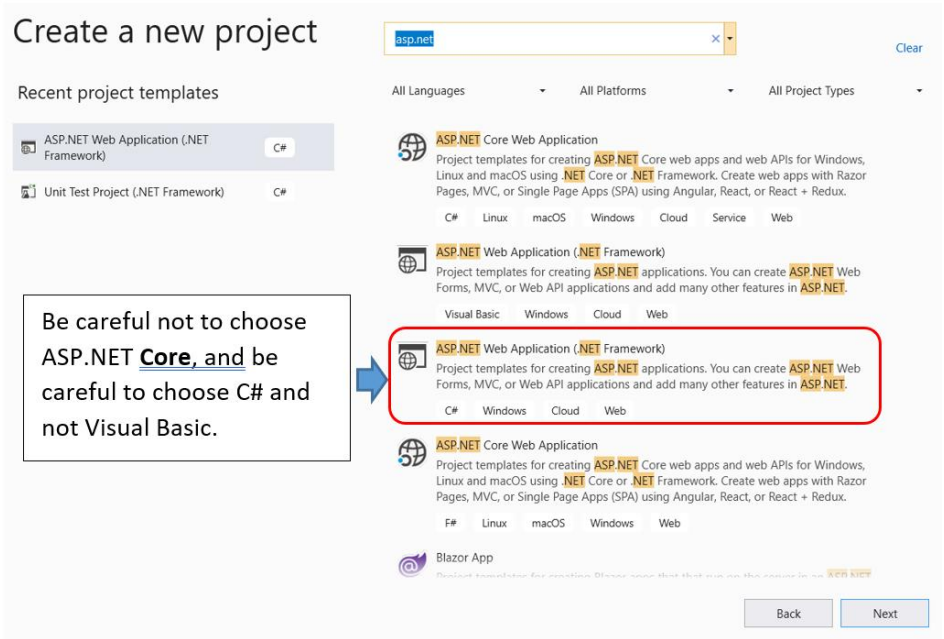
Creating a Model in Visual Studio

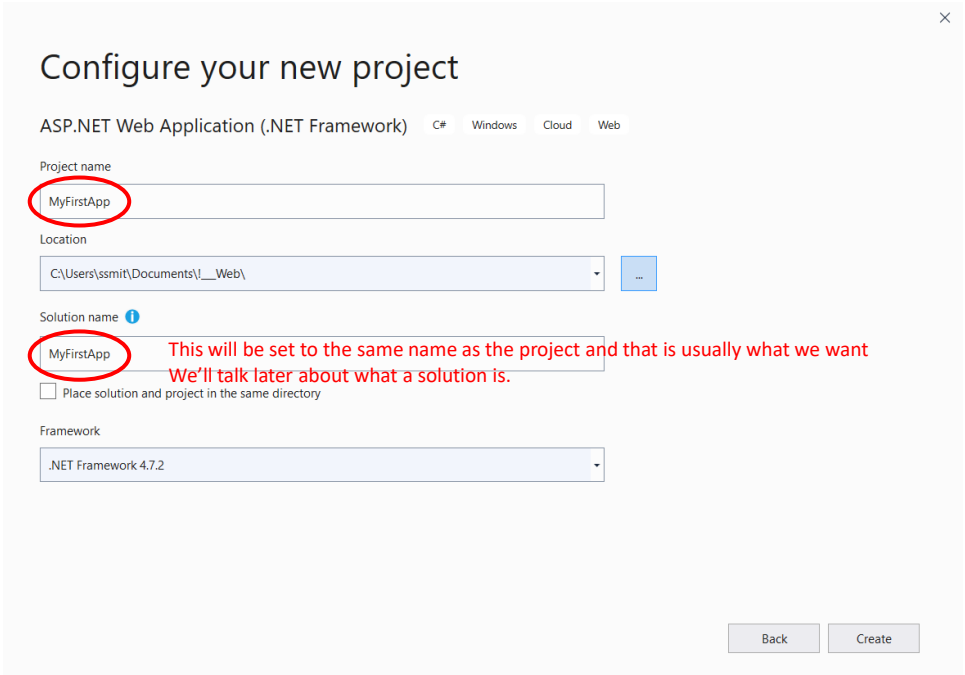
Demo

Let's create a Model class within an MVC ASP.NET application…

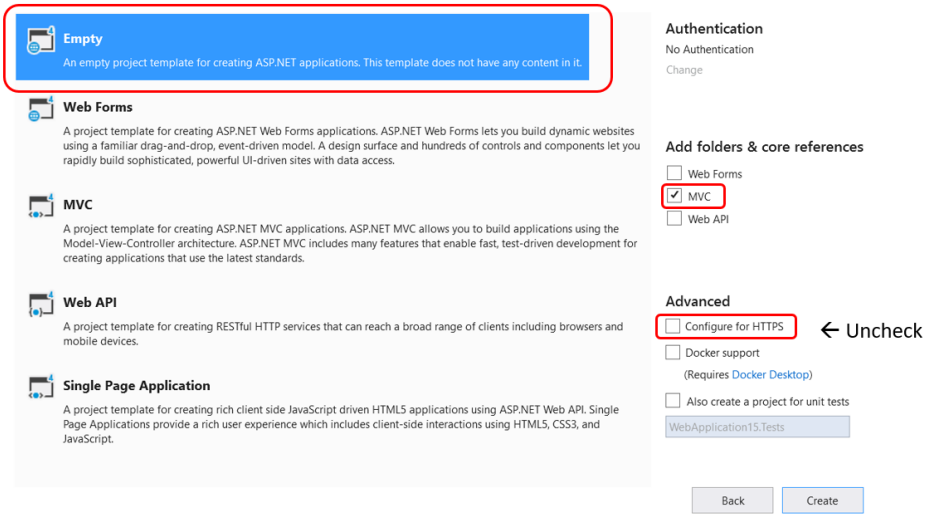
Start by opening Visual Studio 2019.



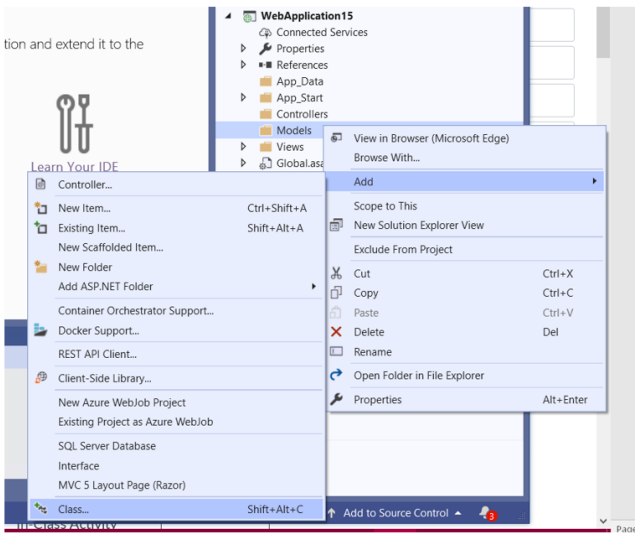

Create a new project
asp.net
Clear
Recent project templates
All Languages
All Platforms
All Project Types
ASP.NET Web Application (.NET Framework) C#
Unit Test Project (.NET Framework) C#
ASP.NET Core Web Application
Project templates for creating ASP.NET Core web apps and web APIs for Windows, Linux and macOS using .NET Core or .NET Framework. Create web apps with Razor Pages, MVC, or Single Page Apps (SPA) using Angular, React, or React + Redux.
C# Linux macOS Windows Cloud Service Web
ASP.NET Web Application (.NET Framework)
Project templates for creating ASP.NET applications. You can create ASP.NET Web Forms, MVC, or Web API applications and add many other features in ASP.NET.
Visual Basic Windows Cloud Web
ASP.NET Web Application (.NET Framework)
Project templates for creating ASP.NET applications. You can create ASP.NET Web Forms, MVC, or Web API applications and add many other features in ASP.NET.
C# Windows Cloud Web
ASP.NET Core Web Application
Project templates for creating ASP.NET Core web apps and web APIs for Windows, Linux and macOS using .NET Core or .NET Framework. Create web apps with Razor Pages, MVC, or Single Page Apps (SPA) using Angular, React, or React + Redux.
F# Linux macOS Windows Web
Blazor App
Back
Next
Be careful not to choose ASP.NET Core, and be careful to choose C# and not Visual Basic.

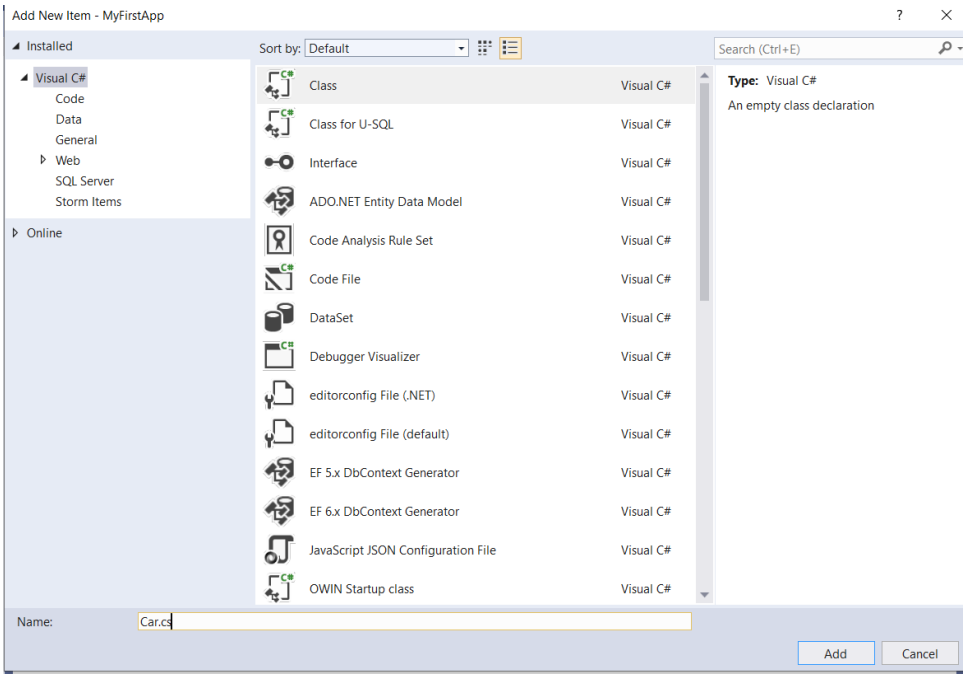

Configure your new project
ASP.NET Web Application (.NET Framework) C# Windows Cloud Web
Project name
MyFirstApp
Location
C:\Users\ssmit\Documents\!__Web\
...
Solution name
MyFirstApp
This will be set to the same name as the project and that is usually what we want
We'll talk later about what a solution is.
Place solution and project in the same directory
Framework
.NET Framework 4.7.2
Back
Create

Create a new ASP.NET Web Application



Highlight the Model folder at the right of your screen, right-click, choose Add > Class.





Car.cs

Note: This class is a model for a car object so it is named Car.cs *not Cars.cs*.

```
using System.Collections.Generic;
using System.Linq;
using System.Web;

namespace MyFirstApp.Models
{
    public class Car
    {
        0 references
        public int MyProperty { get; set; }


    }
}
```

using statements are similar to import and include in Java and C++.
They won't be needed for our model class but they are put there by Visual Studio.

While inside the Car class, you can *type prop and then press TAB twice* and you will get this generic line that includes the syntax needed to create an auto-generated property. You can then go in and change the type if it is not an interger and change the name.

Car.cs

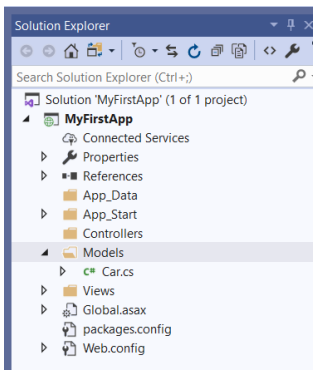
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;

namespace MyFirstApp.Models
{
    public class Car
    {
        public int CarID { get; set; }
        public string Make { get; set; }
        public string Model { get; set; }
        public decimal Price { get; set; }
        public int Year { get; set; }
        public int Miles { get; set; }
    }
}
```

We'll type in a line for each property that we want in our Car class.

We usually use the ***decimal*** type in C# for currency.

Now we see Car.cs in the Solution Explorer under the Models folder.



Since this is just a simple demo and we will only create one model class, we won't have to worry about navigation properties.