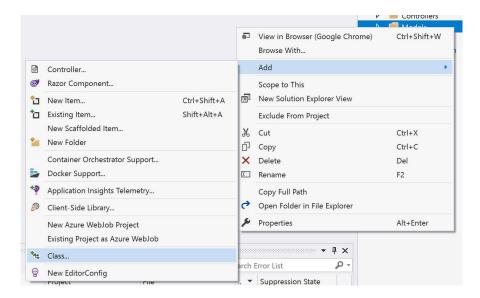
Creating an Entity Model

1. From the Solution Explorer, right-click Models > Add > Class...



- 2. From the Add New Item window, name it Item.cs.
- 3. From Item.cs, add the namespace System.ComponentModel.DataAnnotations.

```
Item.cs ≠ X
Mylnventory
          ⊡using System;
     1
     2
            using System.Collections.Generic;
     3
            using System.Linq;
     4
            using System.Threading.Tasks;
     5
            using System.ComponentModel.DataAnnotations;
     6 😨
     8
          namespace MyInventory.Models
     9
                public class Item
    10
    11
                {
    12
    13
    14
```

4. Add the corresponding property names and their values.

```
public class Item
{
   public int ItemId { get; set; }

   public string Name { get; set; }

   public string Code { get; set; }

   public string Description { get; set; }

   public decimal Price { get; set; }

   public DateTime DateAdded { get; set; }

   public DateTime? DateModified { get; set; }
}
```

5. Include a list of item types.

```
public enum ItemType {
   RawMaterials = 1,
   Intermediate = 2
}
```

6. Include a property **Type** from the **Item** model

```
public class Item
{
   public int ItemId { get; set; }

   public string Name { get; set; }

   public string Code { get; set; }

   public string Description { get; set; }

   public decimal Price { get; set; }

   public DateTime DateAdded { get; set; }

   public DateTime? DateModified { get; set; }

   public ItemType Type { get; set; }
}
```

7. Include the necessary **Key**, **Required**, and **Display**, **DataType** attributes for each property.

```
public class Item
    [Key]
   public int ItemId { get; set; }
    [Required(ErrorMessage = "Required.")]
   public string Name { get; set; }
   public string Code { get; set; }
    [DataType(DataType.MultilineText)]
   public string Description { get; set; }
    [Required(ErrorMessage = "Required.")]
    public decimal Price { get; set; }
    [Display(Name = "Date Added")]
   public DateTime DateAdded { get; set; }
    [Display(Name = "Date Modified")]
   public DateTime? DateModified { get; set; }
   [Display(Name = "Item Type")]
   public ItemType Type { get; set; }
```

- 8. Save the file.
- 9. From the **Solution Explorer**, open **Data > ApplicationDbContext.cs**.
- 10. Update the class to include a property name Items of data type DbSet.

11. Save the file.