Le mode Entity Framework

il faut déclarer : AEntities db = new AEntities();

Ajouter :

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| private void ajouter\_Click(object sender, EventArgs e) {  var exist = db.article.Find(int.Parse(txt\_codea.Text));  if(exist==null) { article A= new article();  A.codea = int.Parse(txt\_codea.Text);  A.designation = richtxt\_des.Text;  A.prix\_u = float.Parse(txt\_pu.Text);  A.qte\_dispo = int.Parse(txt\_qted.Text);  db.article.Add(A);  db.SaveChanges();  MessageBox.Show("Article bien ajouter", "ajout", MessageBoxButtons.OK, MessageBoxIcon.Information); }  else { MessageBox.Show("Article existe déja !!", "exist", MessageBoxButtons.OK, MessageBoxIcon.Exclamation); }  } |

Rechercher :

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| private void rechercher\_Click(object sender, EventArgs e) {  if (txt\_r.Text == "") {  MessageBox.Show("Veuillez remplir le fomulaire de recherche!!", "champ vide", MessageBoxButtons.OK, MessageBoxIcon.Exclamation); }  else {  dgv.DataSource = null;  var r = db.article.ToList<article>().Where(u => u.codea == int.Parse(txt\_r.Text));  dgv.DataSource = r.ToList();  }  } |

Modifier :

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| private void modifier\_Click(object sender, EventArgs e) {  article A = new article(); | | |
| A.codea = int.Parse(txt\_codea.Text);  A.designation = richtxt\_des.Text;  A.prix\_u = float.Parse(txt\_pu.Text);  A.qte\_dispo = int.Parse(txt\_qted.Text);  db.Entry(A).State = System.Data.Entity.EntityState.Modified;  db.SaveChanges();  MessageBox.Show("Article bien modifier", "modification",  MessageBoxButtons.OK, MessageBoxIcon.Exclamation); } |

Afficher :

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| private void afficher\_Click(object sender, EventArgs e) {  dgv.DataSource = db.article.ToList<article>(); } |

Supprimer :

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| private void supprimer\_Click(object sender, EventArgs e) {  var exist = db.article.Find(int.Parse(txt\_codea.Text));  if (exist != null) {  var s = db.article.Find(int.Parse(txt\_codea.Text));  var entry = db.Entry(s);  entry.State = System.Data.Entity.EntityState.Detached;  db.article.Attach(s);  db.article.Remove(s);  db.SaveChanges();  MessageBox.Show("bien supprimer", "suppression", MessageBoxButtons.OK, MessageBoxIcon.Information); } else { MessageBox.Show("Article n'exite pas", "not exist", MessageBoxButtons.OK, MessageBoxIcon.Information);  } } |

Charger :

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| private void charger\_Click(object sender, EventArgs e) {  var exist = db.article.Find(int.Parse(txt\_codea.Text));  if (exist != null) {  var c = db.article.Find(int.Parse(txt\_codea.Text));  richtxt\_des.Text = c.designation;  txt\_pu.Text =c.prix\_u.ToString();  txt\_qted.Text = c.qte\_dispo.ToString();  } else {  MessageBox.Show("Article n'existe pas !!", "exist", MessageBoxButtons.OK, MessageBoxIcon.Exclamation); } } |