Before we work on CRUD operation (Create, Read, Update, Delete), it's important to understand the entity lifecycle and how it's being managed by the EntityFramework.

During an entity's lifetime, each entity has an entity state based on the operation performed on it via the context (DbContext). The entity state is an enum of type *System.Data.Entity.EntityState* that includes the following values:

1. Added
2. Deleted
3. Modified
4. Unchanged
5. Detached

The Context not only holds the reference to all the objects retrieved from the database but also it holds the entity states and maintains modifications made to the properties of the entity. This feature is known as *Change Tracking*.

The change in entity state from the Unchanged to the Modified state is the only state that's automatically handled by the context. All other changes must be made explicitly using proper methods of DbContext and DbSet.

The following figure illustrates how the operation performed on entity changes its' states which in-tern effects database operation.

