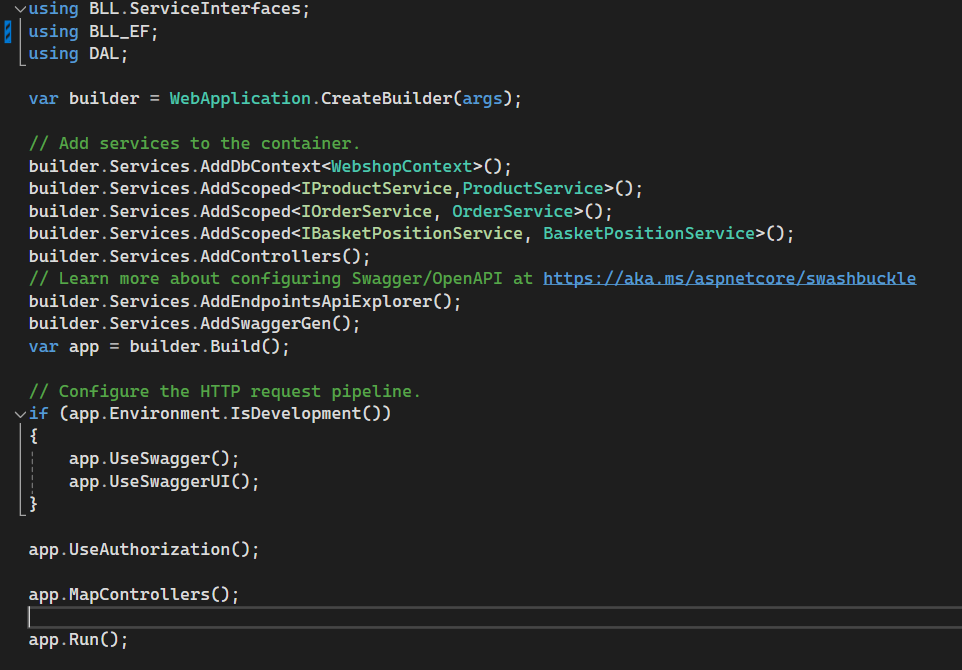
Programowanie bazodanowe

Filip Bartosz

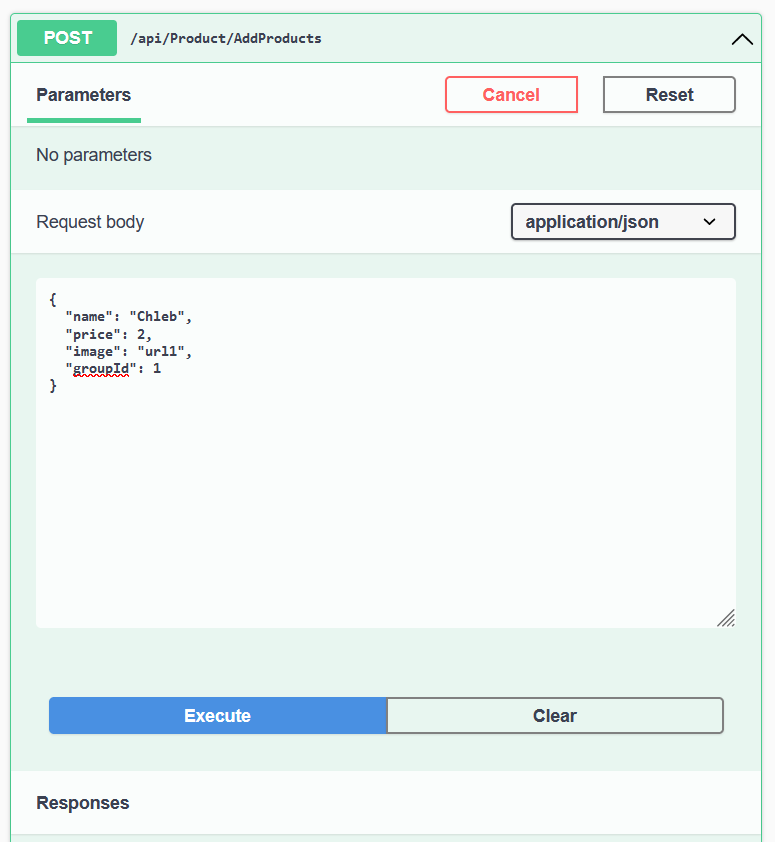
Sprawozdanie z ćwiczenia 1-6

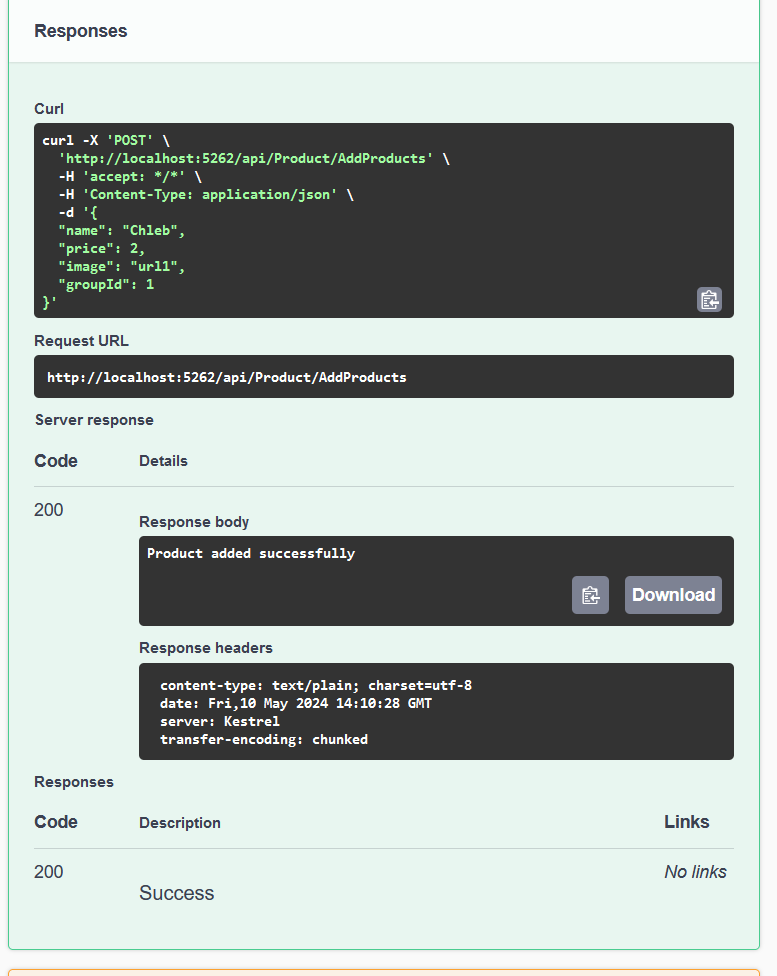
Wstrzykiwanie zależności dla BLL\_EF

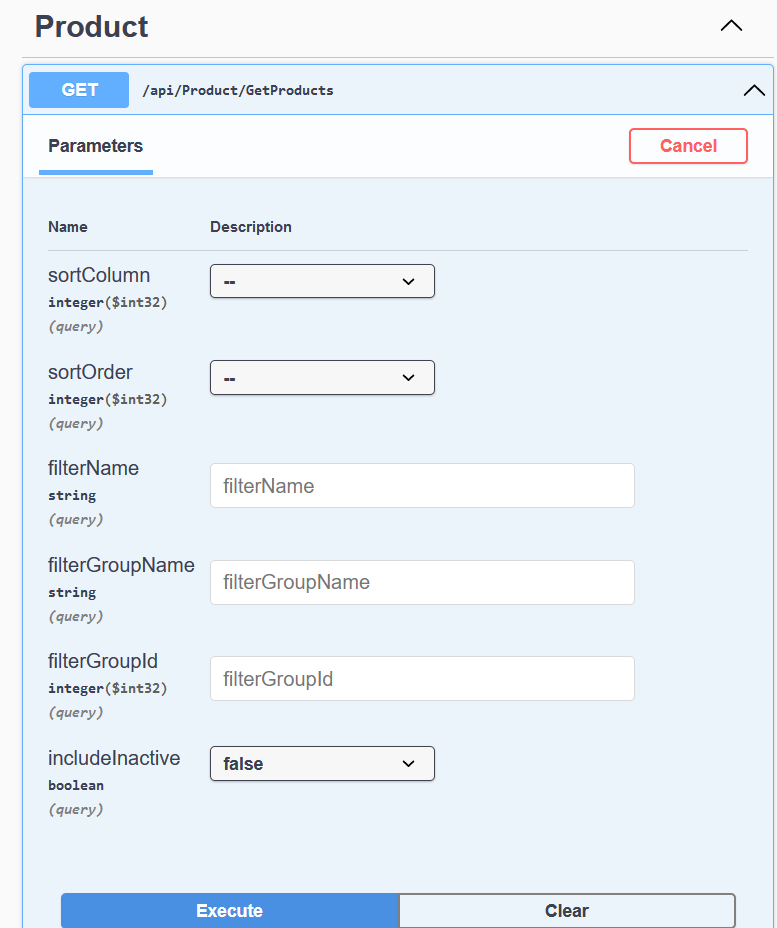


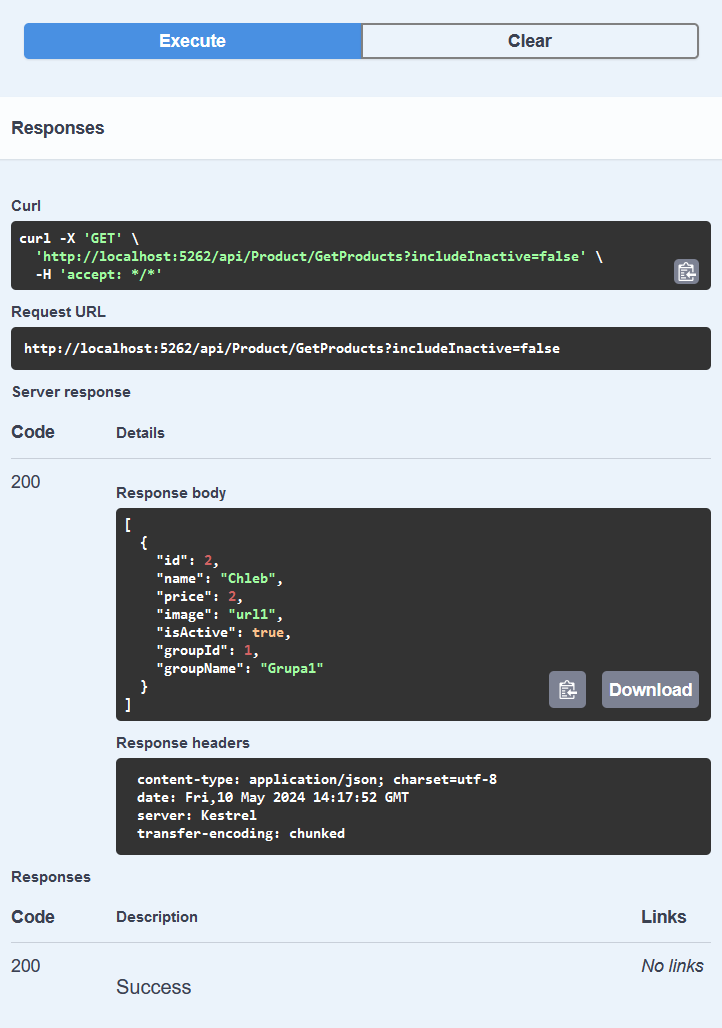
Działanie implementacji BLL\_EF

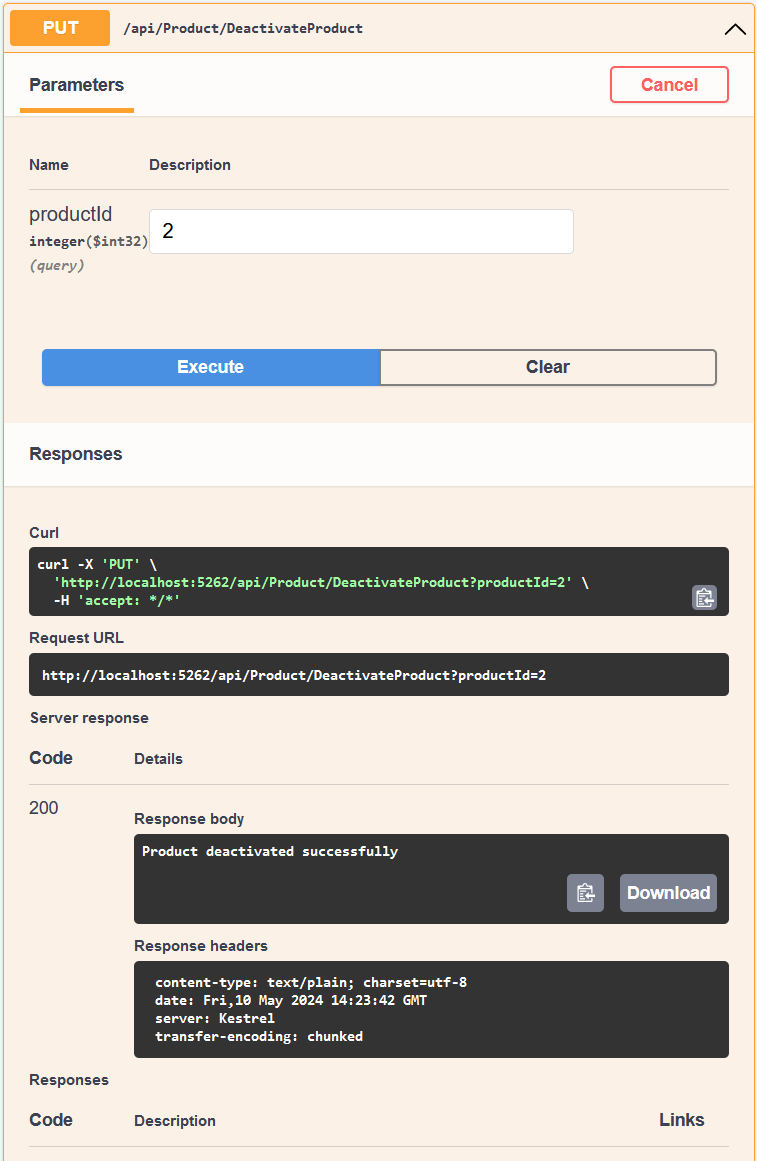
Product dla BLL\_EF

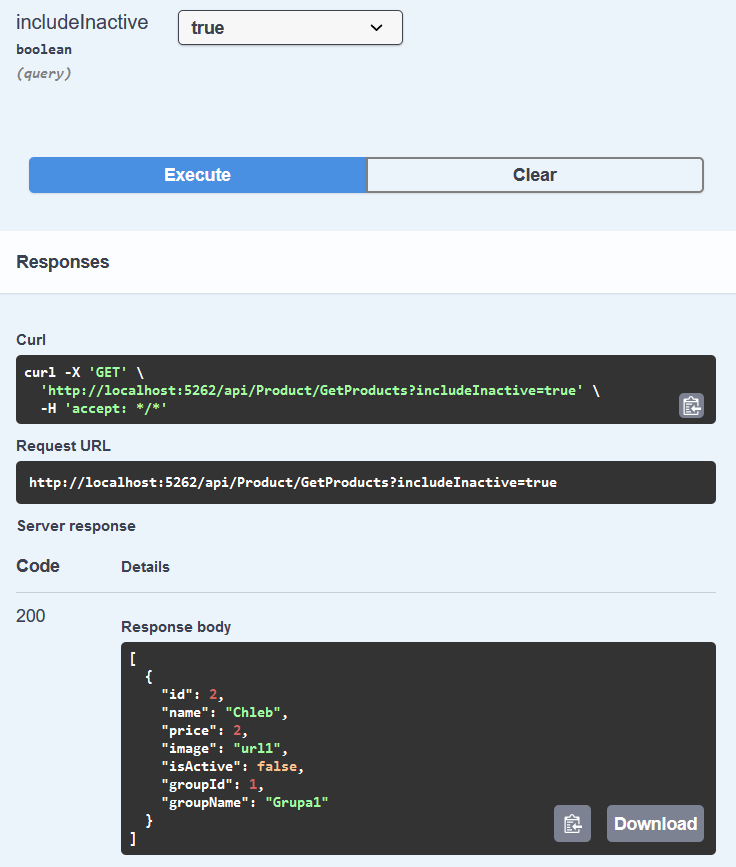


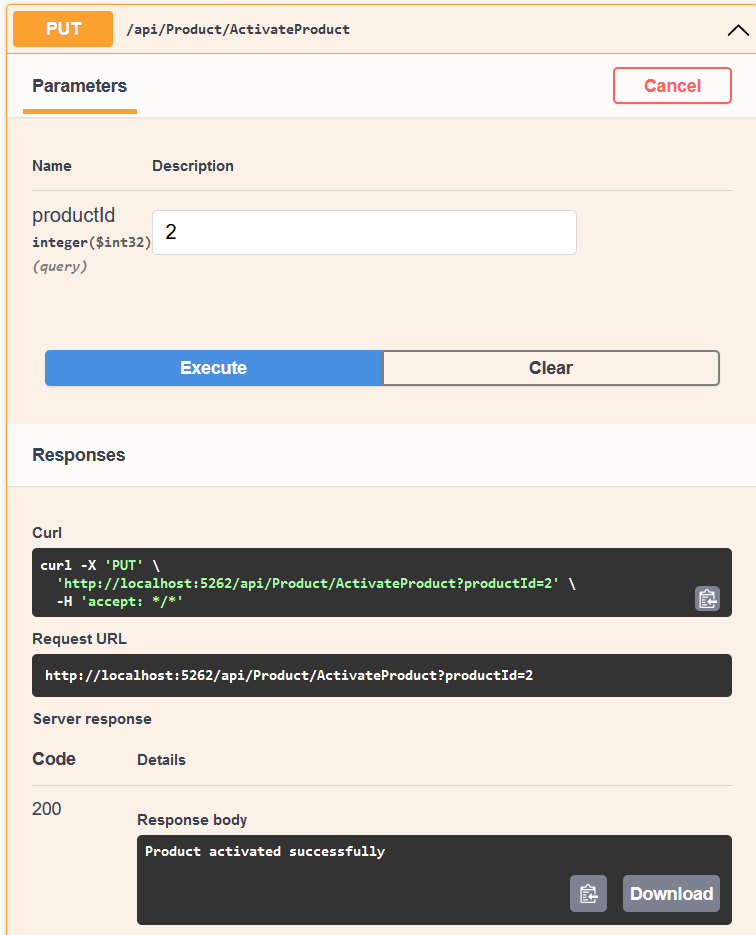


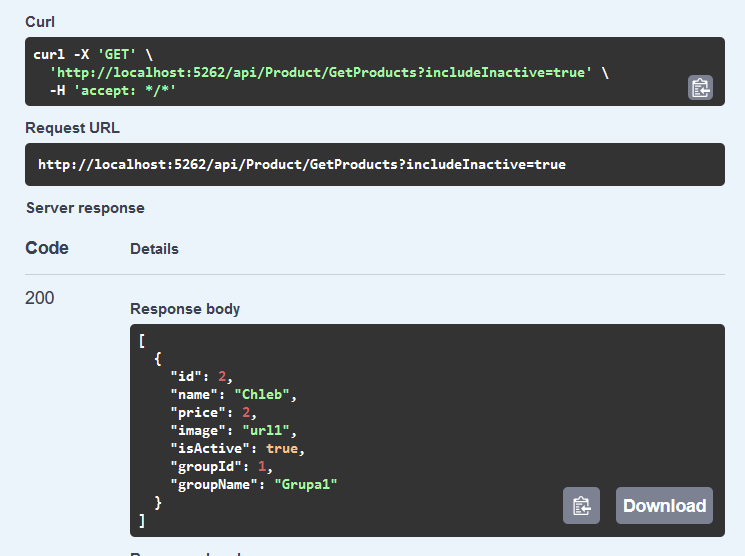


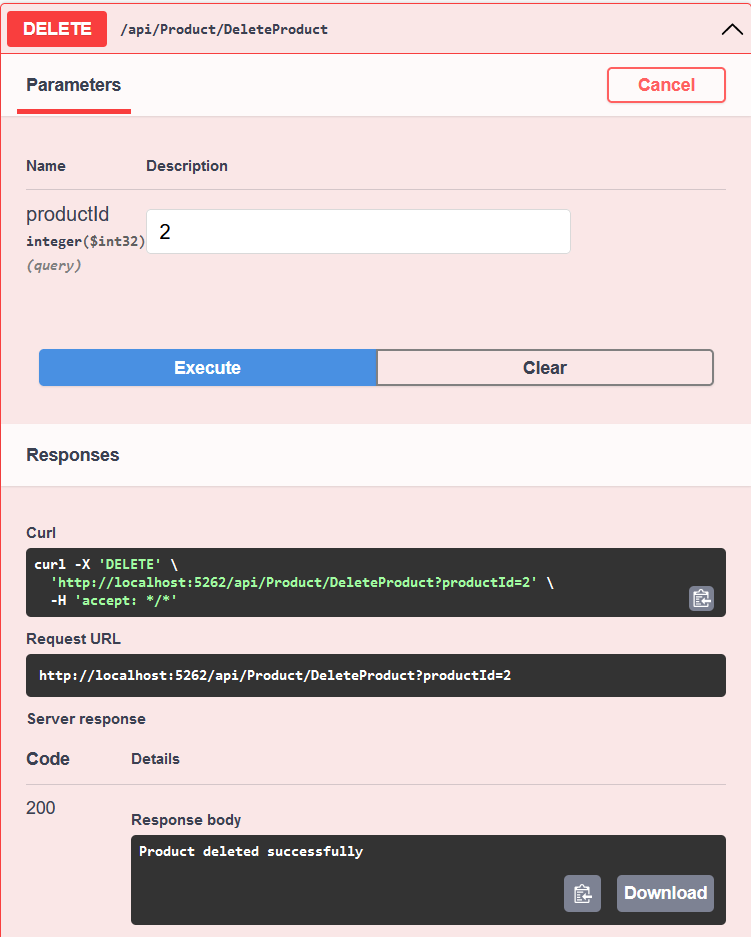






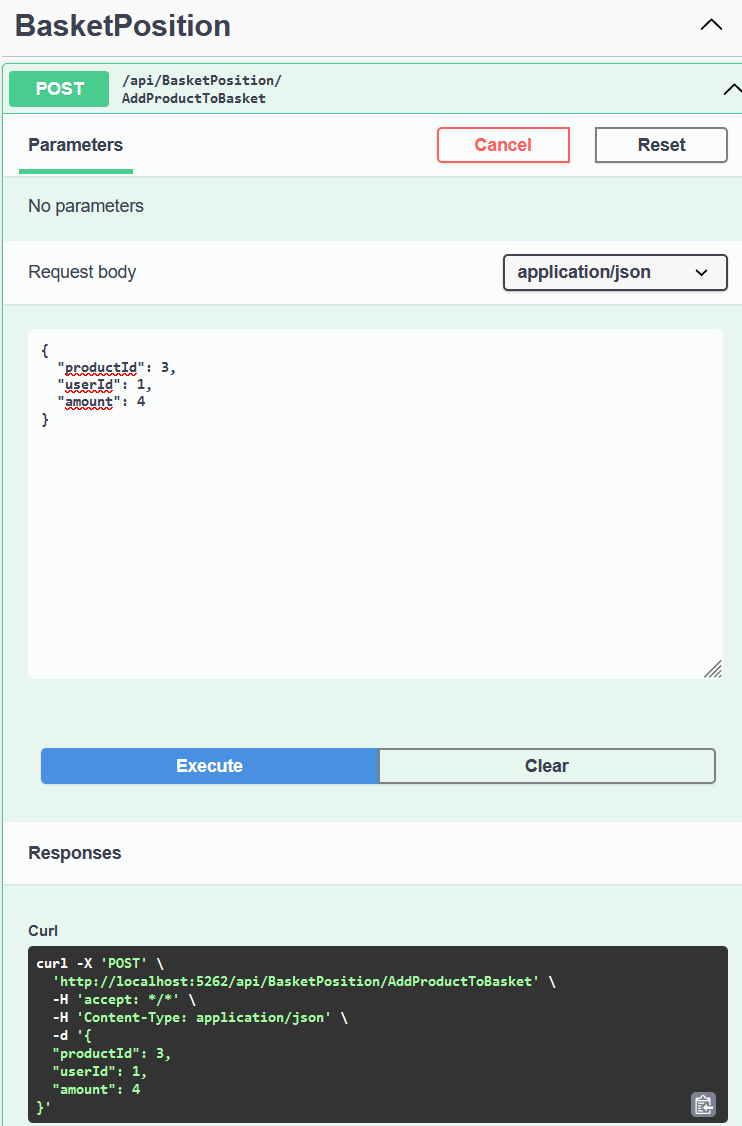


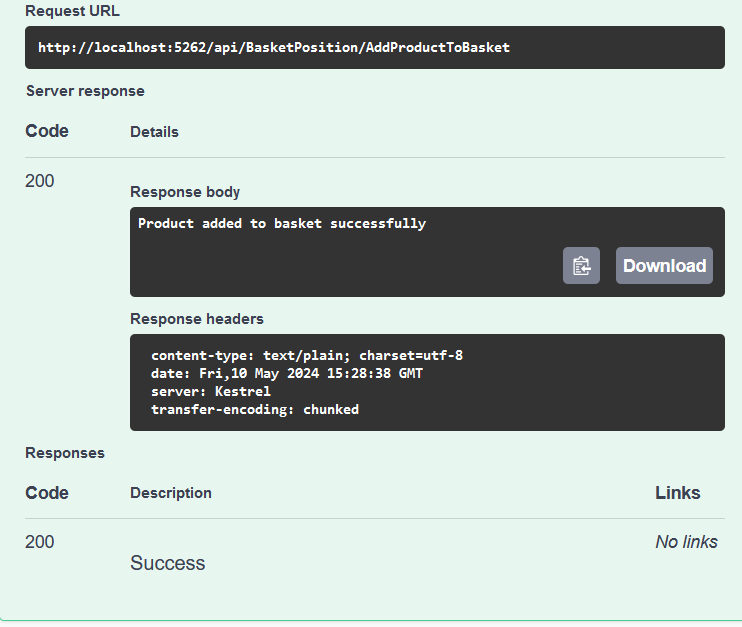


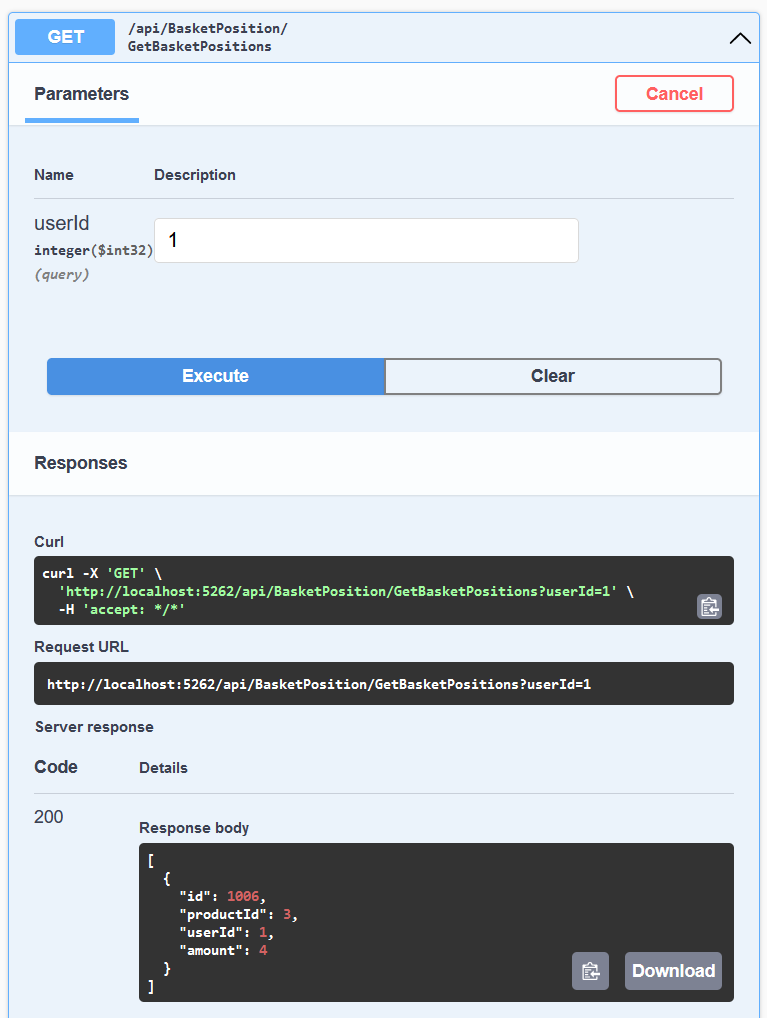


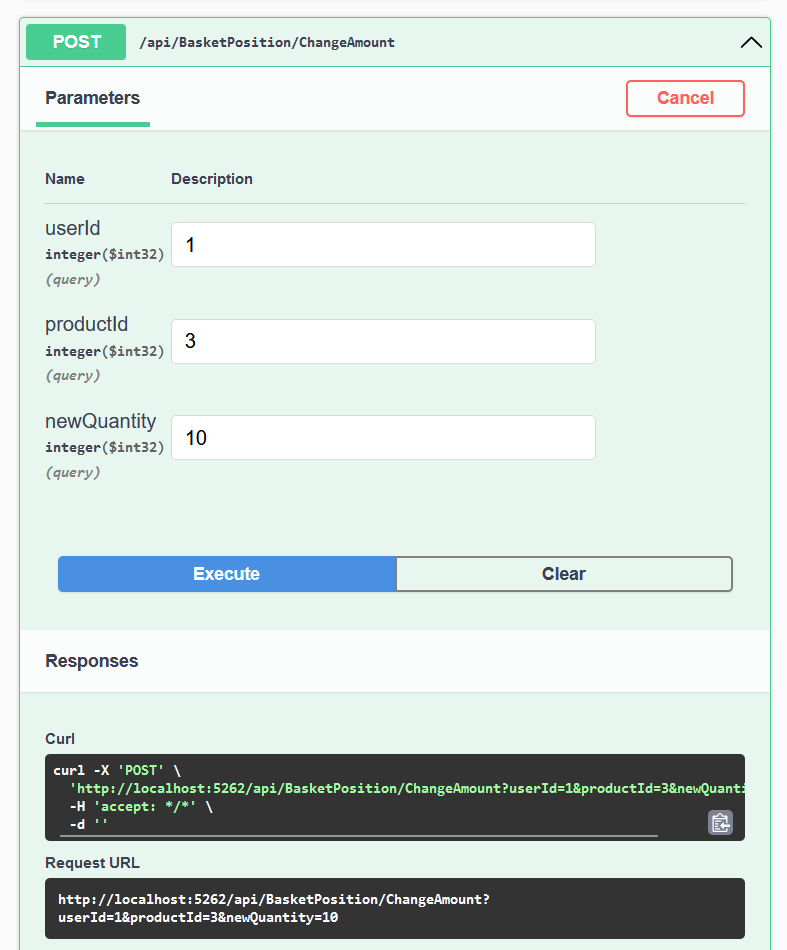


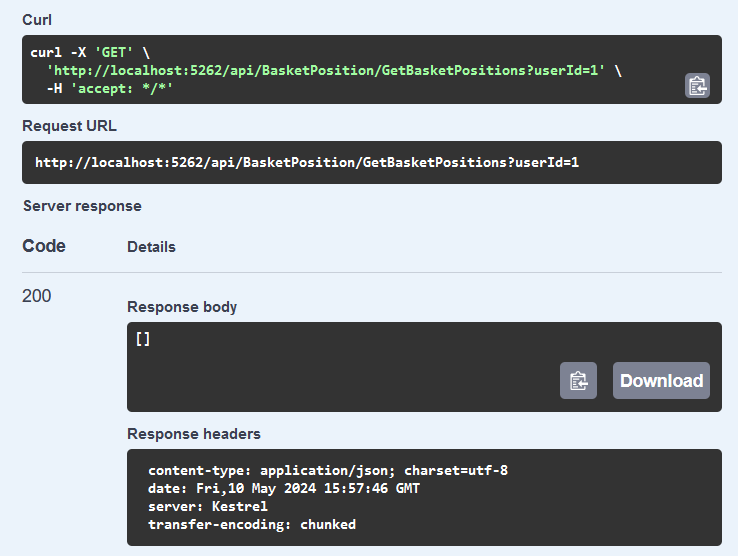
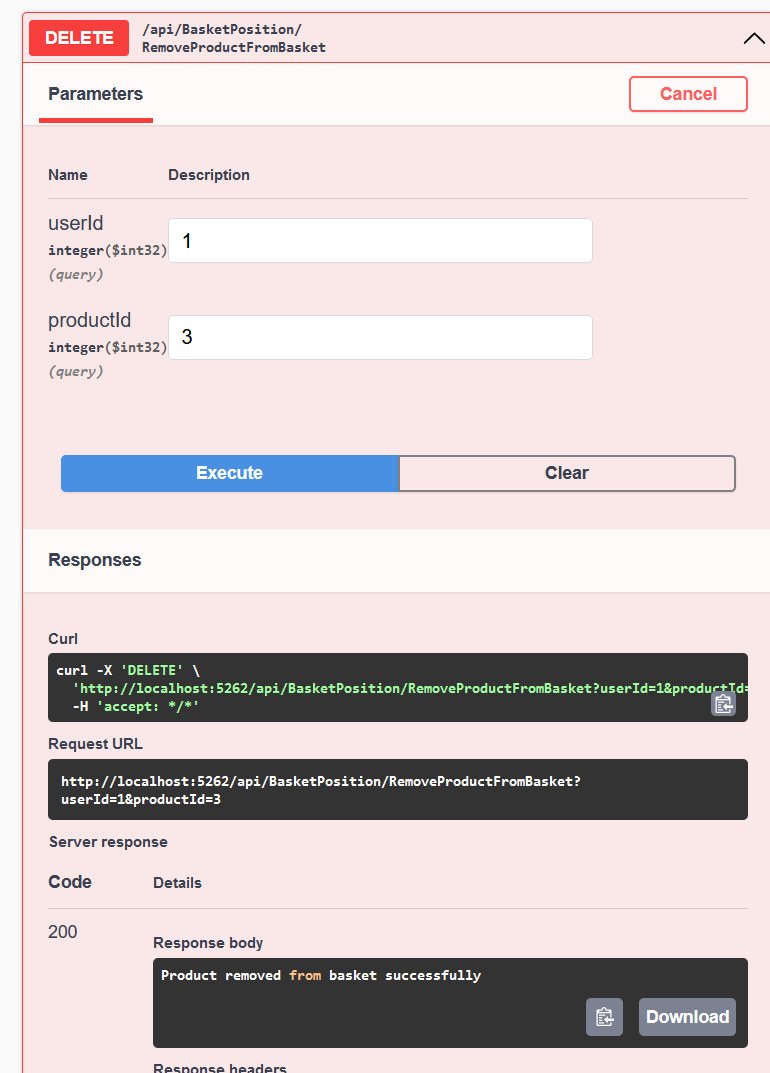
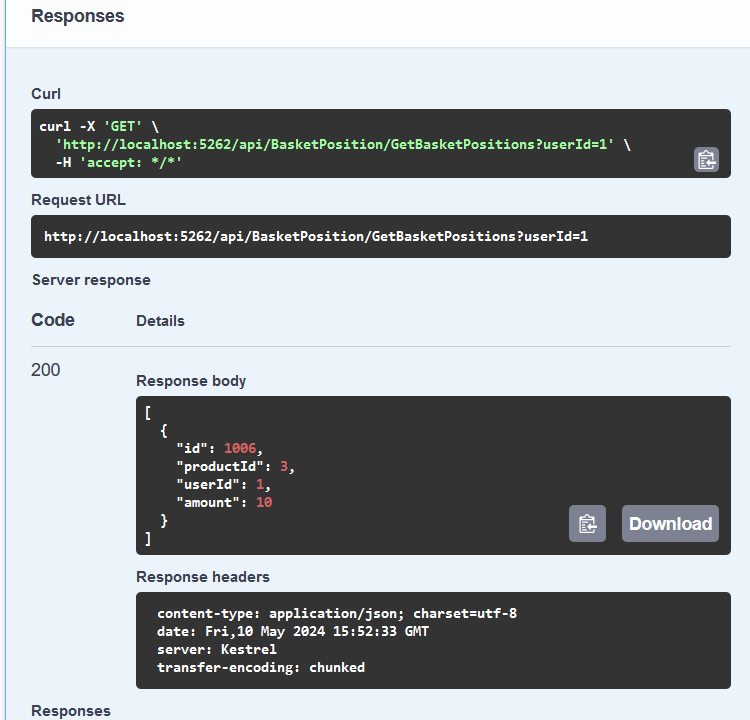
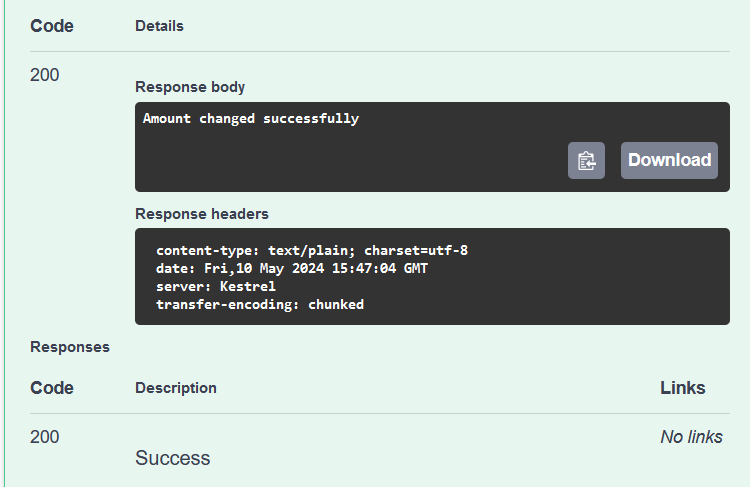
BasketPosition dla BLL\_EF



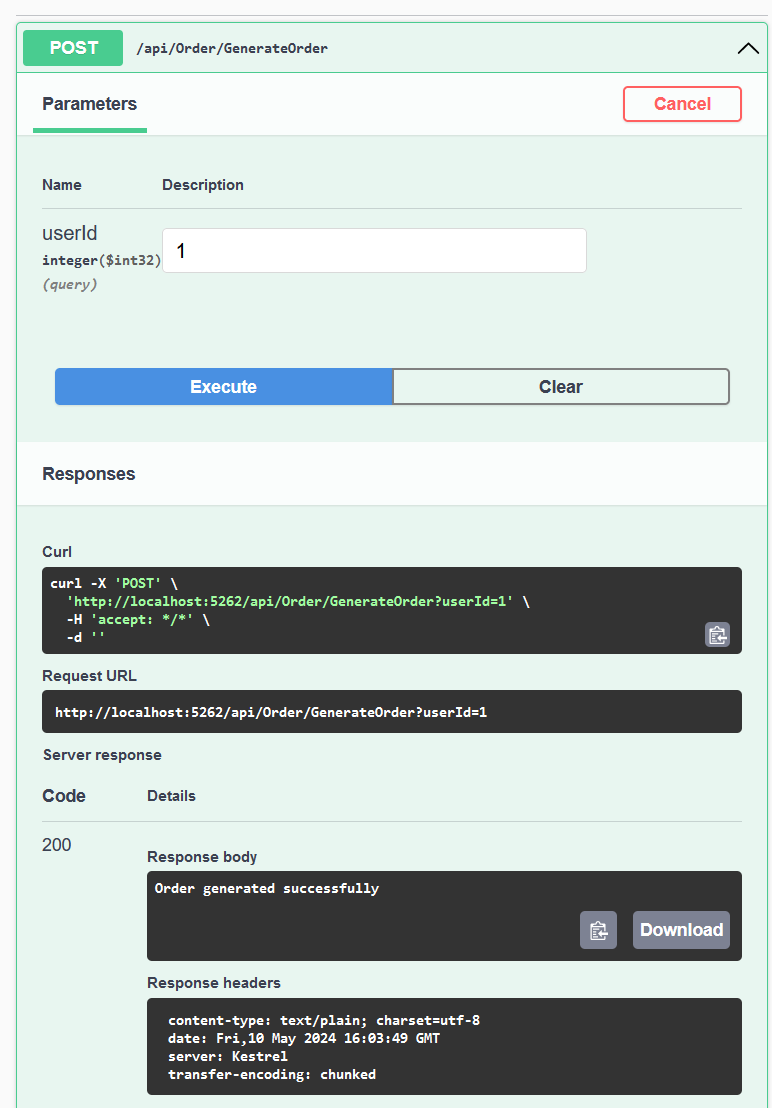


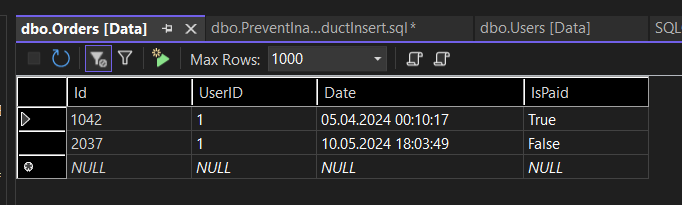


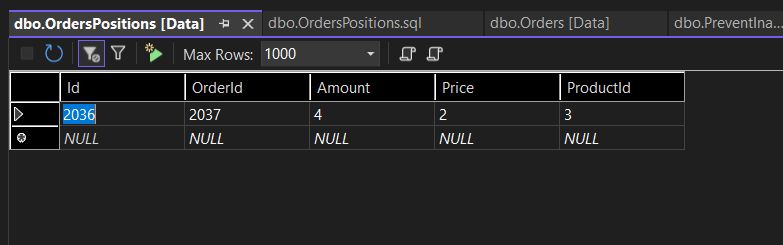


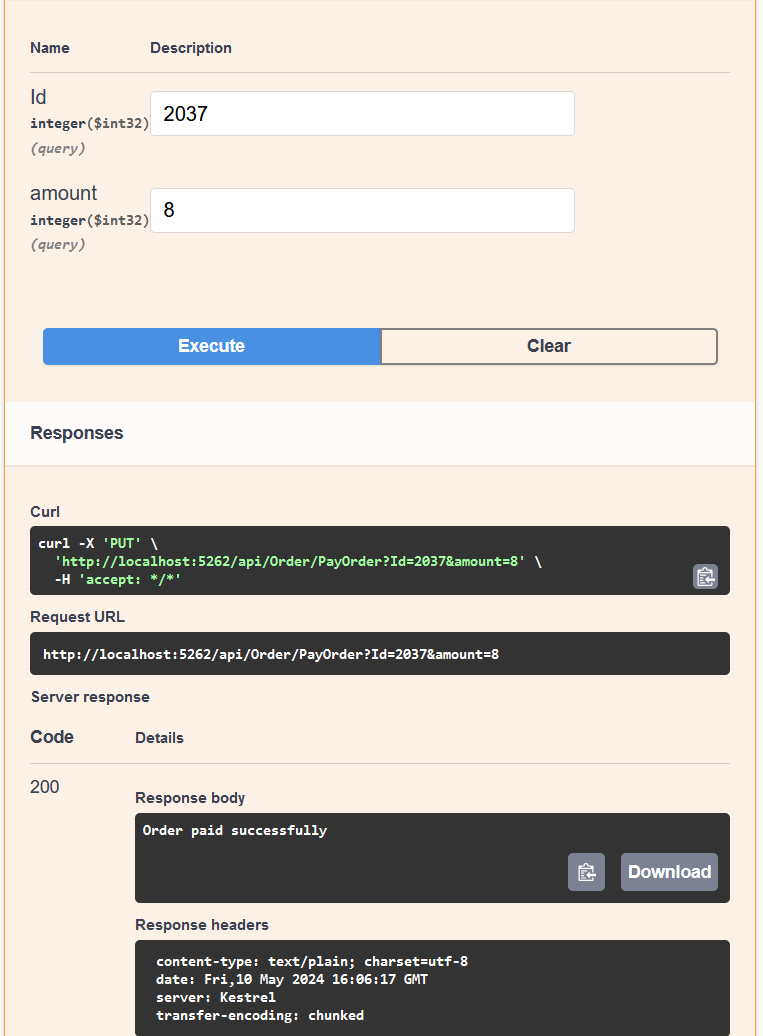


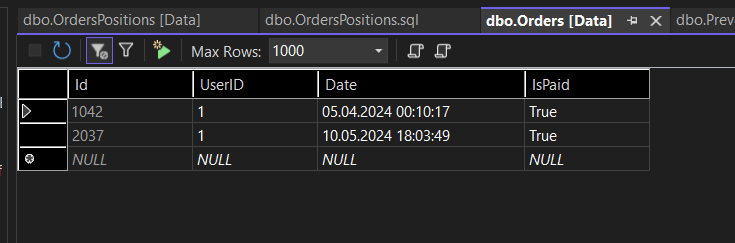
Order dla BLL\_EF



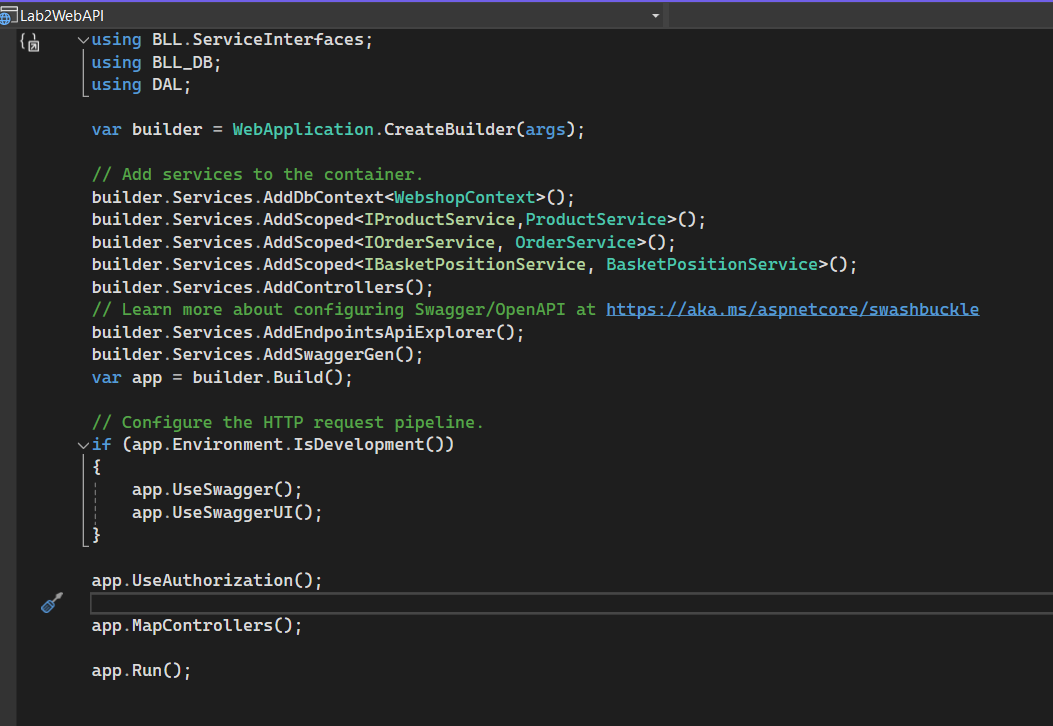






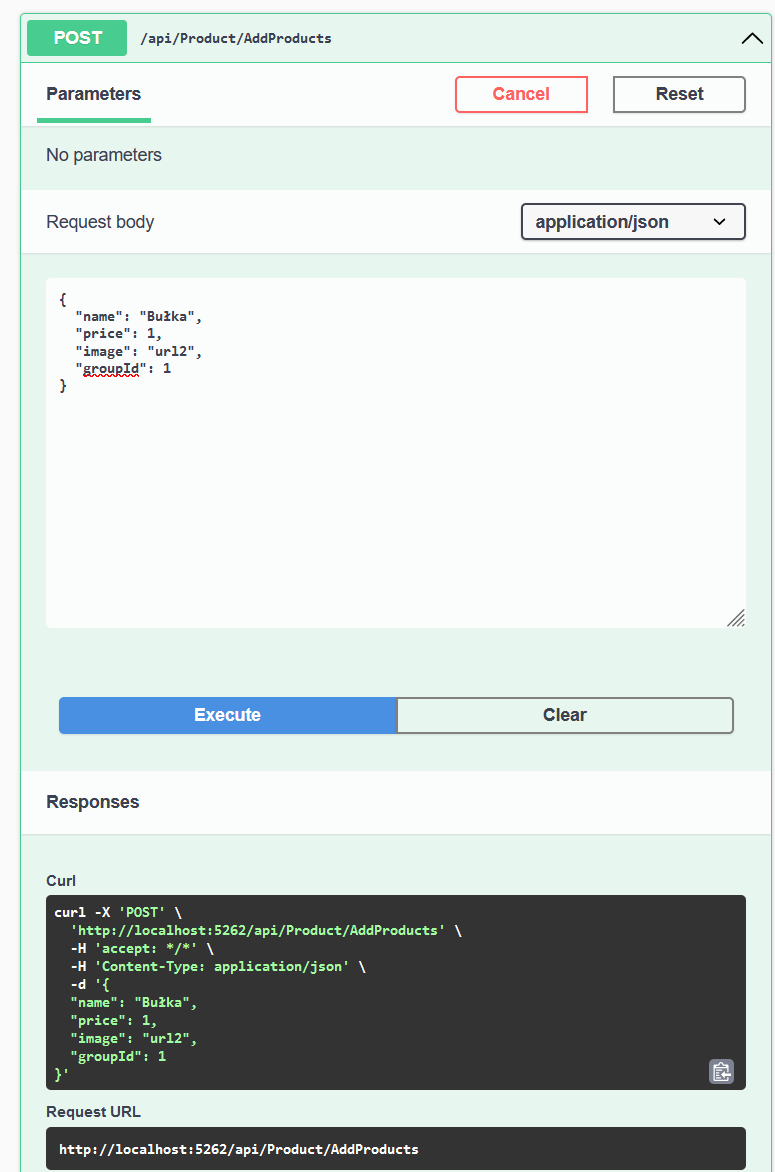


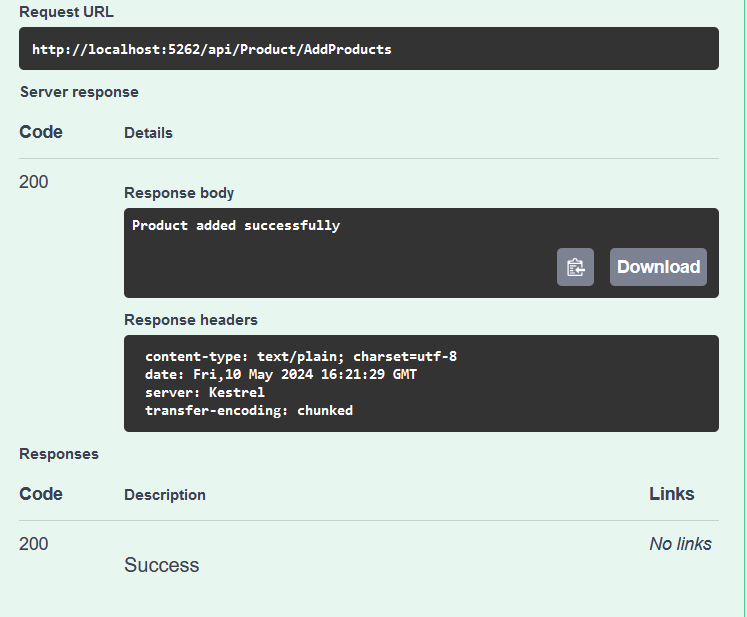
Wstrzykiwanie zależności dla BLL\_DB

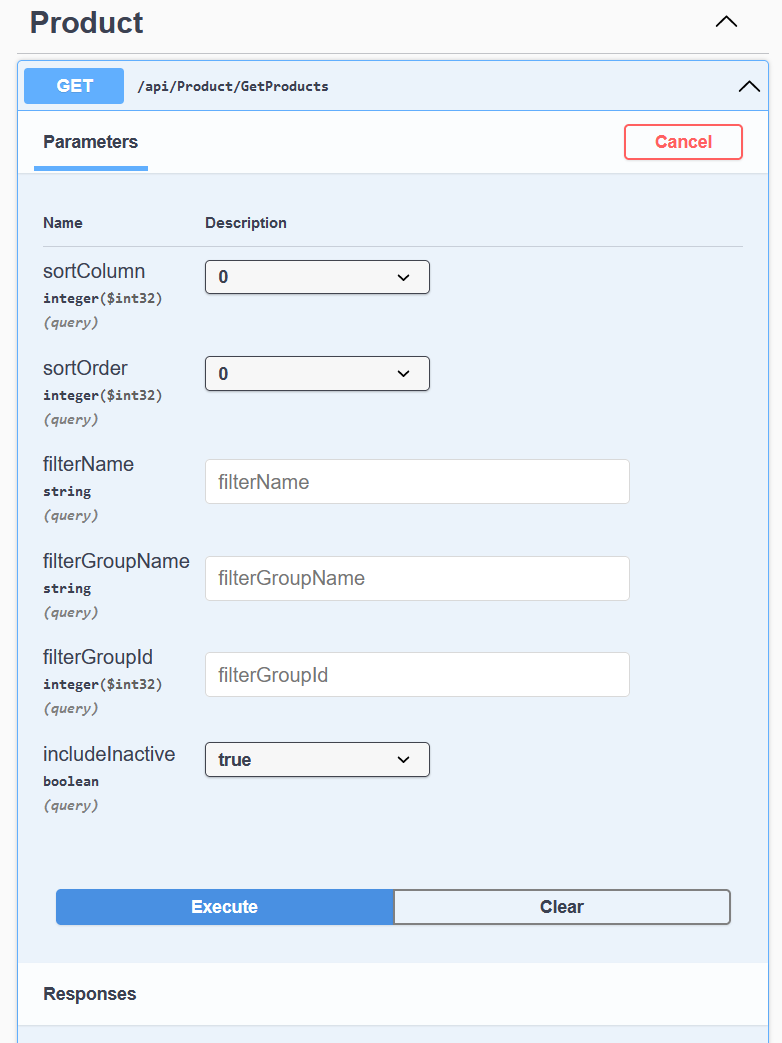


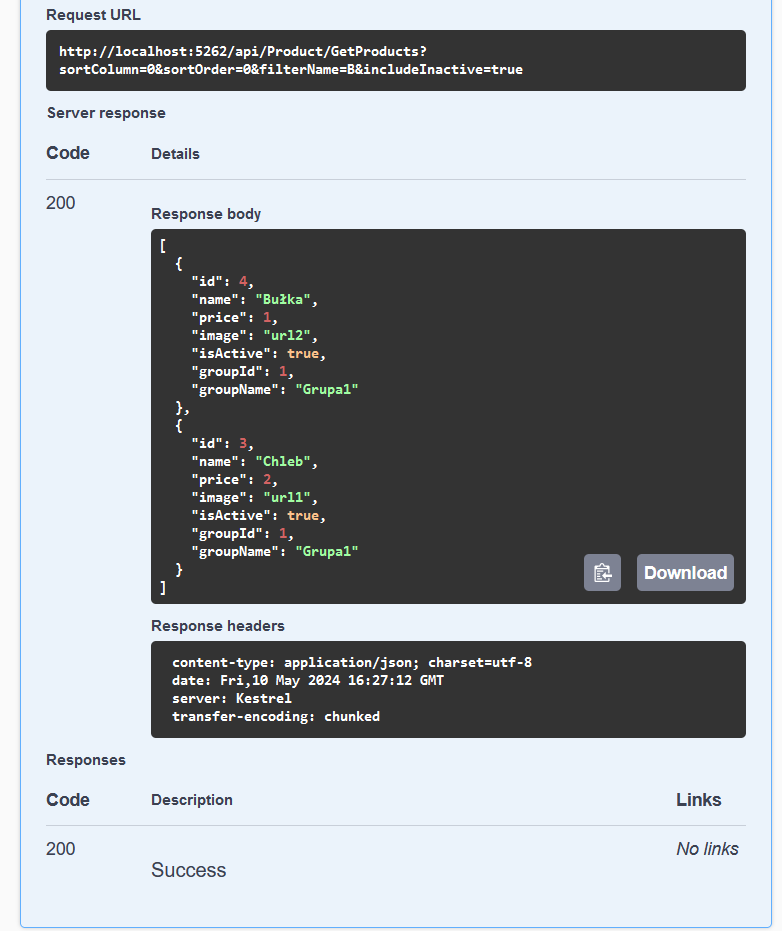
Działanie implementacji BLL\_DB

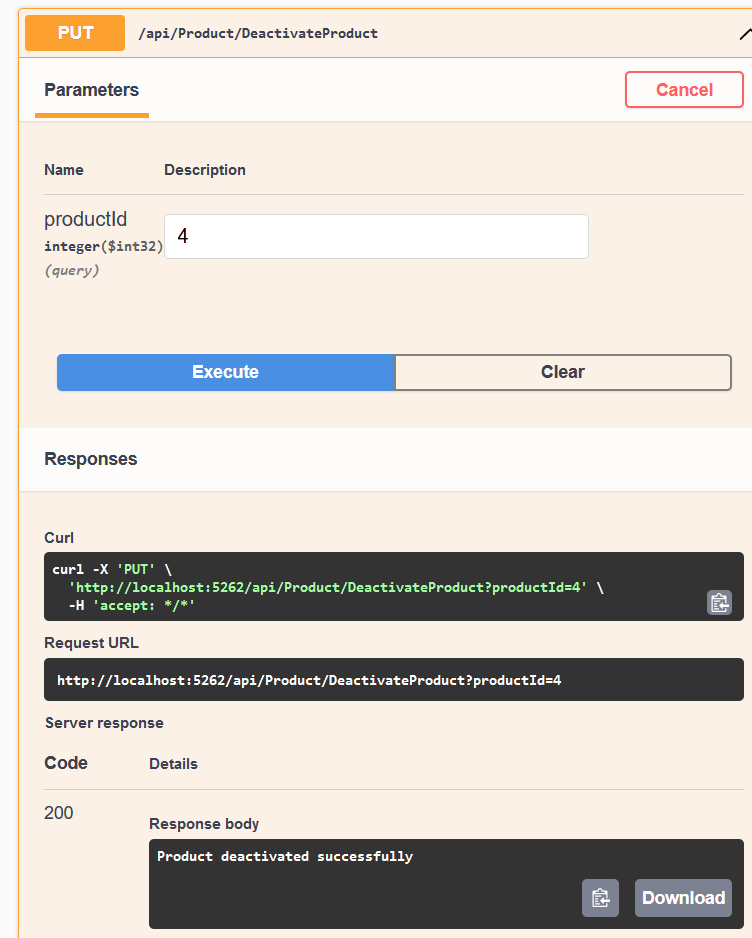
Product dla BLL\_DB

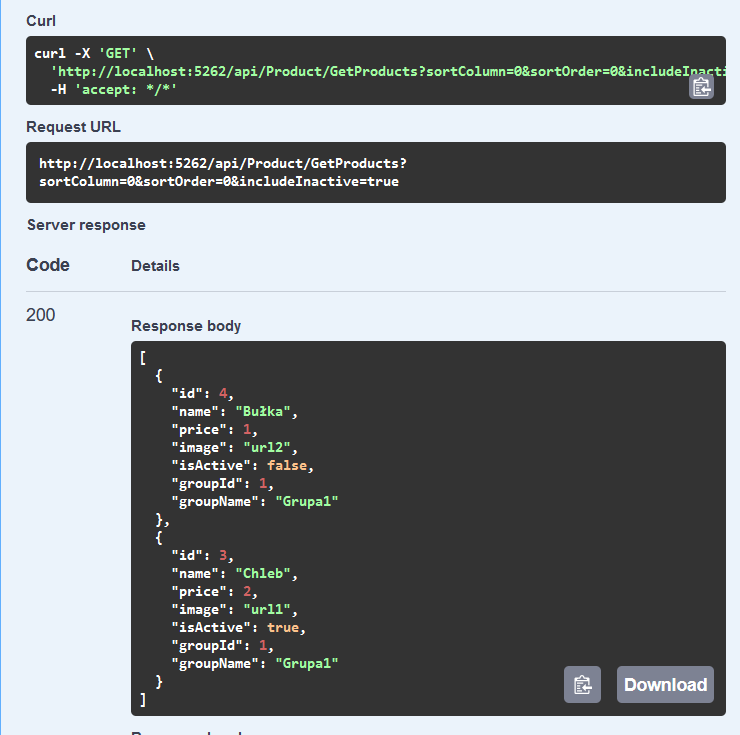


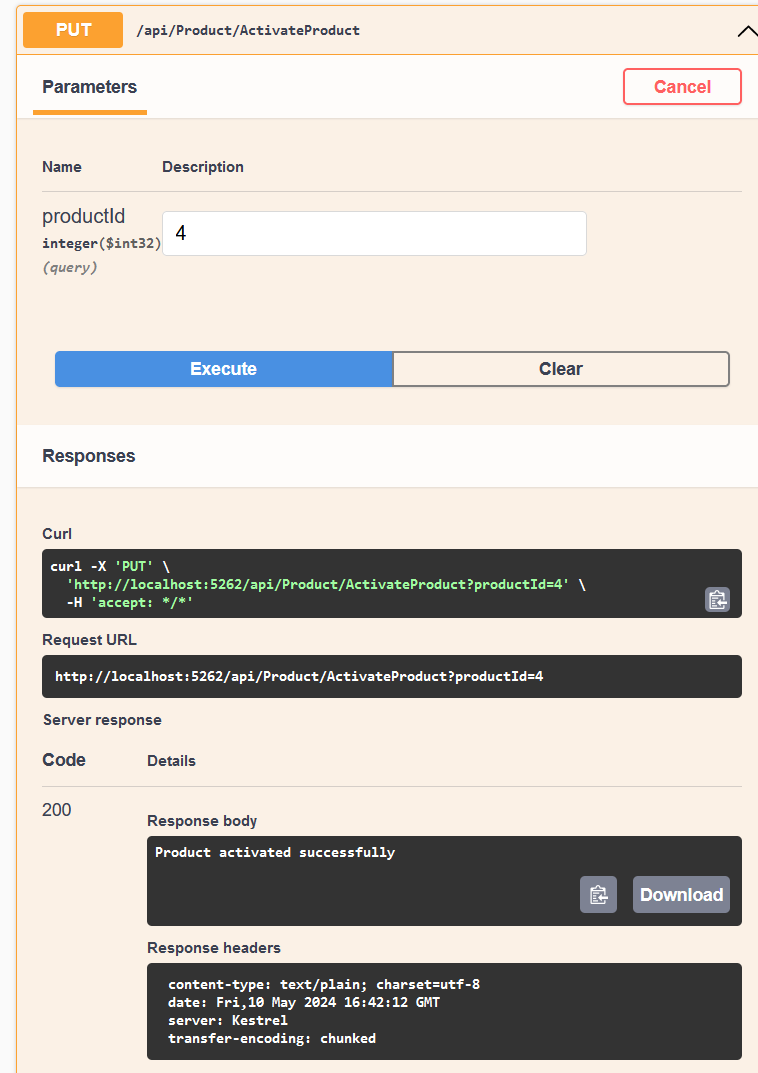


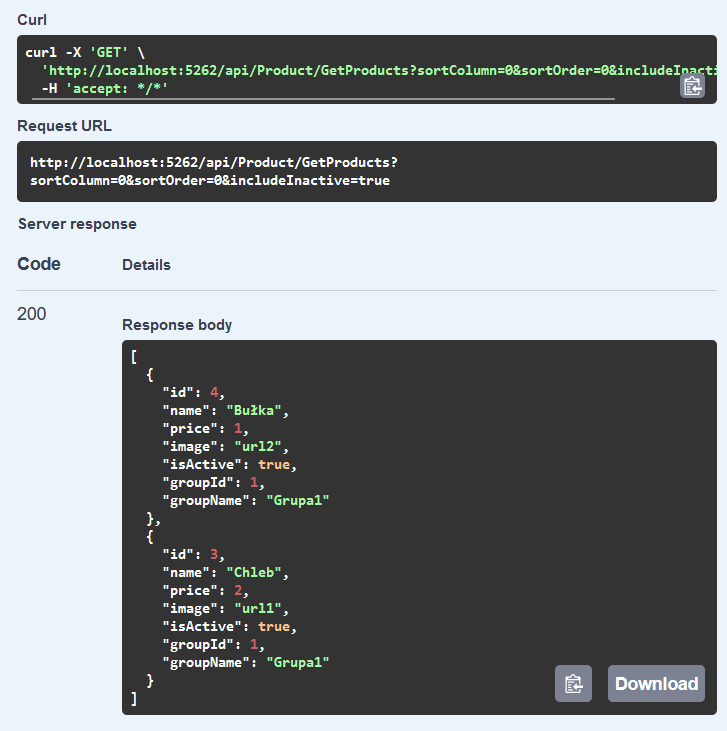


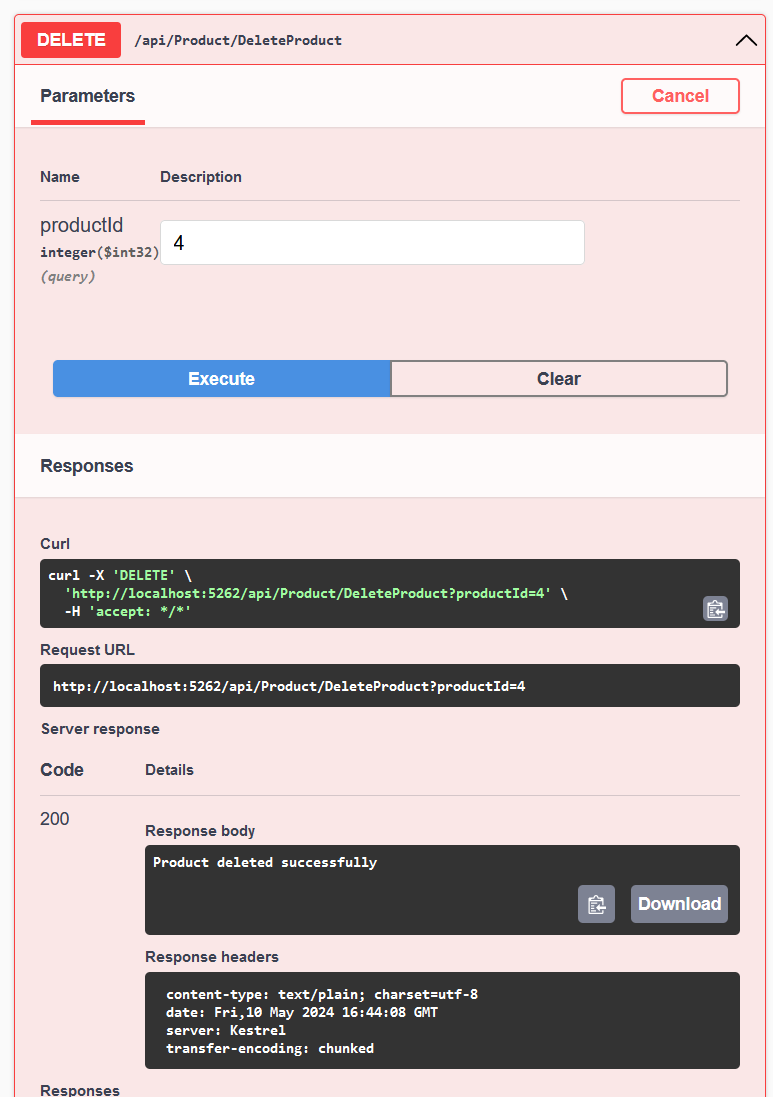


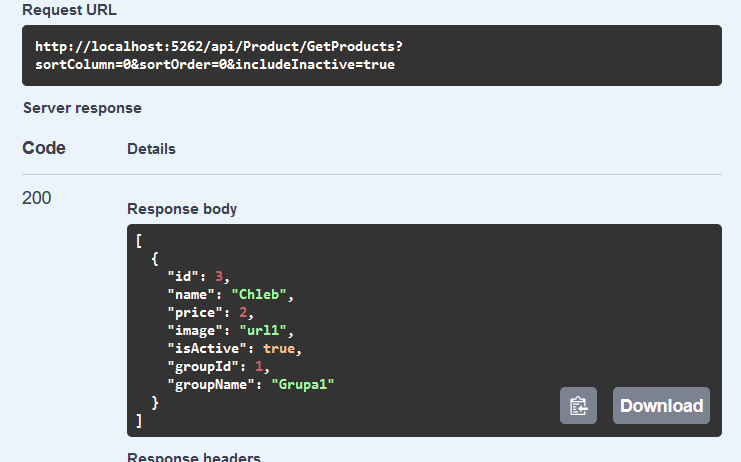




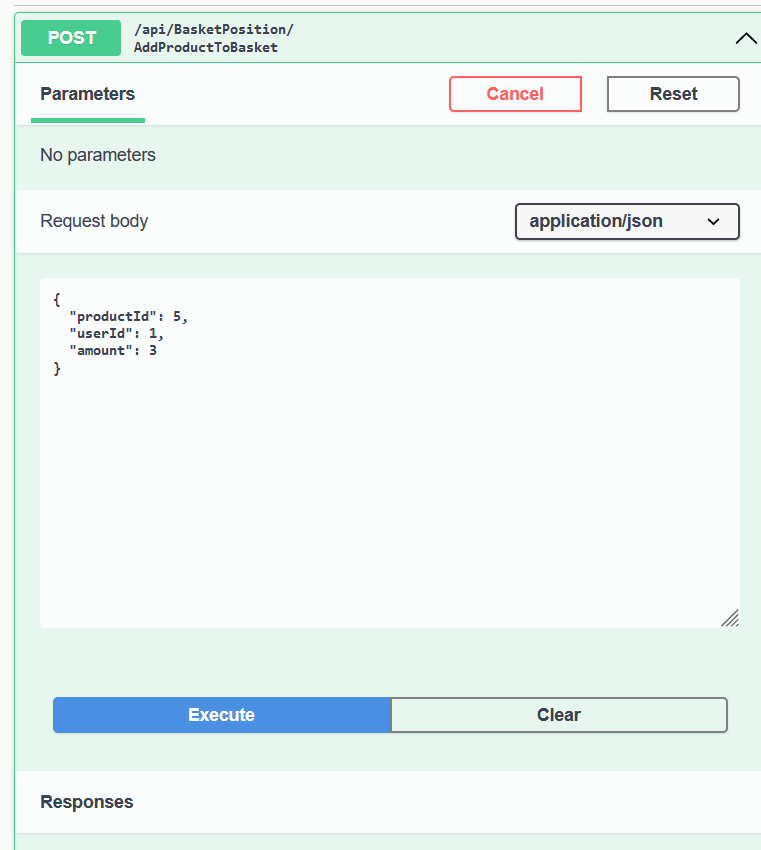


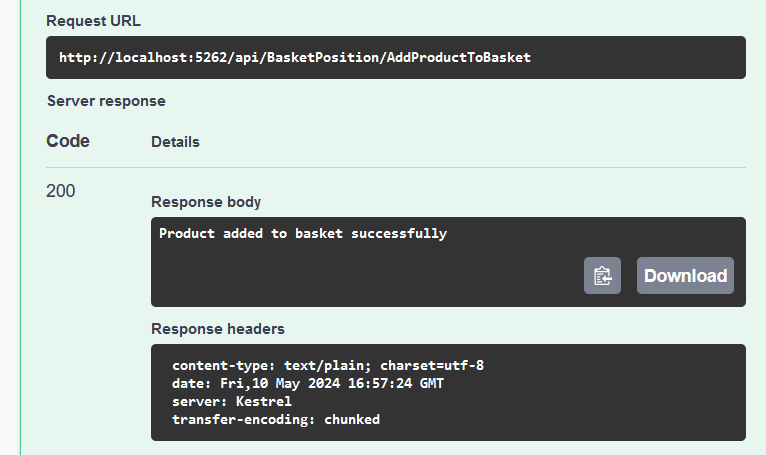


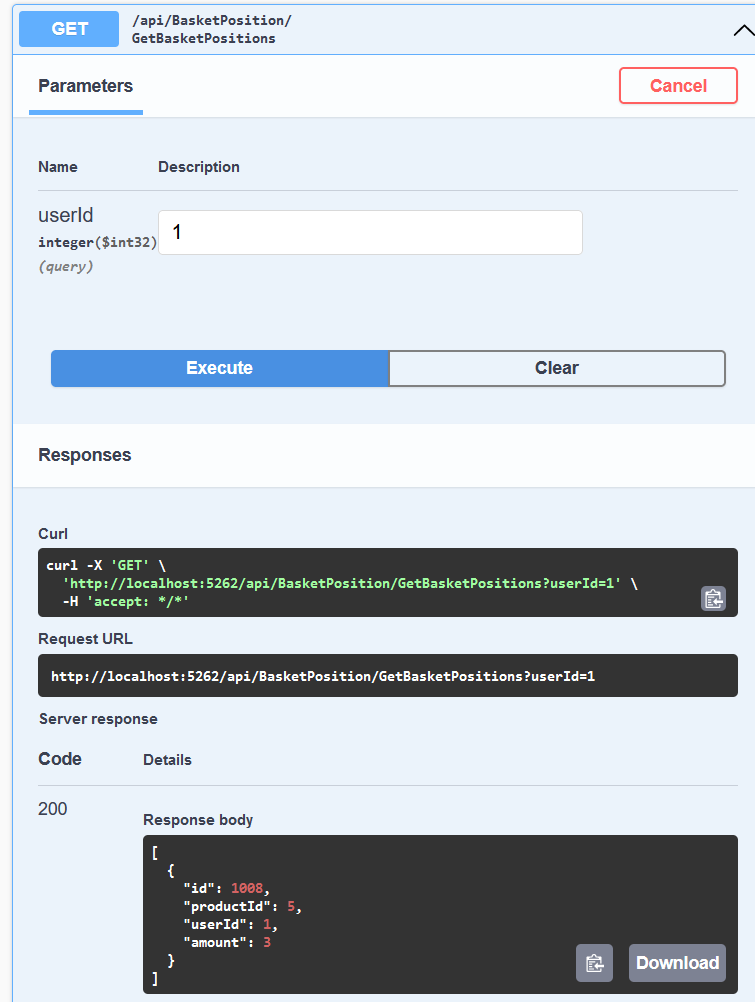


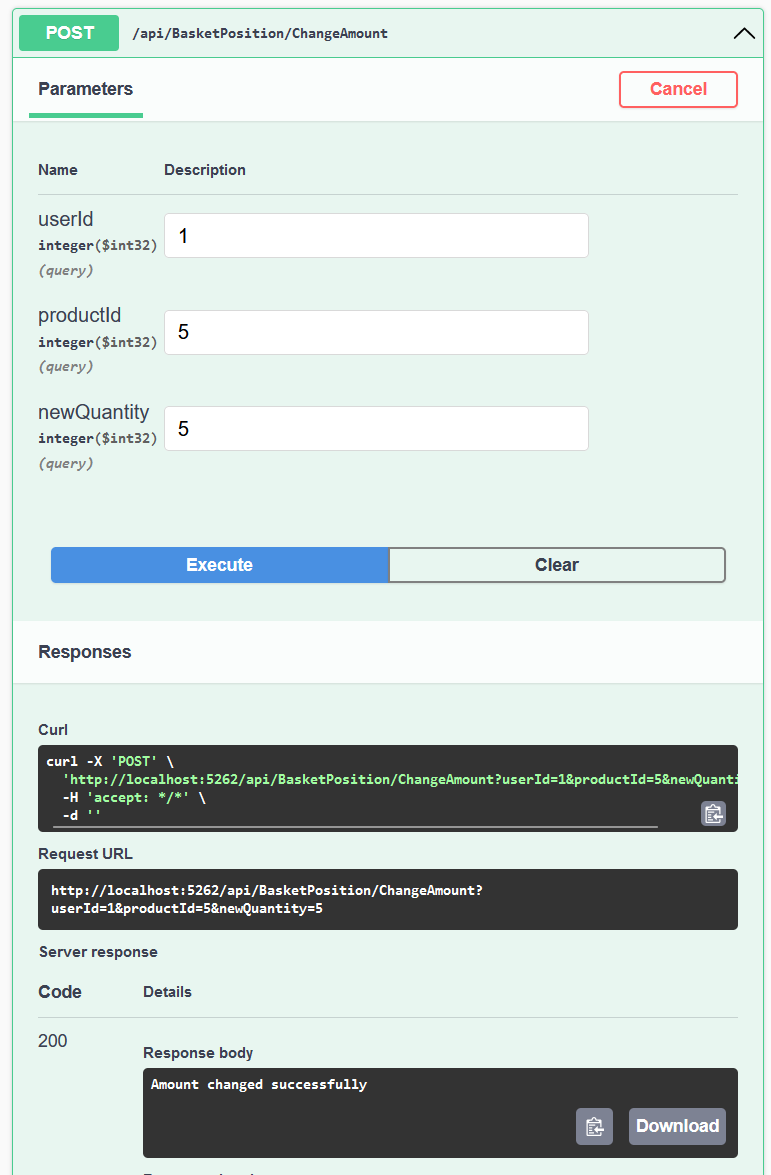


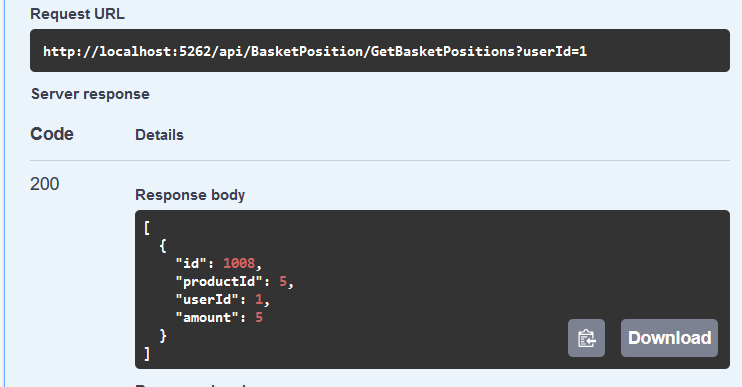
BasketPosition dla BLL\_DB

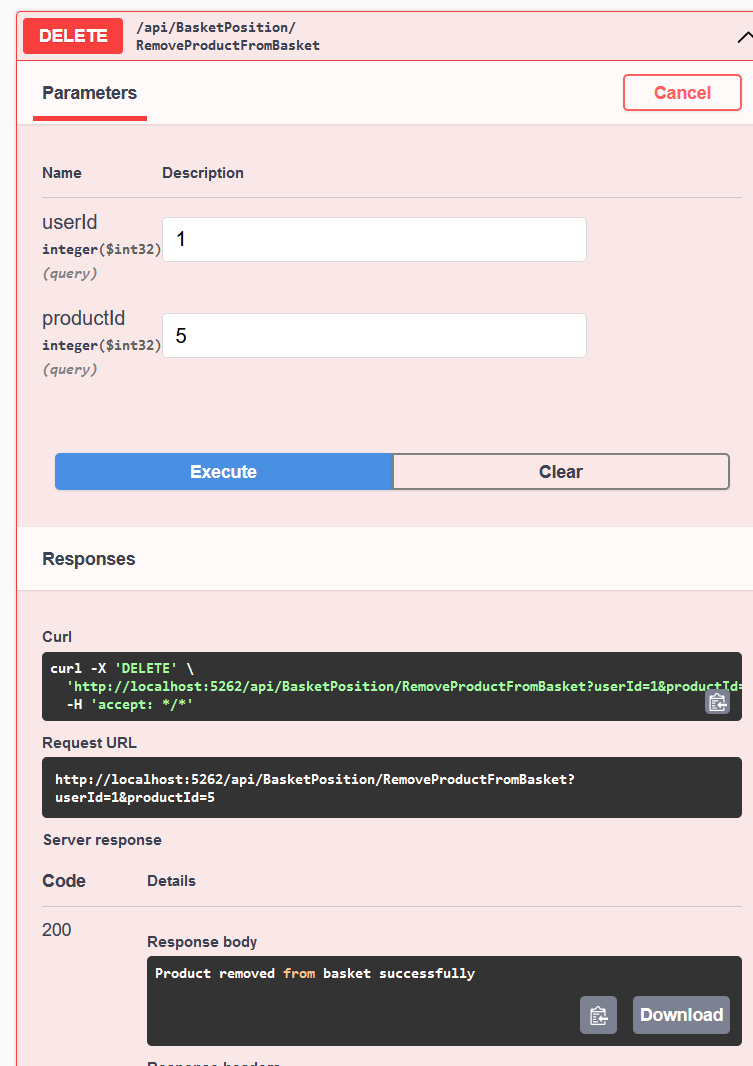


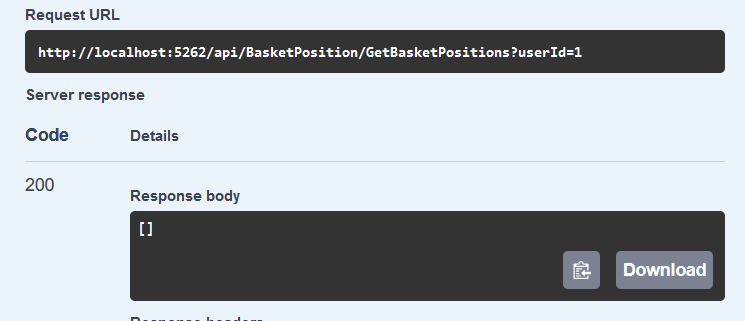




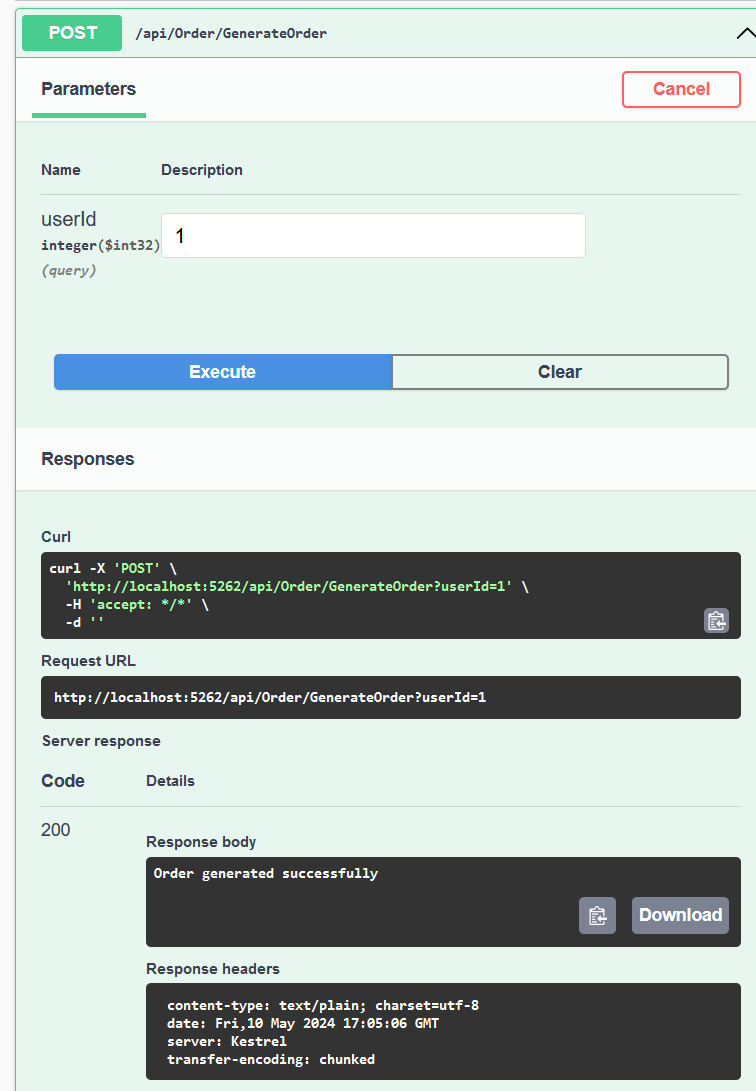


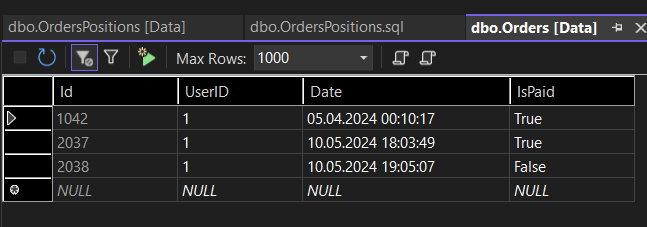


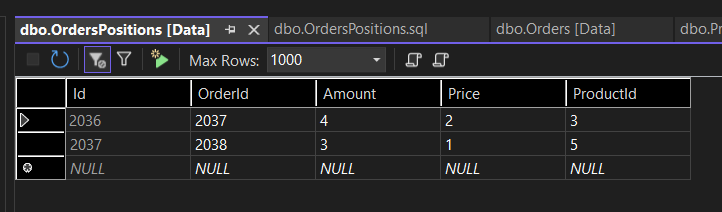


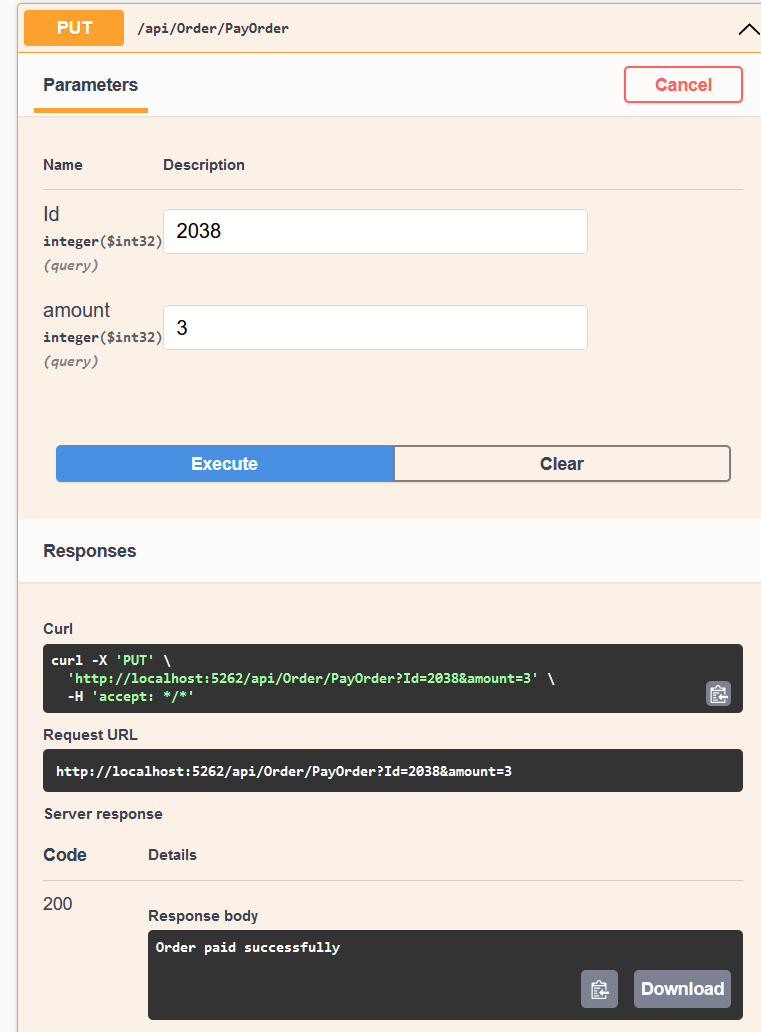


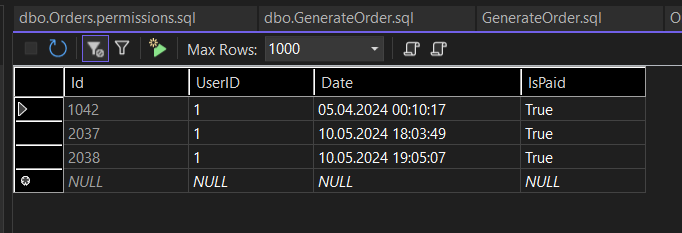
Order dla BLL\_DB











Podsumowanie

Wykorzystanie entity framework wydaje się być lepszym rozwiązaniem. Wszystkie podstawowe operacje na bazie danych pisze się w kodzie C#, co jest wygodniejsze niż pisanie kodu SQL tak jak w przypadku procedur składowanych i triggerów. Przez to, że kod pisze się w języku C# debugowanie jest ułatwione, ponieważ można stawiać brake-pointy. Zaletą procedur składowanych i triggerów jest natomiast to, że nie trzeba uruchamiać ponownie programu po zastosowaniu zmian w kodzie. W przypadku BLL\_DB trzeba było napisać kod zarówno po stronie programu jaki i bazy danych, co jest wadą w porównaniu do BLL\_EF gdzie kod pisany jest w podejściu Code First, jedynie po stronie programu.