

Supporting OData Formatting and Entity Data Models

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Outline

- OData formats overview
- Entity Data Models (EDMs)
- Implementing an OData Service with Web API

OData Formats

- **OData formatting defines a several standard representations for data from any domain to accommodate CRUD manipulation of that data via REST service calls**
 - Metadata about data types and feeds available
 - Data properties for each entity instance
 - Relation links between entities
 - Action links for actions that can be taken on an entity
- **OData formats include:**
 - ATOM Publishing Protocol
 - JSON-Verbose
 - JSON-Light

ATOM Publishing Protocol

- XML-based format
- Defines a “feed” of data
 - Often used to expose blog content, news feeds, podcast feeds, etc.
 - Alternative to RSS
- Also supports representing the CUD (update) operations through the publishing side of the protocol
- Each feed is a collection of items
- Each item can contain certain metadata tags about the item
- Each item contains a collection of properties
- Each item can contain hypermedia links for related resources and available actions on the resource

OData JSON Format

- **Versions 1.0 and 2.0 of OData just had one JSON format**
 - Somewhat more compact representation of the same information in the ATOM format (~40-60%)
 - Accomodated client platforms that could more easily consume JSON than XML
- **Version 3.0 added a lighter weight JSON format**
 - Not as much metadata nor hypermedia links
 - Just focused on conveying the data of the request
 - Referred to as JSON-Light
 - Older format now referred to as JSON-Verbose

Entity Data Models

- **Defines the type system, relationships, and actions that can be expressed in the OData formats**
 - Similar to the type system of .NET, but not 1:1
 - Based on the Conceptual Schema Definition Language (CSDL) defined for Entity Framework models
- **Allows you to define:**
 - EntitySets – resource collections
 - AssociationSets – relationship links
 - EntityContainer – aggregation of EntitySets and their AssociationSets
 - EntityTypes – types of objects in the collections and of the properties on the objects
 - Actions available on a resource type

Defining Entity Data Models

■ Implicitly – ODataConventionModelBuilder

- Define what EntitySets you want exposed
- The builder will reflect on the types for those sets and define the EntityType of the EDM through convention based on the collection type and the properties on the objects
- The builder will follow any navigation properties to add additional types to the model and define the association links
- Add action links if appropriate
- Takes very little code

■ Explicitly

- Can define exactly what you want to be seen at the wire level
- Define each EntitySet, EntityType, property, association link, etc.
- Takes a lot of code
- Gives you complete control over what is exposed
- Your wire level model can be different from the .NET model objects that feed it

Implementing an OData Service with Web API

- **Add OData routes to your WebApiConfig.Register method**
 - MapODataRoute extension methods
- **Derive from EntitySetController<T,K> for full CRUD OData services**
 - T is your model type that you are exposing a collection of
 - K is the type of the key property on the entity
 - Derives from ODataController
 - Has abstract and override methods for standard CRUD patterns
 - Makes getting an OData service following simple conventions very easy

Summary

- OData formatting standardizes the representations of data for any domain for CRUD scenarios
- OData and Web API support XML formatting with the ATOM Publishing Protocol
- OData and Web API support JSON verbose or light formats
- Entity Data Models define the type system, model objects, and relationships as they will be expressed on the wire in Odata format
- EDMs have their own type system, as well as support for relationships and actions
- The easiest way to define an EDM is with the `ODataConventionModelBuilder` – implicitly
- To implement an OData service with ASP.NET Web API:
 - Setting up OData routes based on an EDM
 - Using the `EntitySetController` base class for CRUD operations