# PlayStationApiService

## Implement Player Entity

1. **Add the Entity Framework packages**
2. Microsoft.EntityFrameworkCore.Sqlite
3. Microsoft.EntityFrameworkCore.Design
4. Microsoft.EntityFrameworkCore.Tools

If the issue to have the ef global version up to date

Run this command

*dotnet tool update --global dotnet-ef --version 9.0.7*

1. **Create Entity Classes**
2. BaseEntity class
3. PlayerEntity
4. **Create a PlayStationDbContext derived from db context**
5. Create Class
6. Create Player table
7. In programme.cs file Add SQL service

*//-----------------------*

*// Data Base definition -*

*//-----------------------*

*// Connection string*

*var connectionSqlDb = builder.Configuration.GetConnectionString("PlayStationStore");*

*// DB request*

*builder.Services.AddSqlite<PlayStationDbContext>(connectionSqlDb);*

1. Add the static extension class DataExtension
   * Override the service OnModelCreating to allow working with primary key as GUID

*protected override void OnModelCreating(ModelBuilder modelBuilder)*

*{*

*modelBuilder.Entity<PlayerEntity>()*

*.Property(b => b.Id)*

*.HasDefaultValueSql("NEWID()");*

*}*

1. **Prepare Migration**
   1. Run the command

*dotnet ef migrations Add InitilizeDB*

* 1. Start automatically the Migration from code
* Create the static class DataExtension to extend Migration script

*public static async Task MigrateDBAsync(this WebApplication app)*

*{*

*// Create scope*

*using var scope = app.Services.CreateScope();*

*// Get service register in Program?cs file using injection*

*var dbContext = scope.ServiceProvider.GetRequiredService<PlayStationDbContext>();*

*// Migrate*

*await dbContext.Database.MigrateAsync();*

*}*

* Call the migration script from Programme.cs file

*//----------------------*

*// Data Base Migration -*

*//----------------------*

*// Run migration*

*await app.MigrateDBAsync();*

**WARNING:**

**The directory where the DB file will be generated MUST exist**