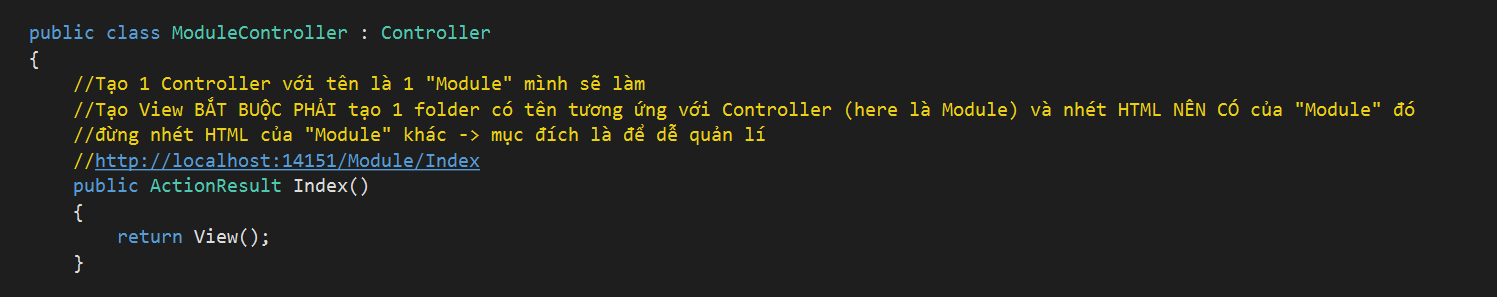
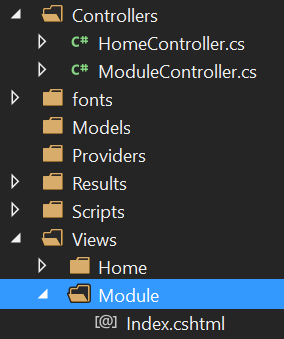
1. **Quản lí folder**

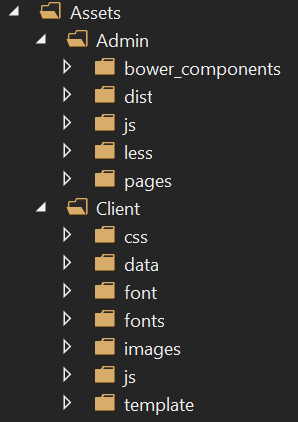
**1.Controller - View**





**=> tên method PHẢI giống tên file cshtml (here là Index)**

**2.Bootstrap**

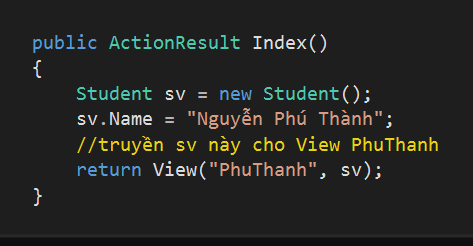
****

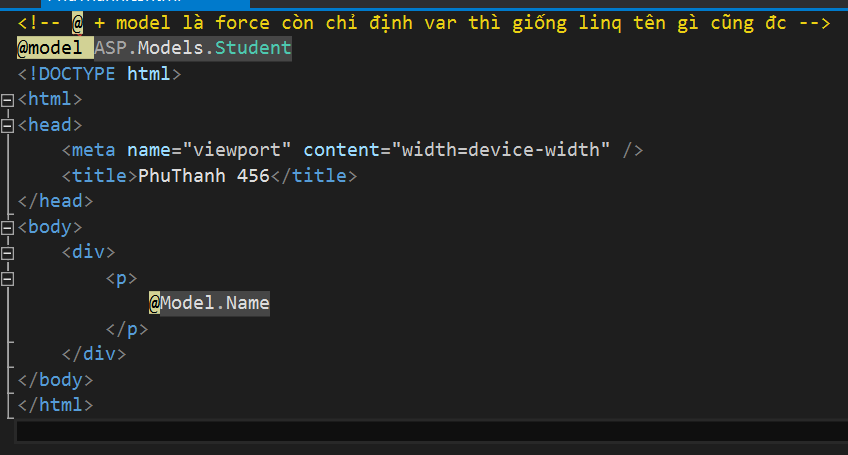
**=> nhớ đổi path trong CS|HTML**

1. **Truyền data**

**@using (Html.BeginForm("Method", "Controller", FormMethod.Post))**

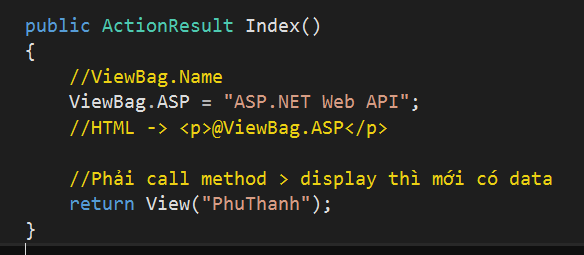
**1.Object**

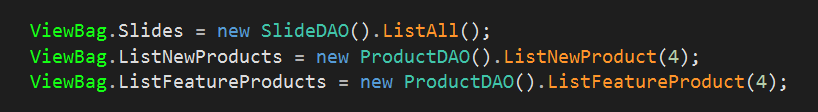


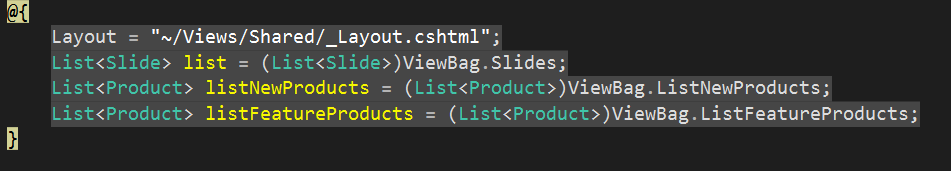


**@Model là 1 object mình truyền sang cho view**

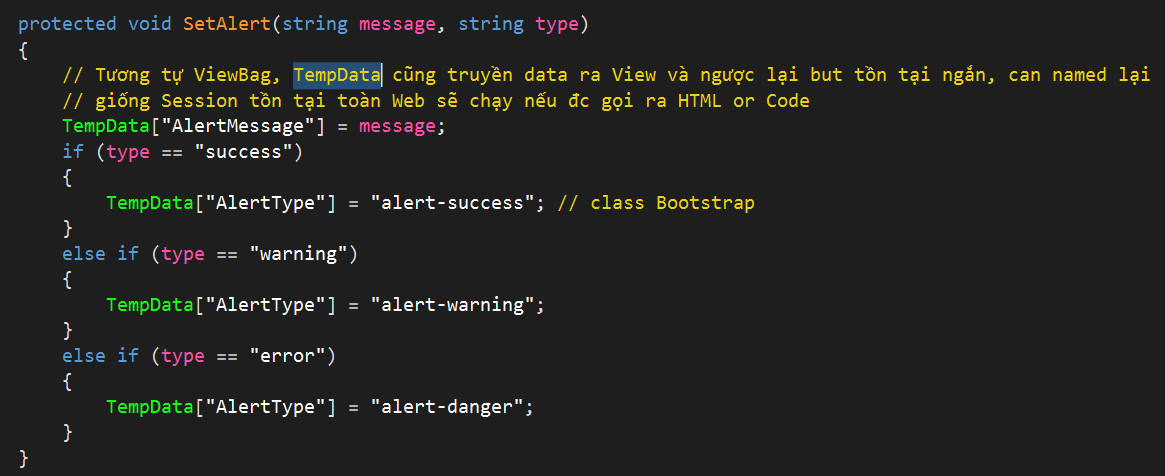
**2.ViewBag (use ở view xong là mất)**

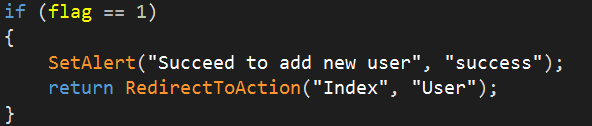


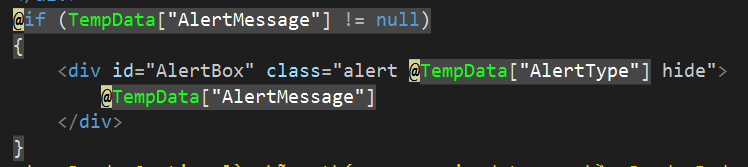


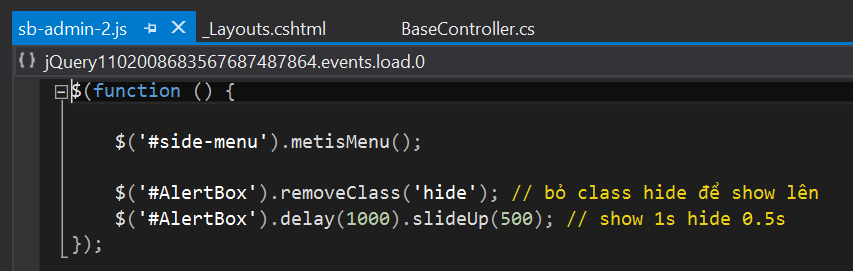


**3.TempData**

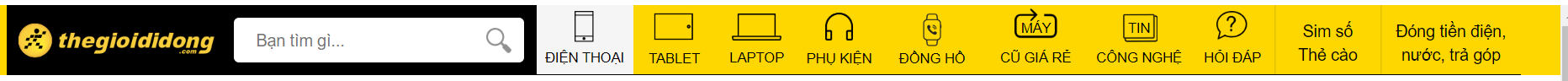


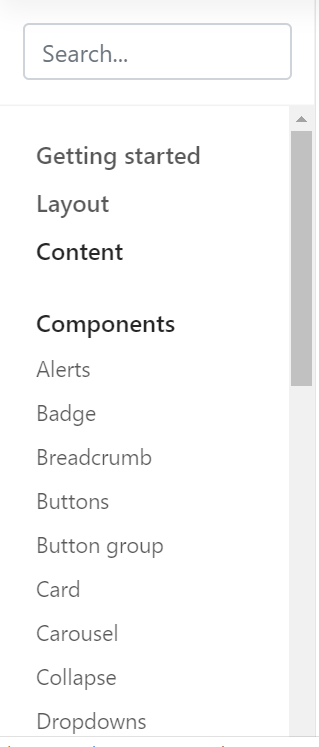




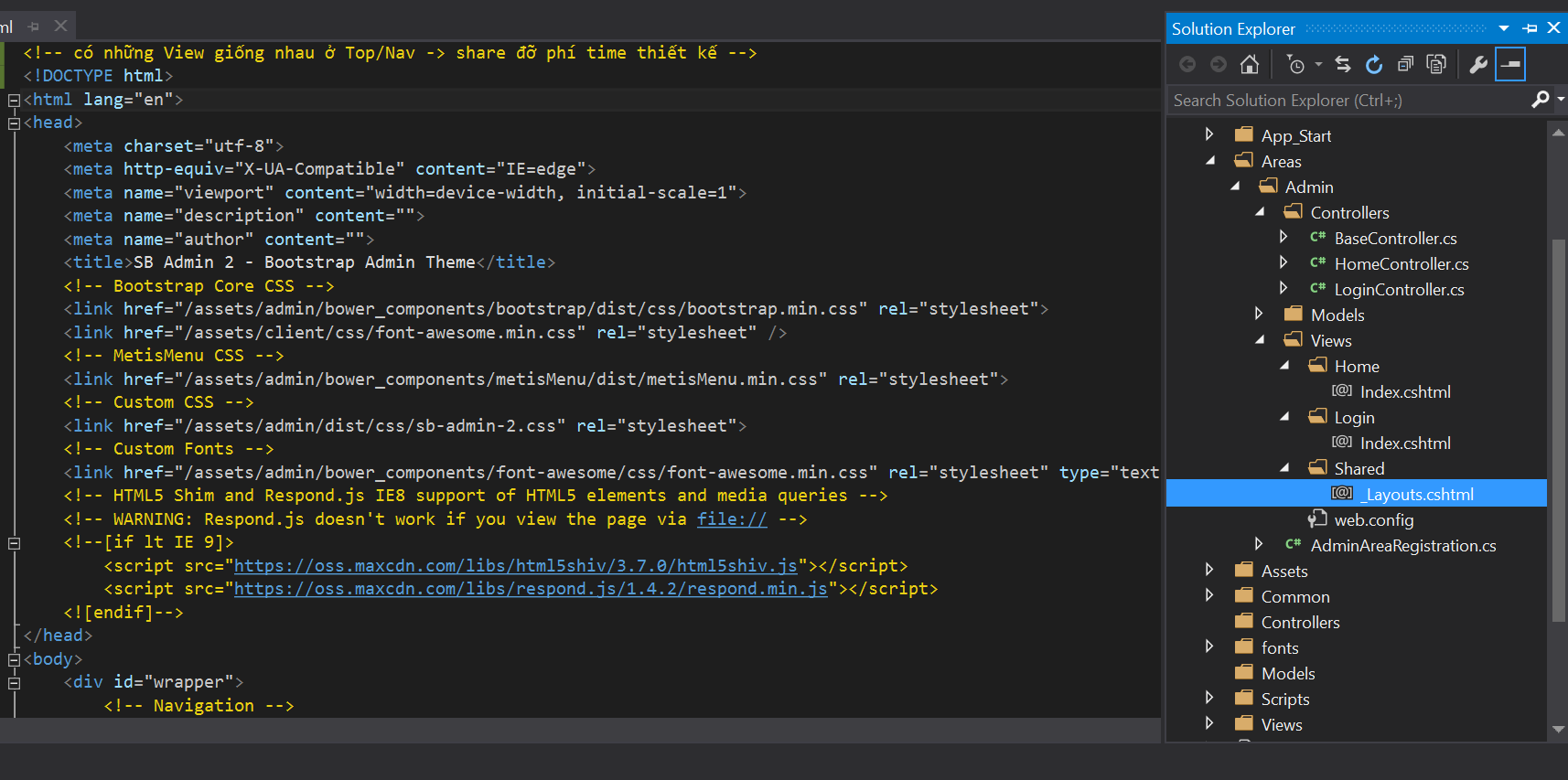


1. **Share layout**

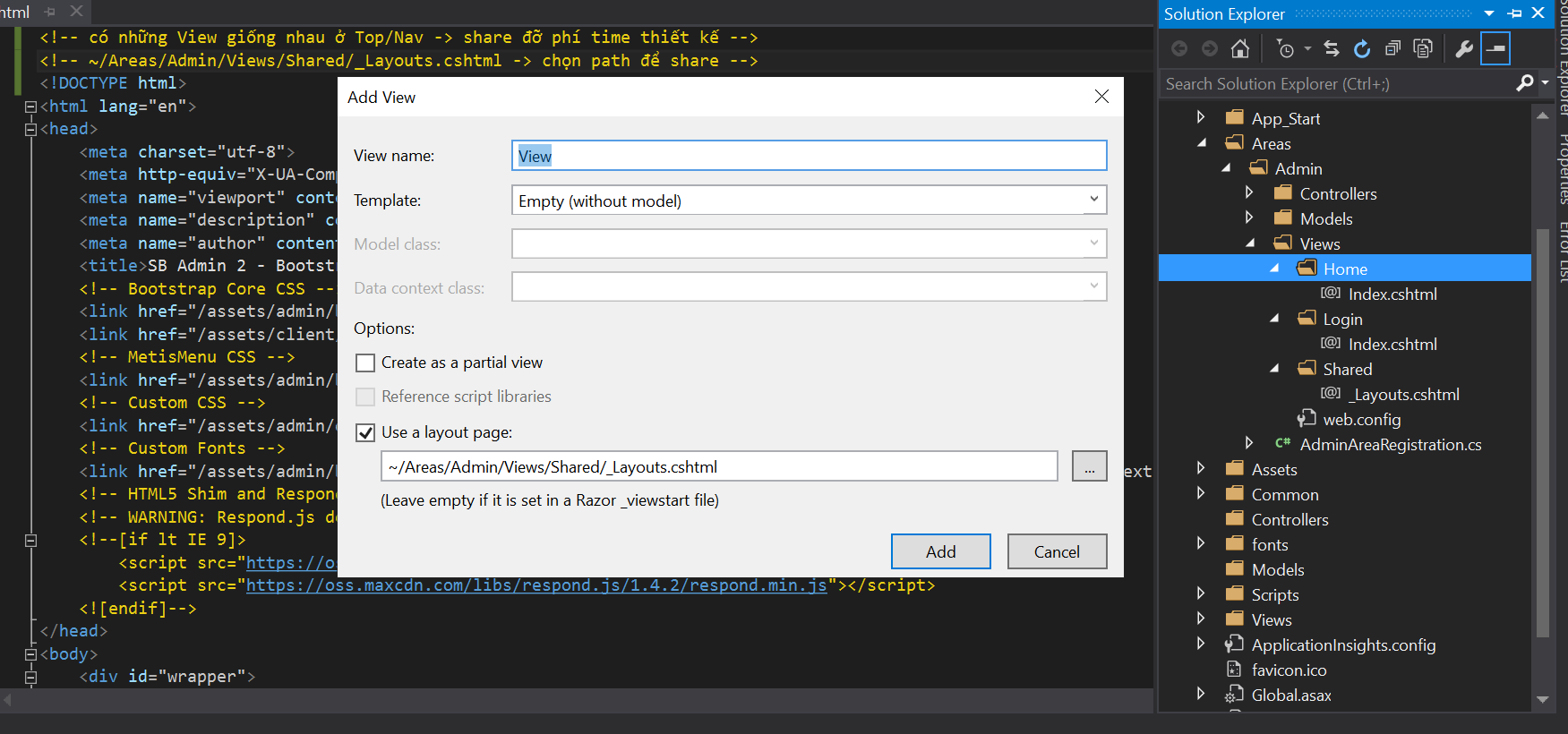


**Chỉ thay đổi phần ở đây những cái ở ngoài là cố định gọi nó là RenderBody**

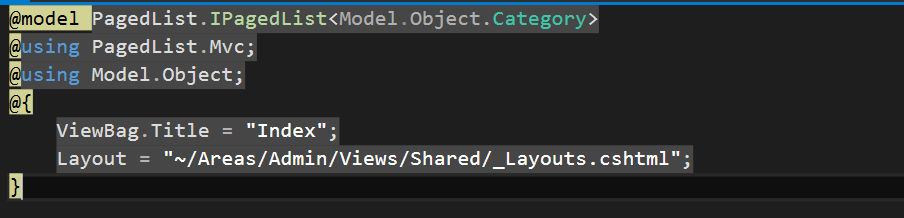
**1.Tạo 1 file \_layouts.cshtml chung**

****

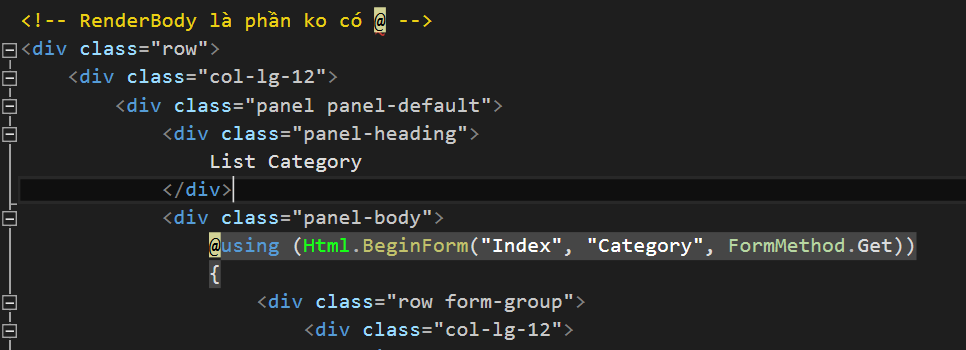
**Tạo nhanh**

****

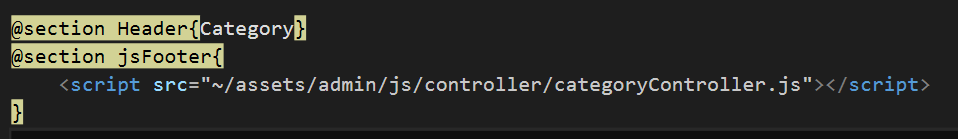
**Tạo thủ công gõ path vào**

****

**2.@RenderBody()-(1)**

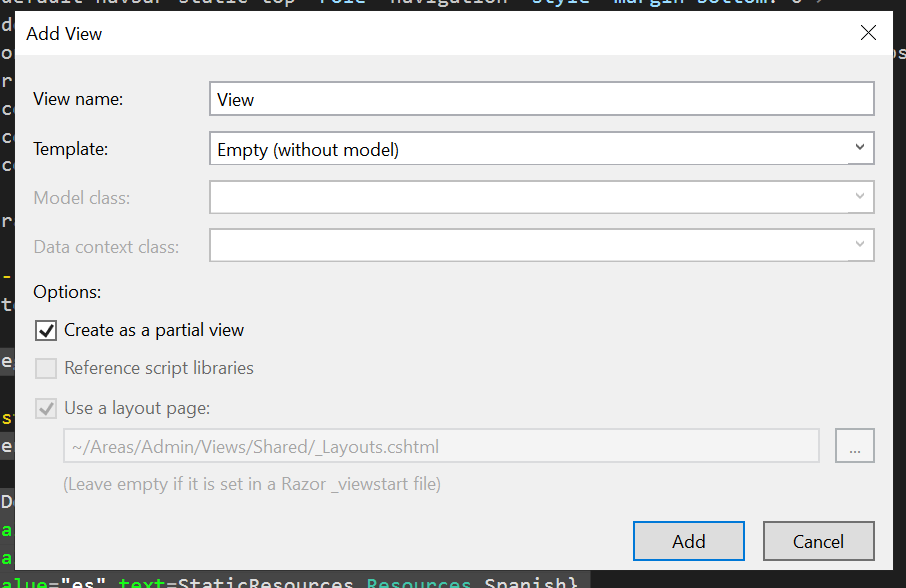
****

**3.@RenderSection("Header", required: true) - (n)**

****

**True thì bắt buộc phải có trong layout con và ngược lại**

**4.PartialView - (n)**

****

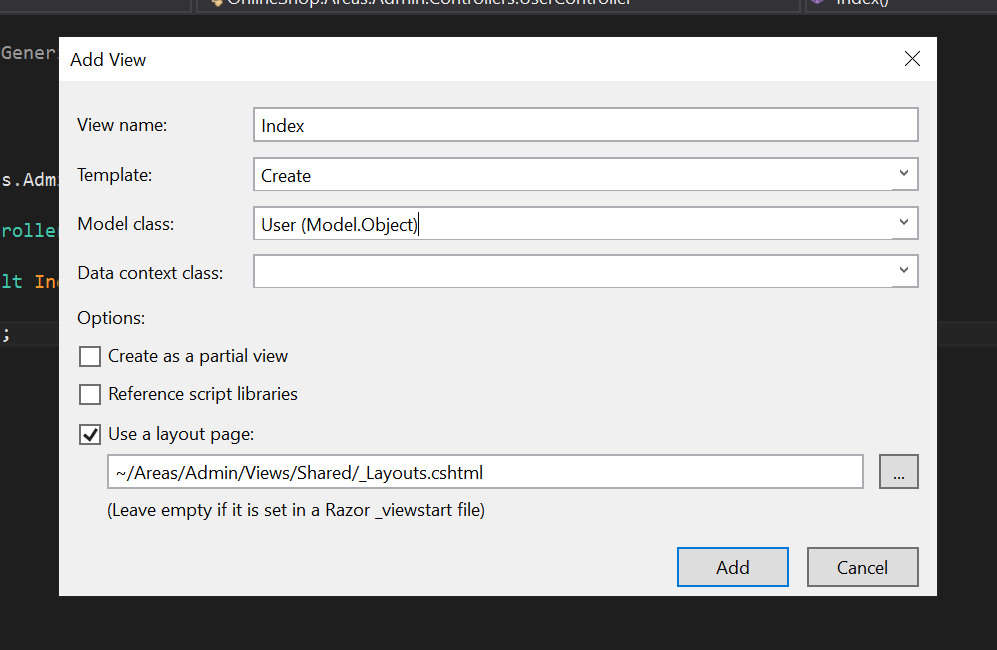
**4.1.@RenderPage("\_Navigation.cshtml")**

**Cshtml tĩnh ko có data**

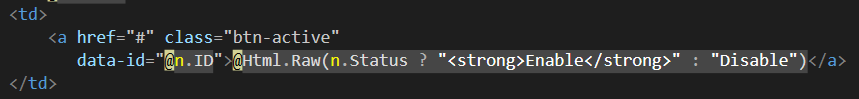
**4.2.@{Html.RenderAction("TopMenu", "Home");}**

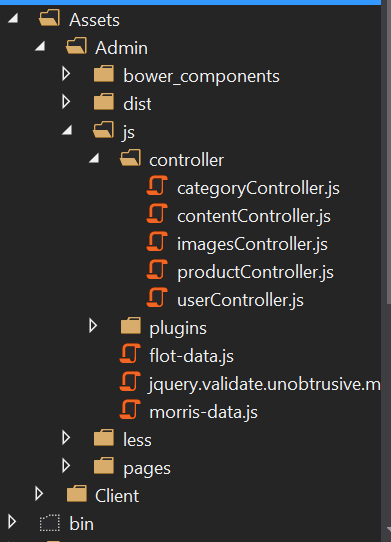
**Cshtml động có data, chạy qua Controller để lấy data rồi gửi qua View**

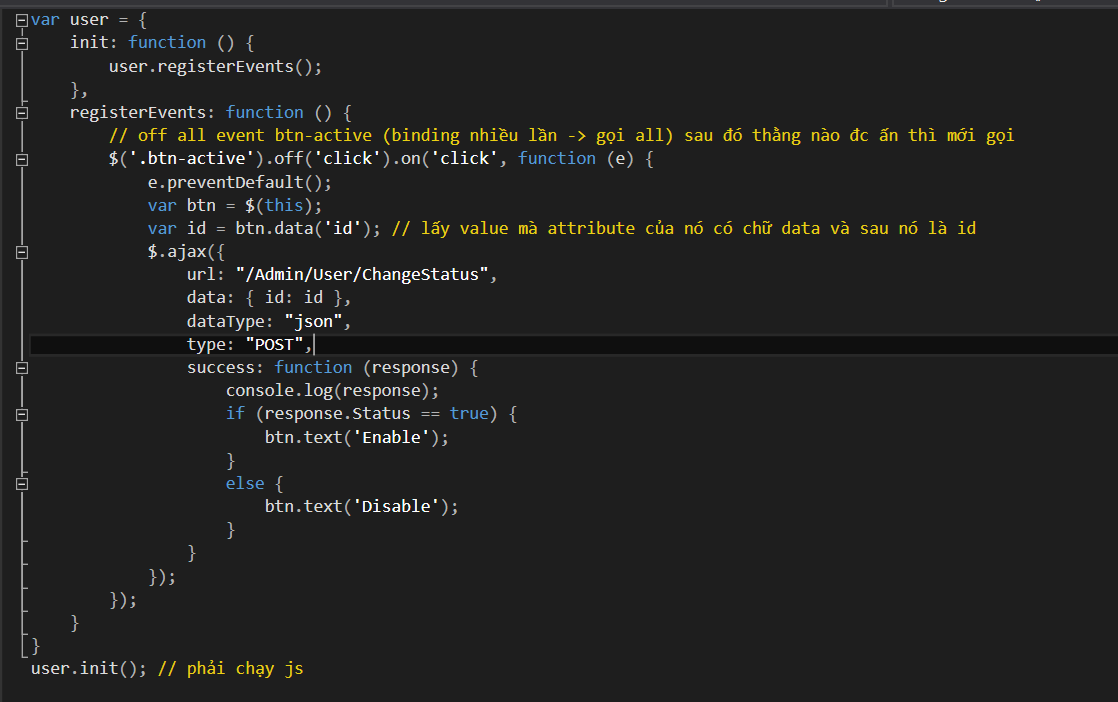
**5.Single Page Application View**

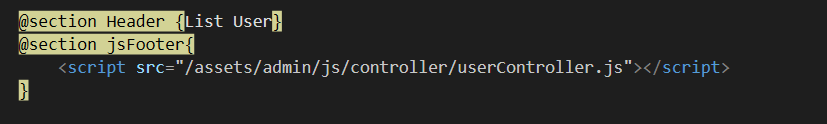
****

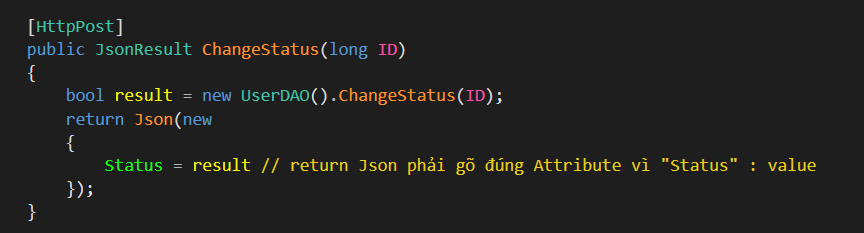
1. **Ajax**

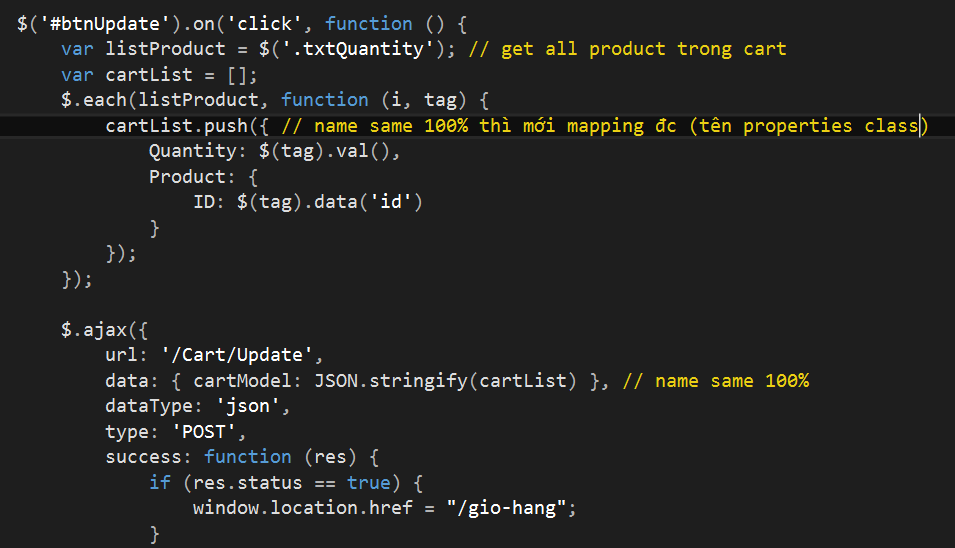
****

****

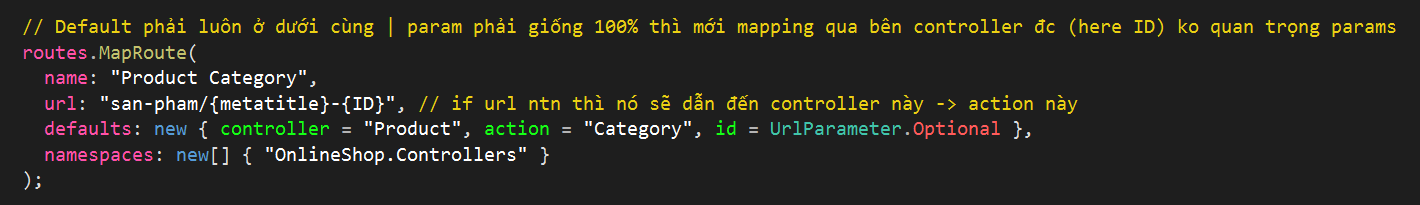
****

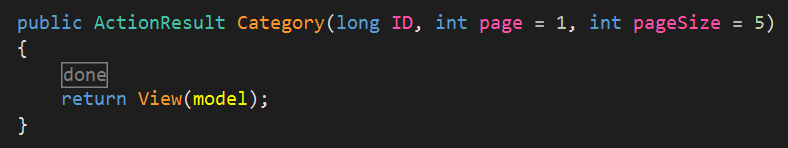
****

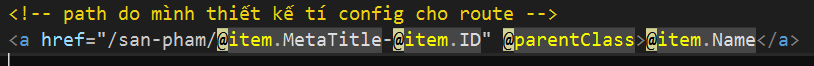
****

****

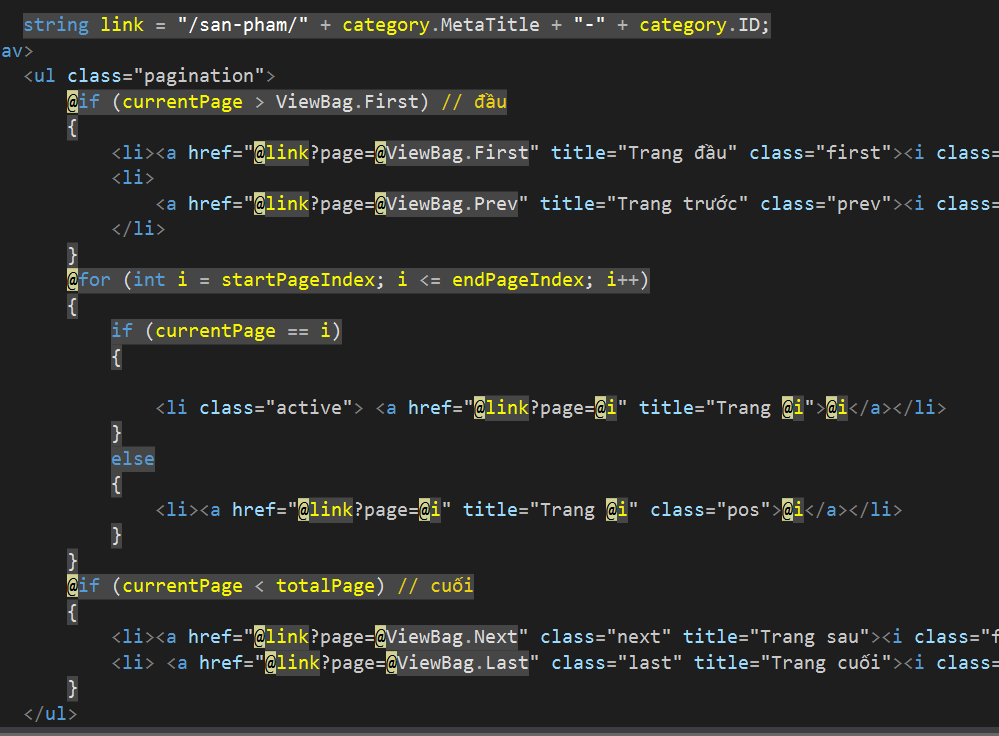
1. **URL**

****

****

****

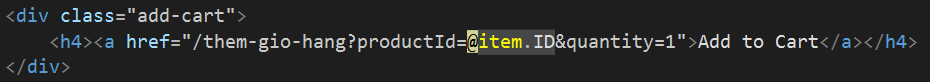
**=> URL sét theo quy tắc của biến “link” chứ ko phải value của biến MetaTitle hay ID ntn**

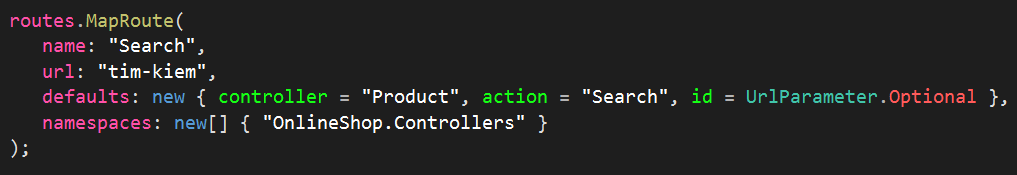
****

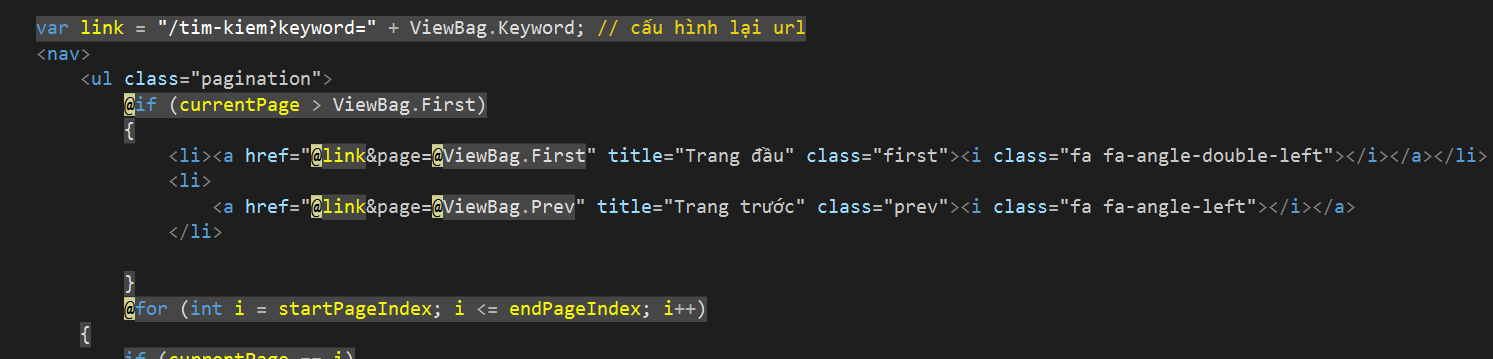
**=> đúng URL sẽ Redirect đc, sau ? là params thêm ko ảnh hưởng đến URL (1)**

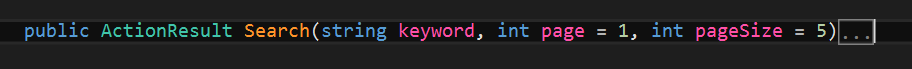
****

**=> dùng params này sẽ gây khó khăn trong việc cấu hình URL but vẫn đc (2)**

****

****

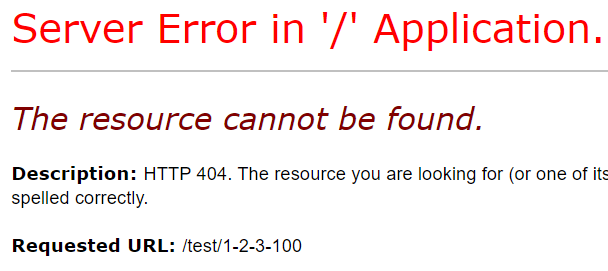
****

****

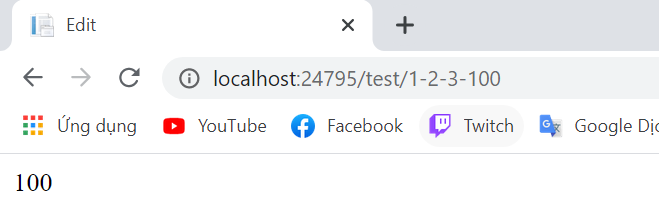
**2**

**=> khi có dấu {} nó sẽ sét value trong “” là 1 cụm biến (link sét theo quy tắc) -> nên có**

**1**

****

**4**

****