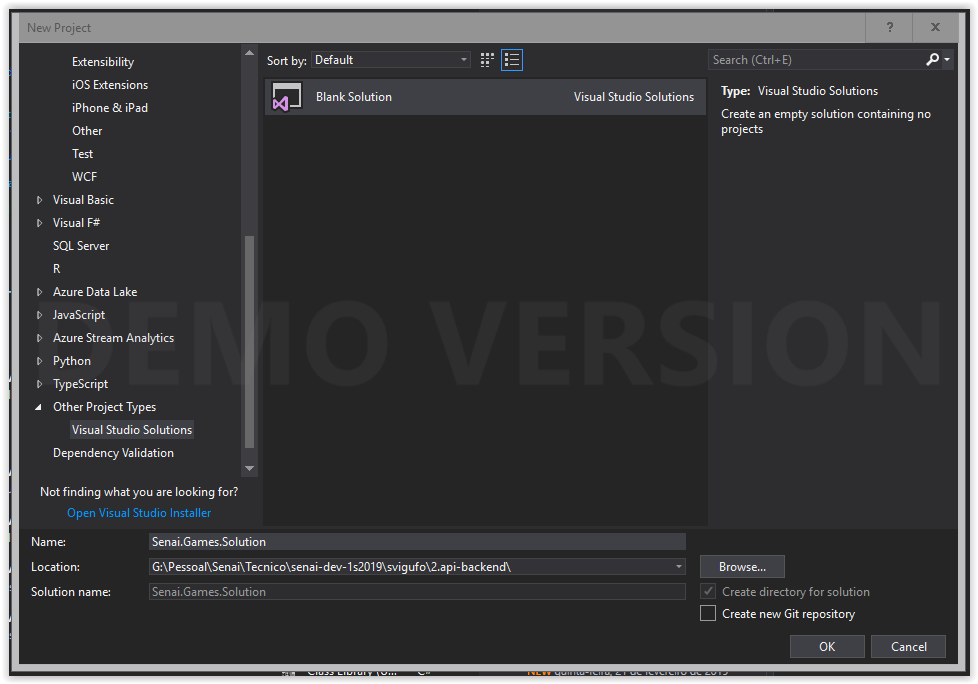
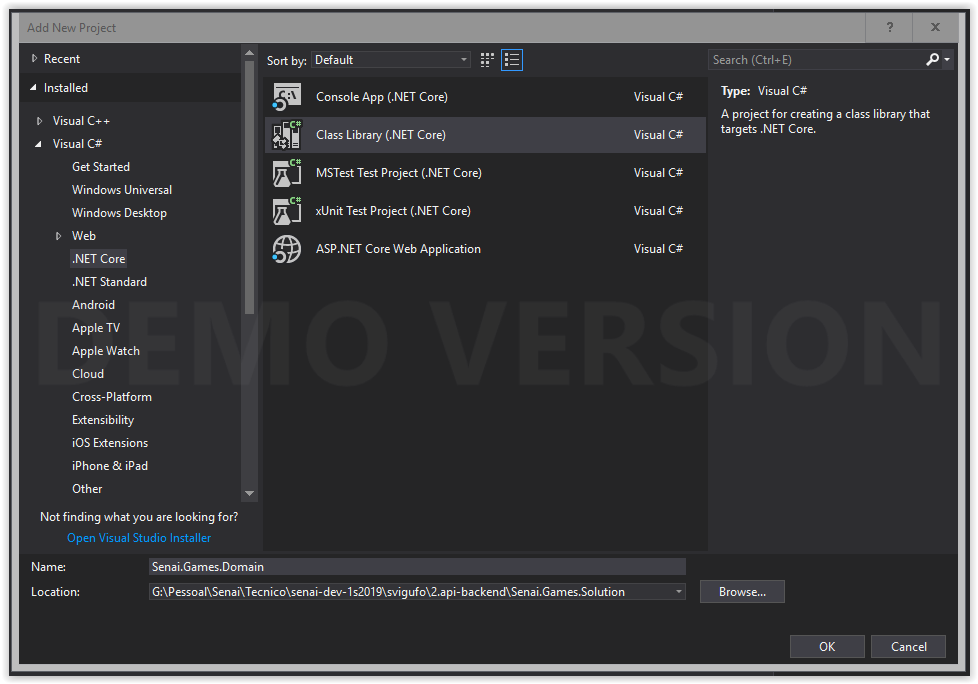
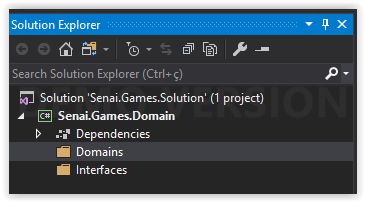
Explicar o que é uma solução e o que são projetos



Criar projeto .Net Core -> Class Library -> Senai.Games.Domain



Apagar a Class1.cs e criar uma pasta Domains e Interfaces

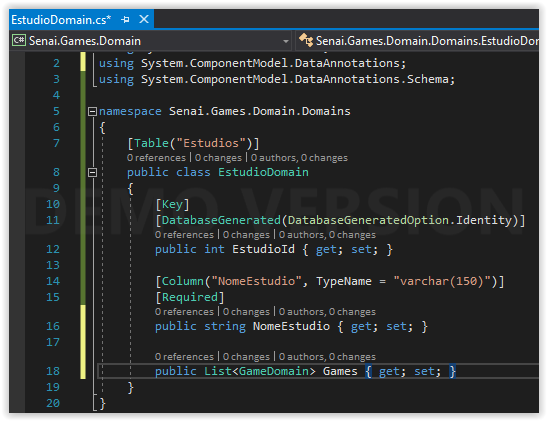


Explicar sobre ORM

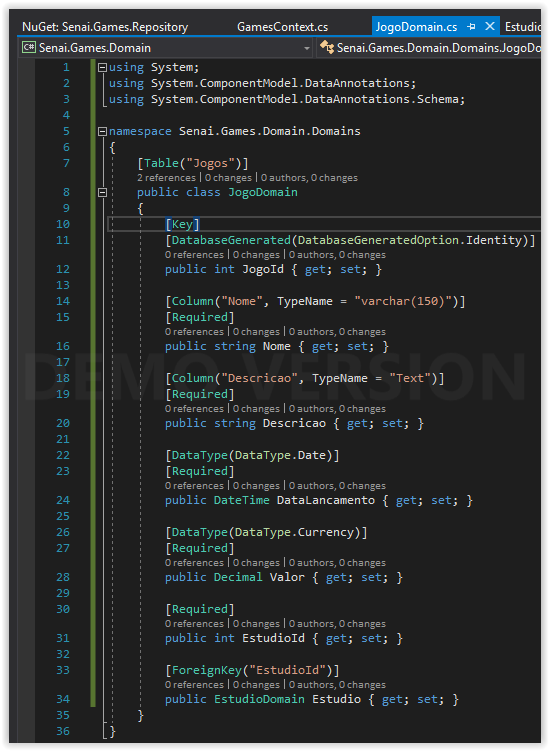
Apresentar o Entity Framework

Criar Classe EstudioDomain e incluir os DataAnnotations

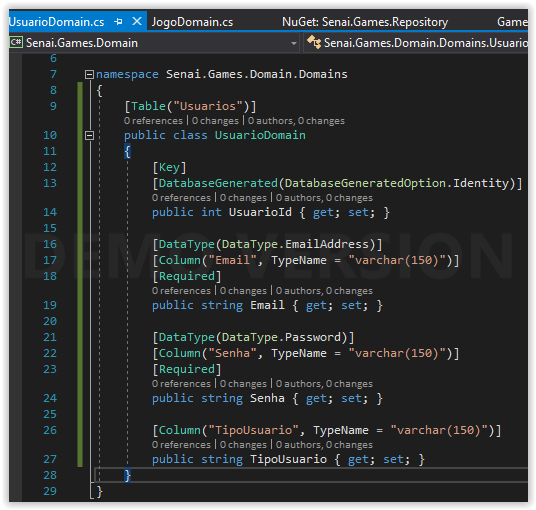
Explicar sobre a propriedade “List<GameDomain> Games”



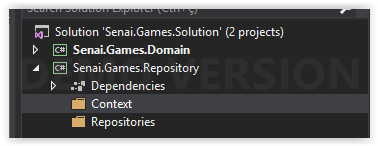
Criar Classe JogoDomain e incluir os DataAnnotations



Criar UsuarioDomain e incluir os DataAnnotations



Criar Projeto Senai.Games.Repository e incluir as pastas



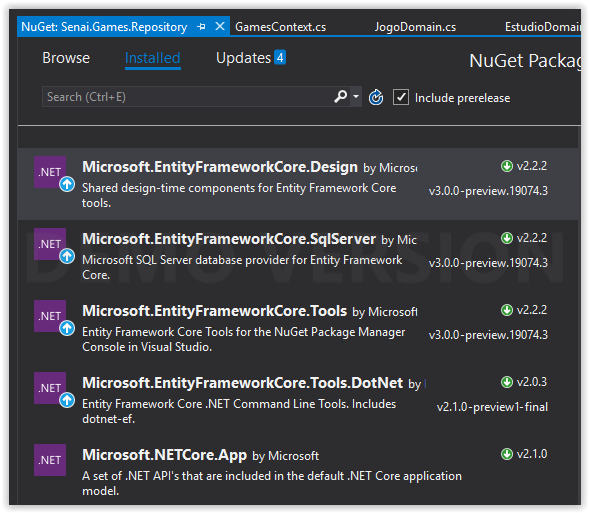
Baixar pacotes do nugget

Microsoft.EntityFrameworkCore.SqlServer 2.1.1

Microsoft.EntityFrameworkCore.Design 2.1.1

Microsoft.EntityFrameworkCore.Tools 2.1.1

Microsoft.EntityFrameworkCore.Tools 2.0.3



Explicar o que é um contexto

Criar class GamesContext dentro da pasta Context

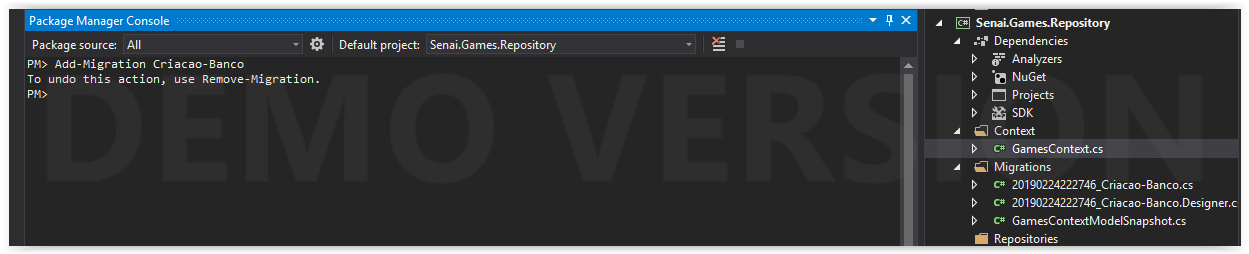


Definir Senai.Games.Repository como projeto inicial Set Startup Project

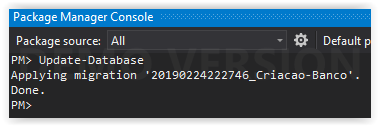
Explicar Migrations

Fazer utilizando o package manager console, tools – nugget package manager – package manager console

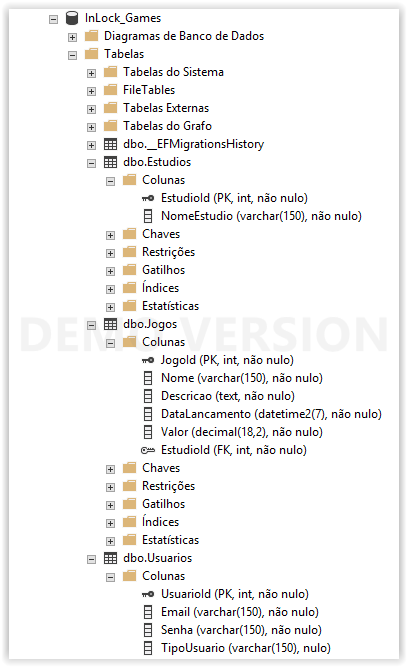
Add-Migration Criacao-Banco

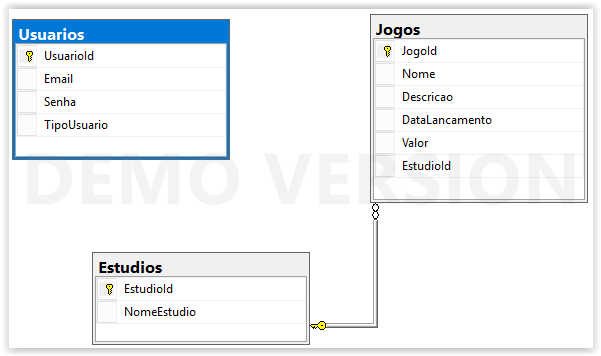


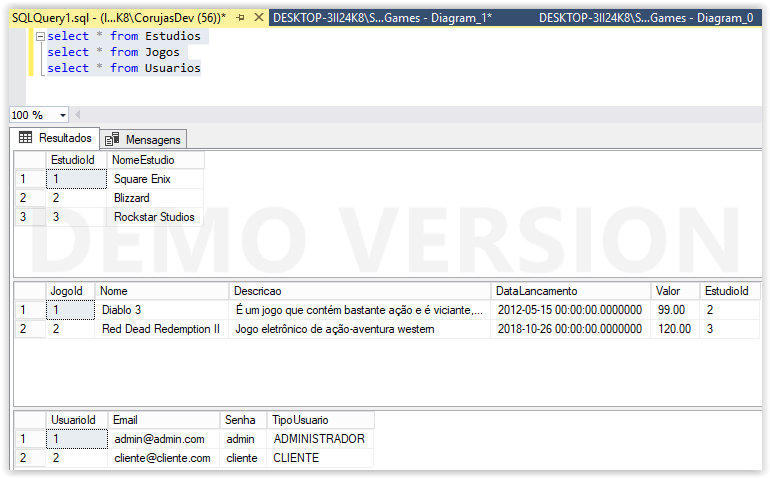
Update-Database



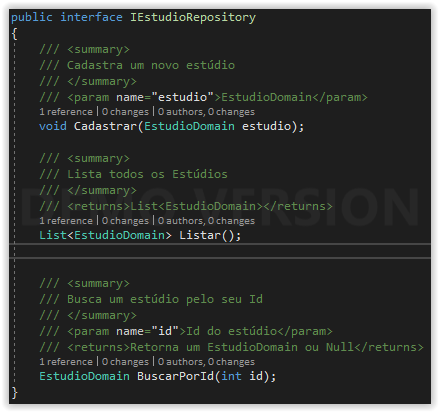
Abrir Sql Management Studio e mostrar o banco criado e suas tabelas







Criar Interface IEstudioRepository na pasta Interfaces do projeto Senai.Games.Domain

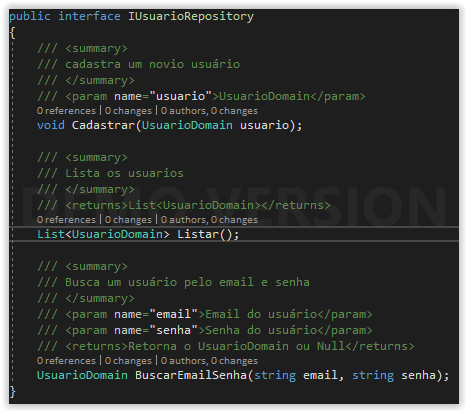


Crie uma Classe EstudioRepository e implementar a interface na pasta Repositories no projeto Senai.Games.Repository



//Explicar o include

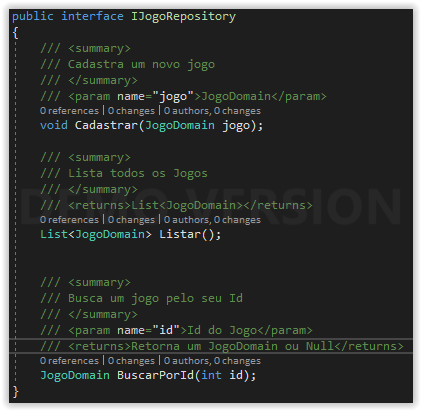
Criar Interface IUsuarioRepository na pasta Interfaces do projeto Senai.Games.Domain



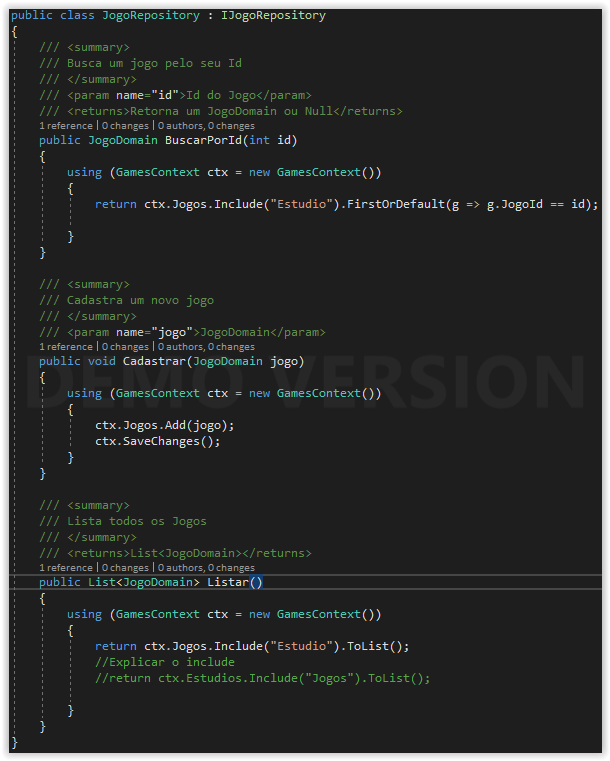
Crie uma Classe UsuarioRepository e implementar a interface na pasta IUsuarioRepository no projeto Senai.Games.Repository



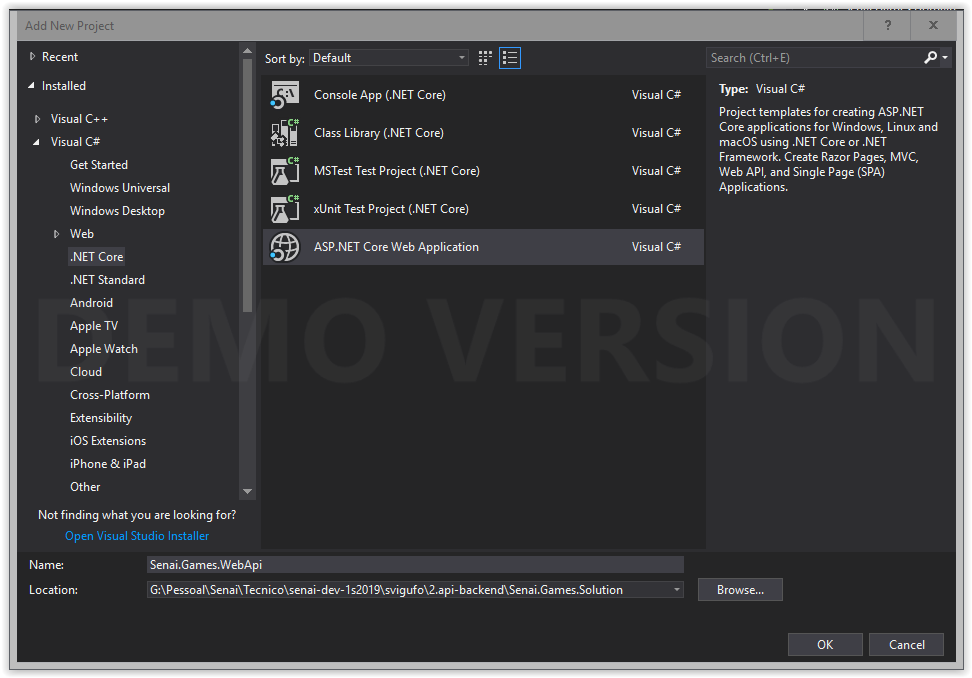
Criar Interface IJogoRepository na pasta Interfaces do projeto Senai.Games.Domain



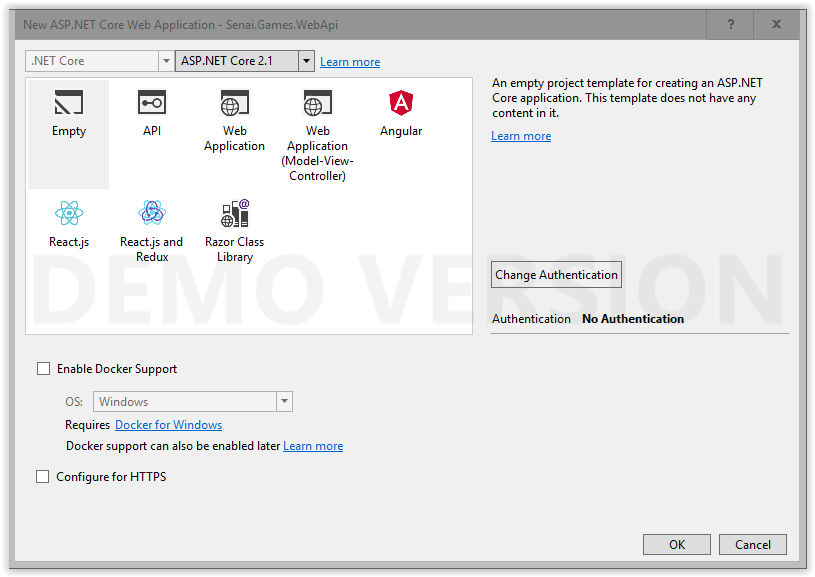
Crie uma Classe JogoRepository e implementar a interface na pasta IJogoRepository no projeto Senai.Games.Repository



Criar Projeto WebApi Senai.Games.WebApi



Tipo de projeto Empty -> Desmarcar Configure for Https

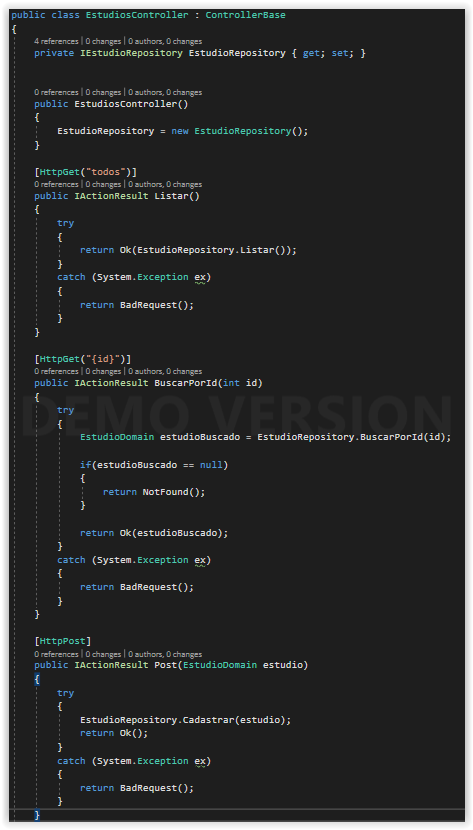


Configurar Startup.cs

Criar pasta Contrllers

Criar Controller LoginController

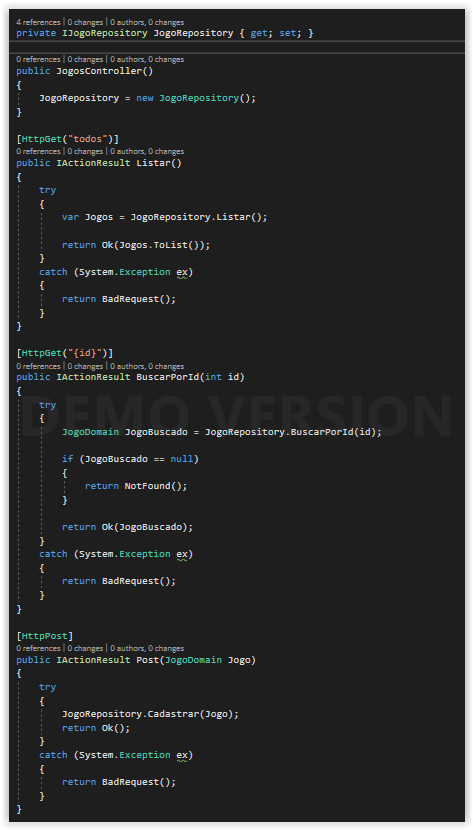
Criar Controller EstudiosController



Incluir Autenticação Controller

Explicar Loop entre classes -> Incluir options.SerializerSettings.ReferenceLoopHandling = Newtonsoft.Json.ReferenceLoopHandling.Ignore;

Criar Controller JogosController



Incluir Autenticação Controller

Criar Controller UsuariosController

