ENTITY FRAMEWORK

**ENTITY FRAMEWORK**

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PROJECT CREATION

CREATED FOR VIRTUSA

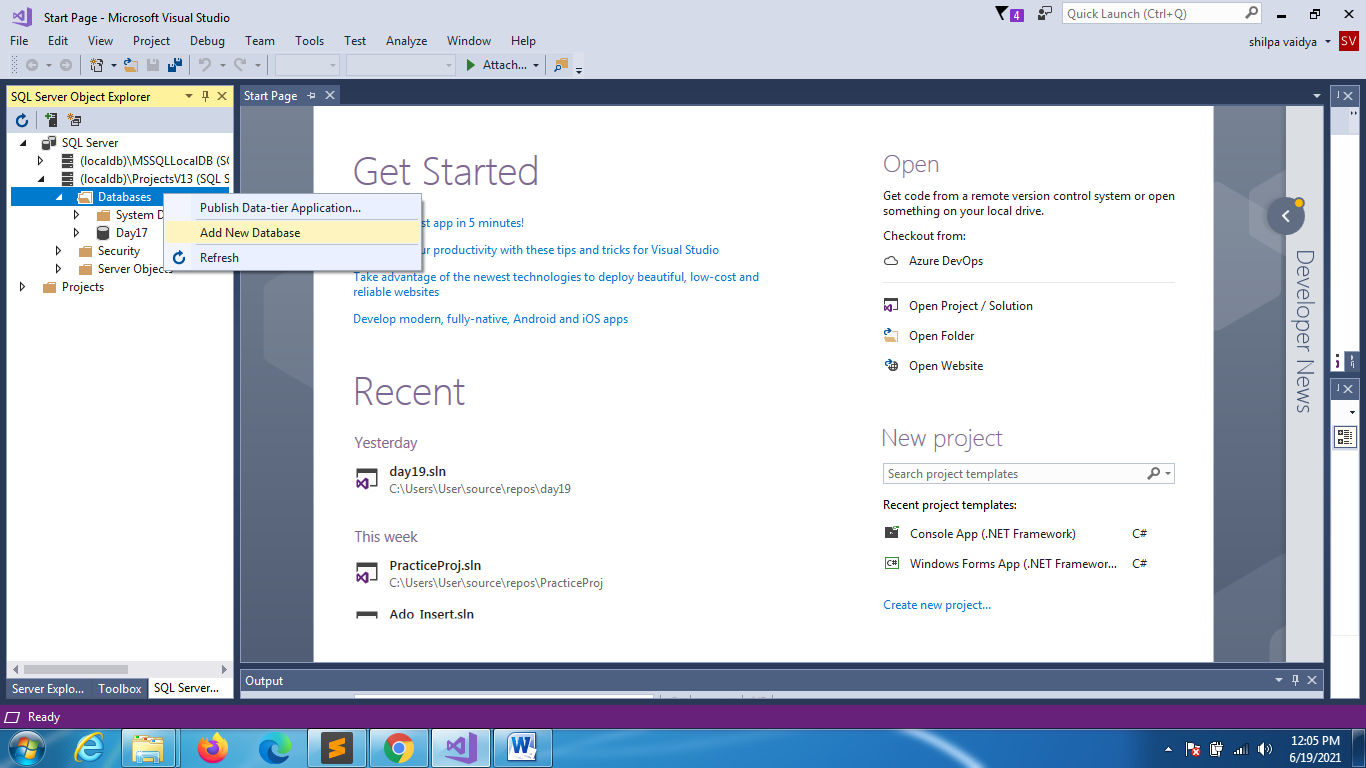
DATABASE FIRST APPROACH

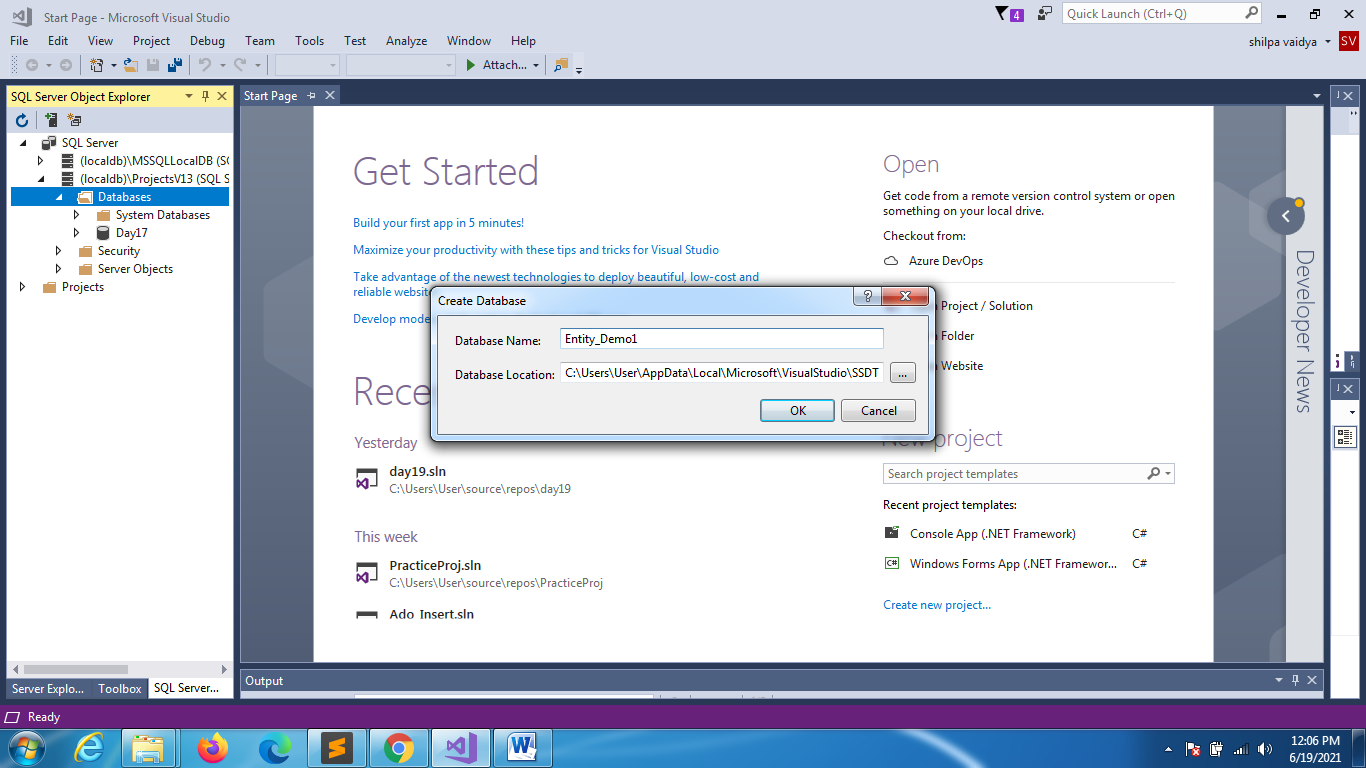
CREATE

DATABASE

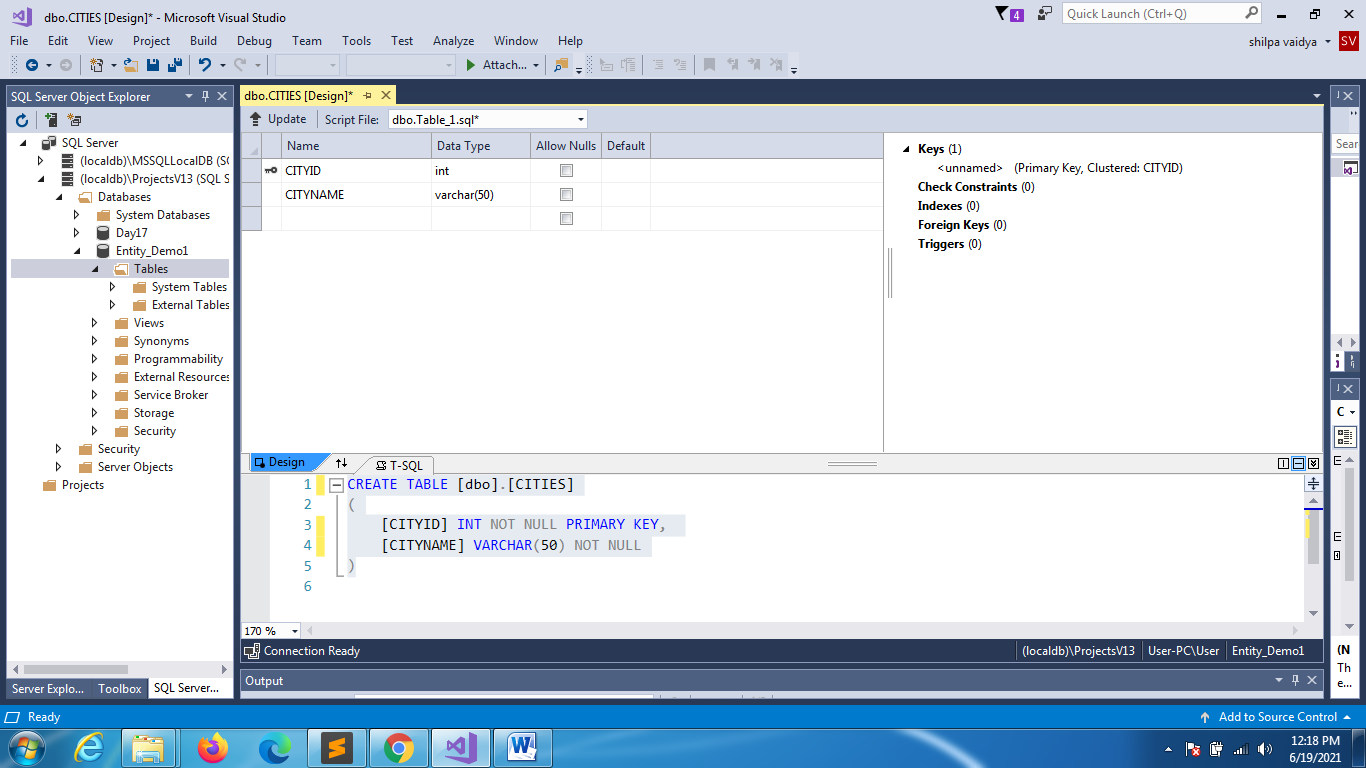
**DESIGNING DATABASE BEFORE CREATING NECESSARY CODE LOGIC FOR THE REST OF THE APPLICATION.**

**Create database**

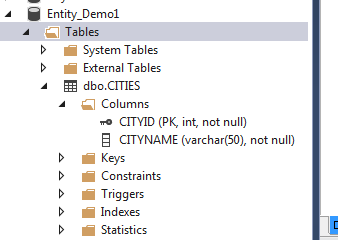




**CREATE TABLE:**

****

**ONCE YOU CLICK UPDATE:**

****

**CREATE CITIES TABLE:**

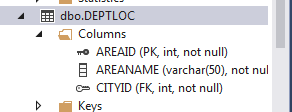


**ADD FOREIGN KEY CONSTRAINT TO DEPT**

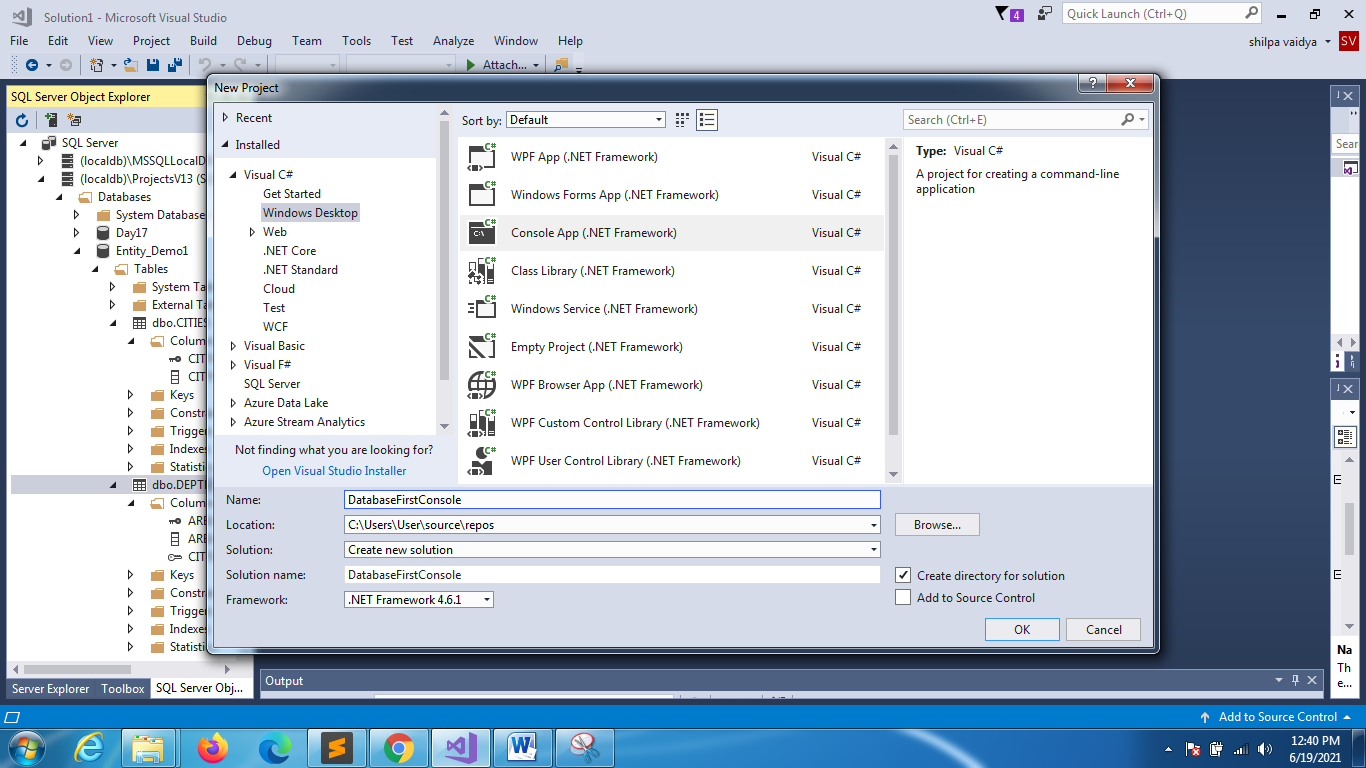
ALTER TABLE DEPTLOC

ADD CONSTRAINT FK\_CITYID

FOREIGN KEY (CITYID) REFERENCES CITIES(CITYID);

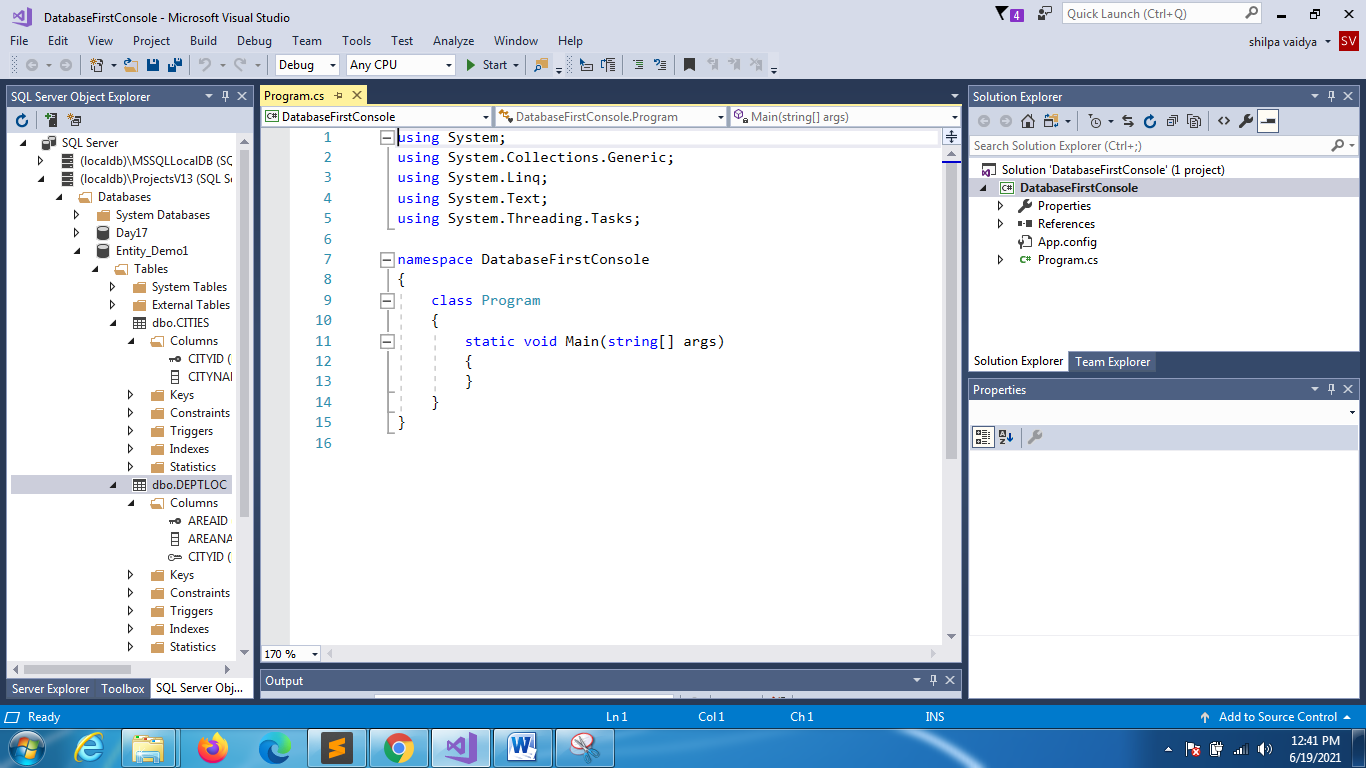


**CREATE PROJECT(consoleapp)**

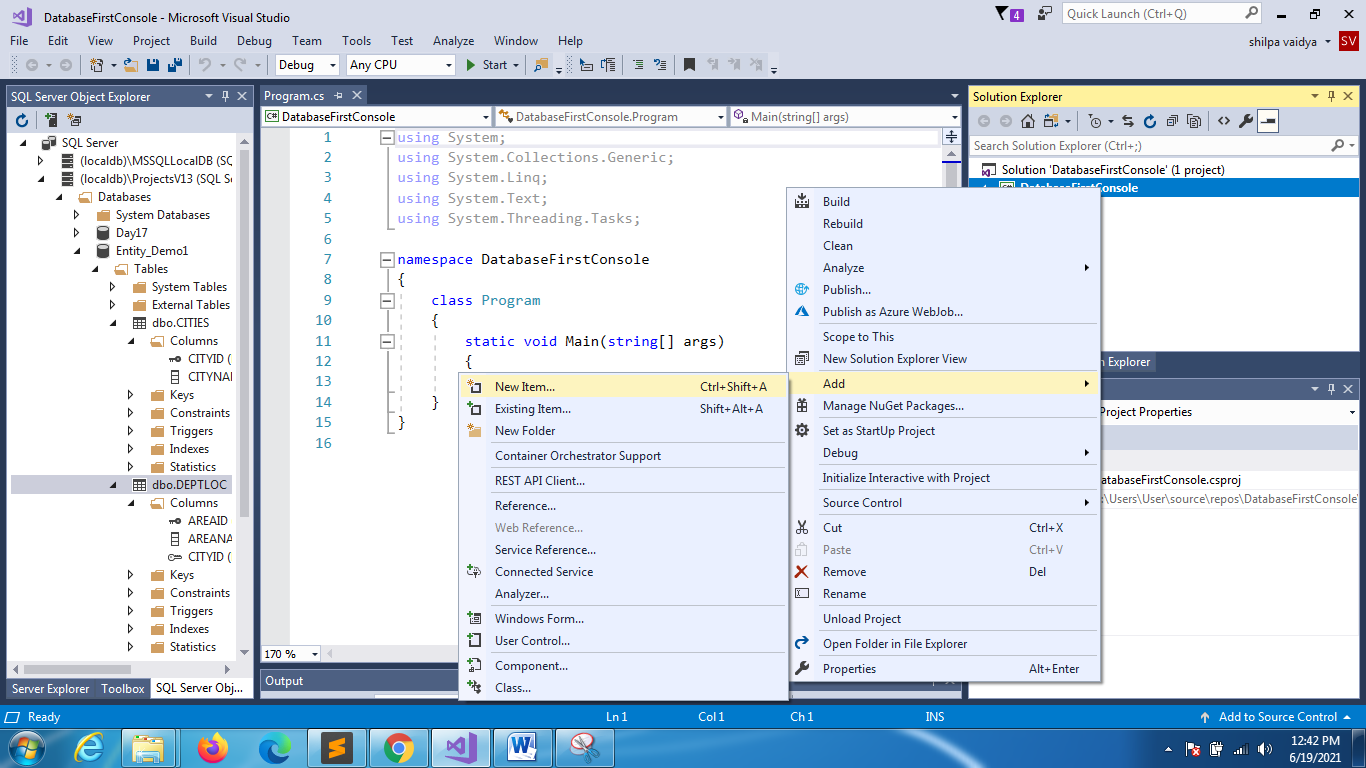


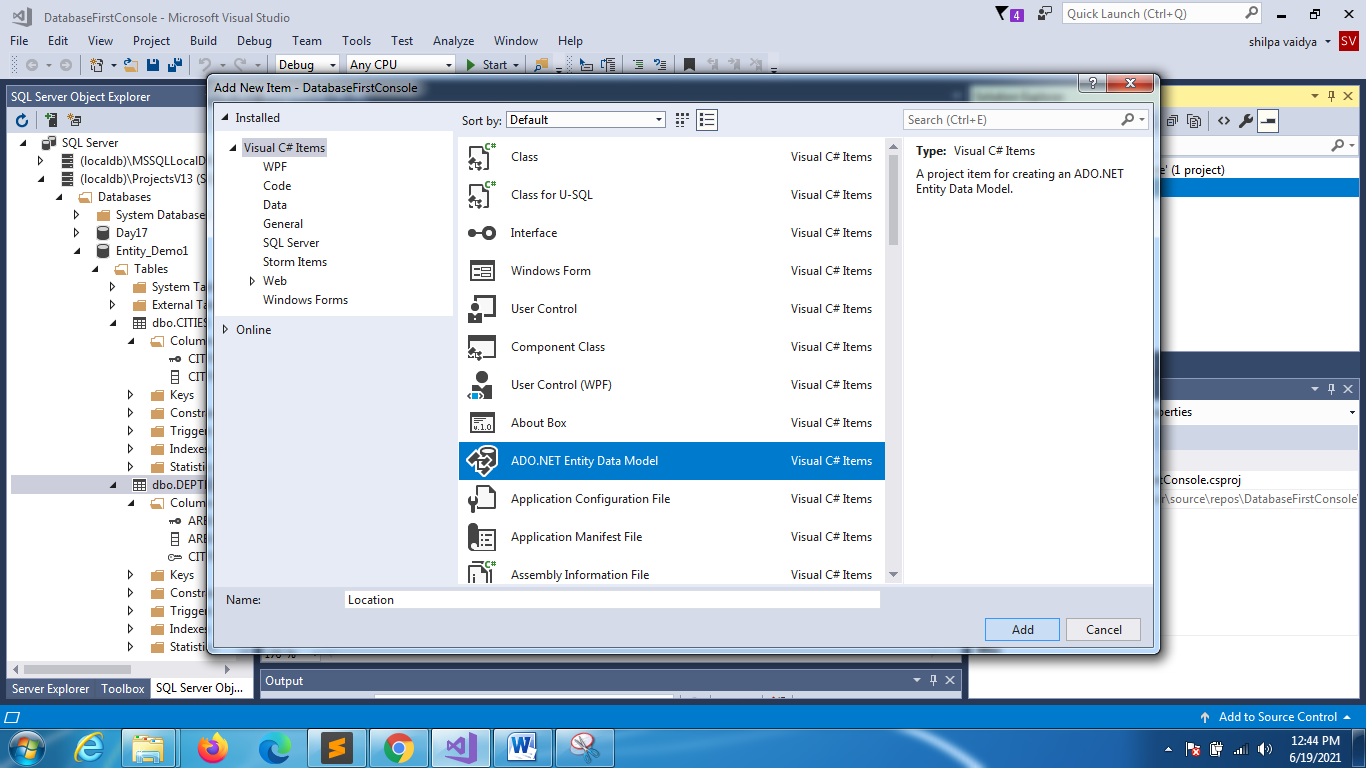
CREATE

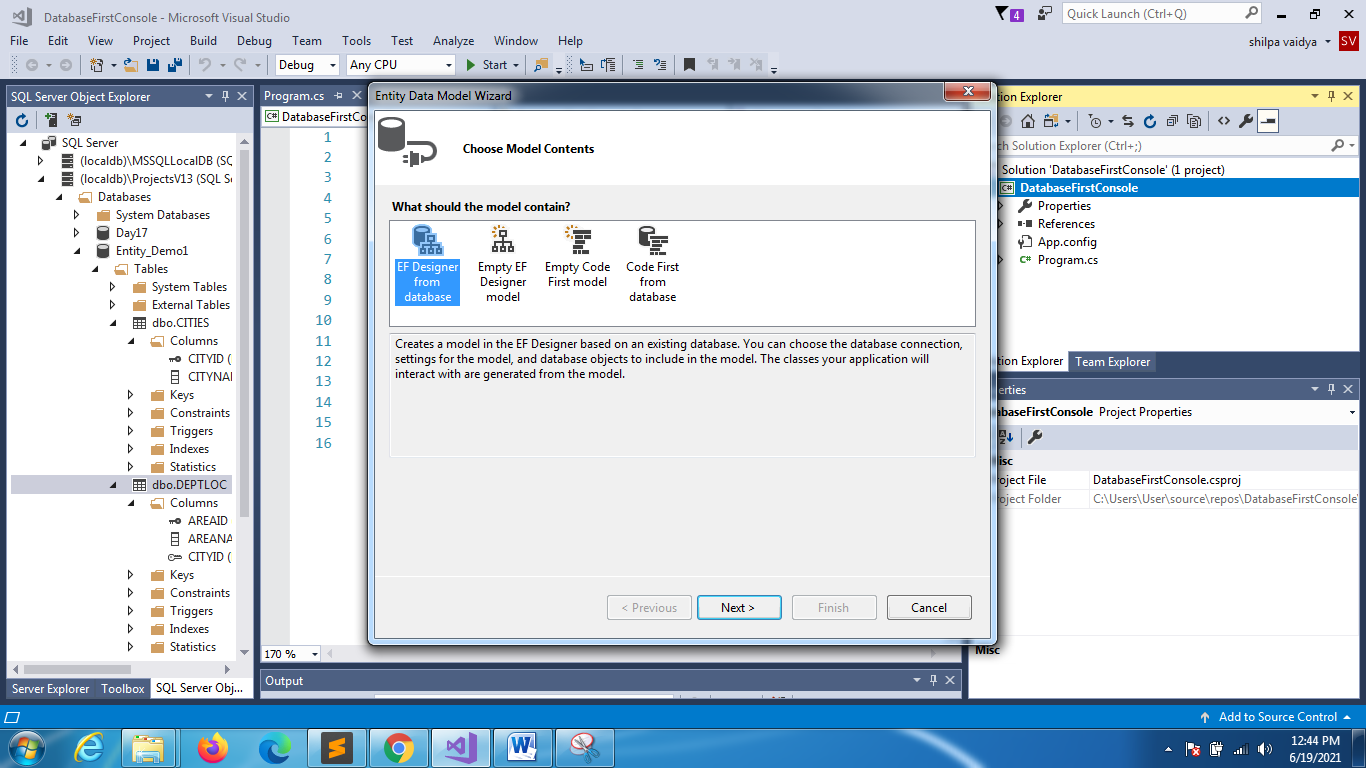
CONSOLE APPLICATION



**ADD NEW ITEM**







ALREADRY DB EXISTS STILL USED FOR

CODE FIRST APPROACH

IS USED FOR

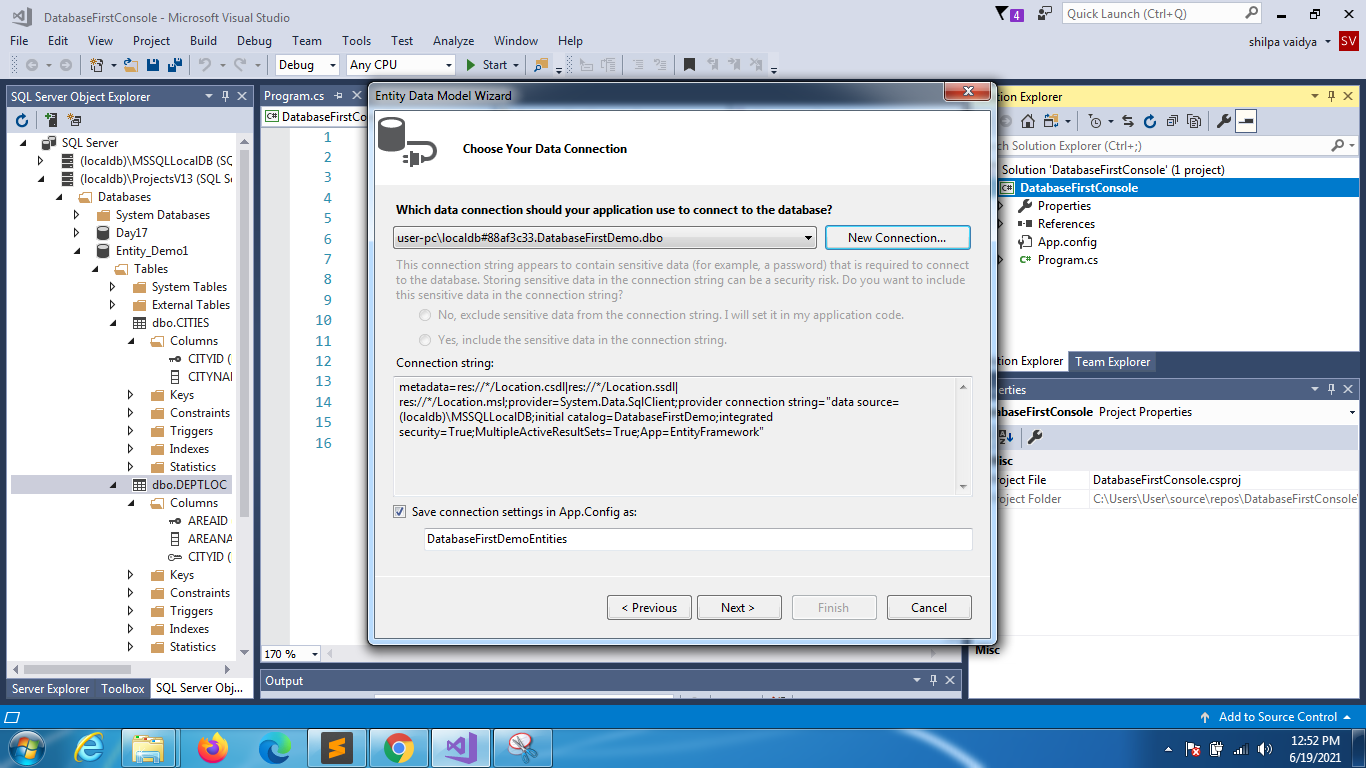
CODE FI RST APPROACH

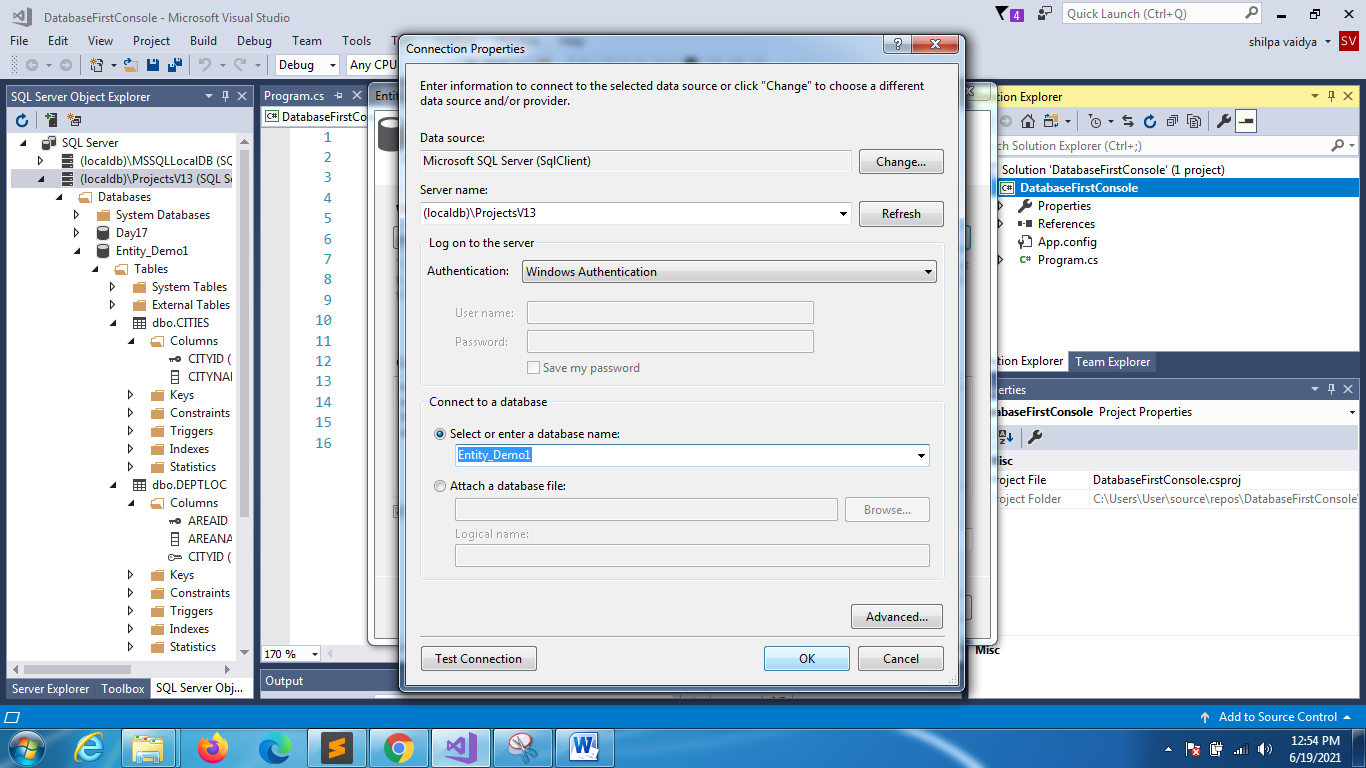
IS USED FOR

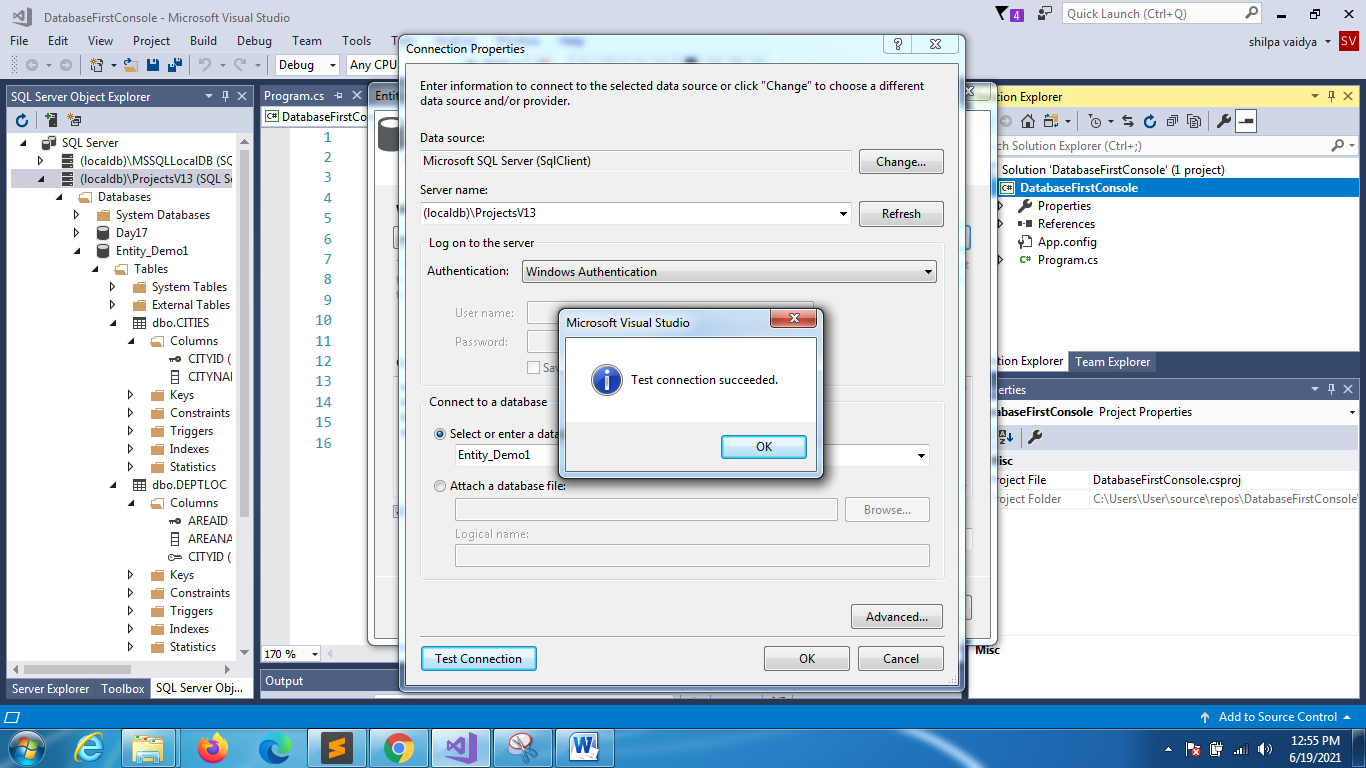
MODEL FI RST APPROACH

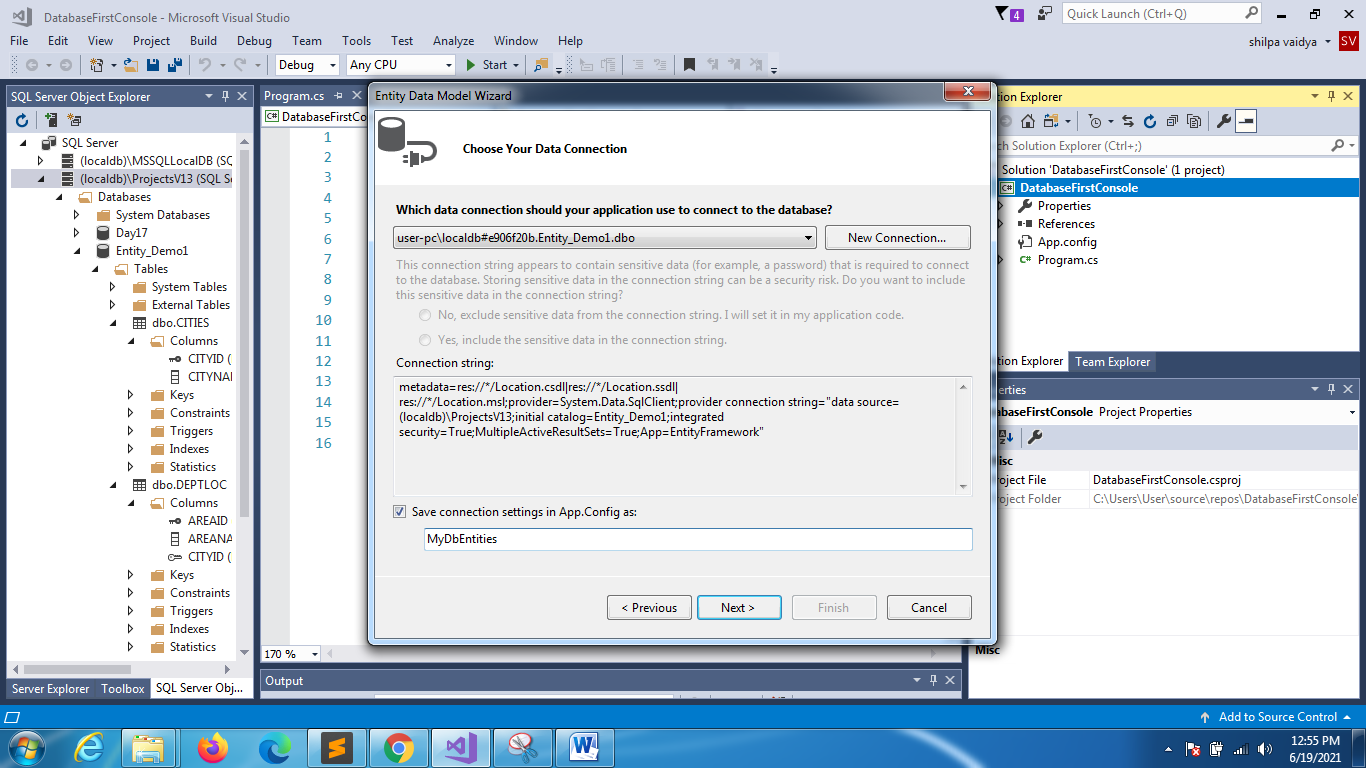
WE CHOOSE THIS CAUSE DATABASE FIRST APPROACH

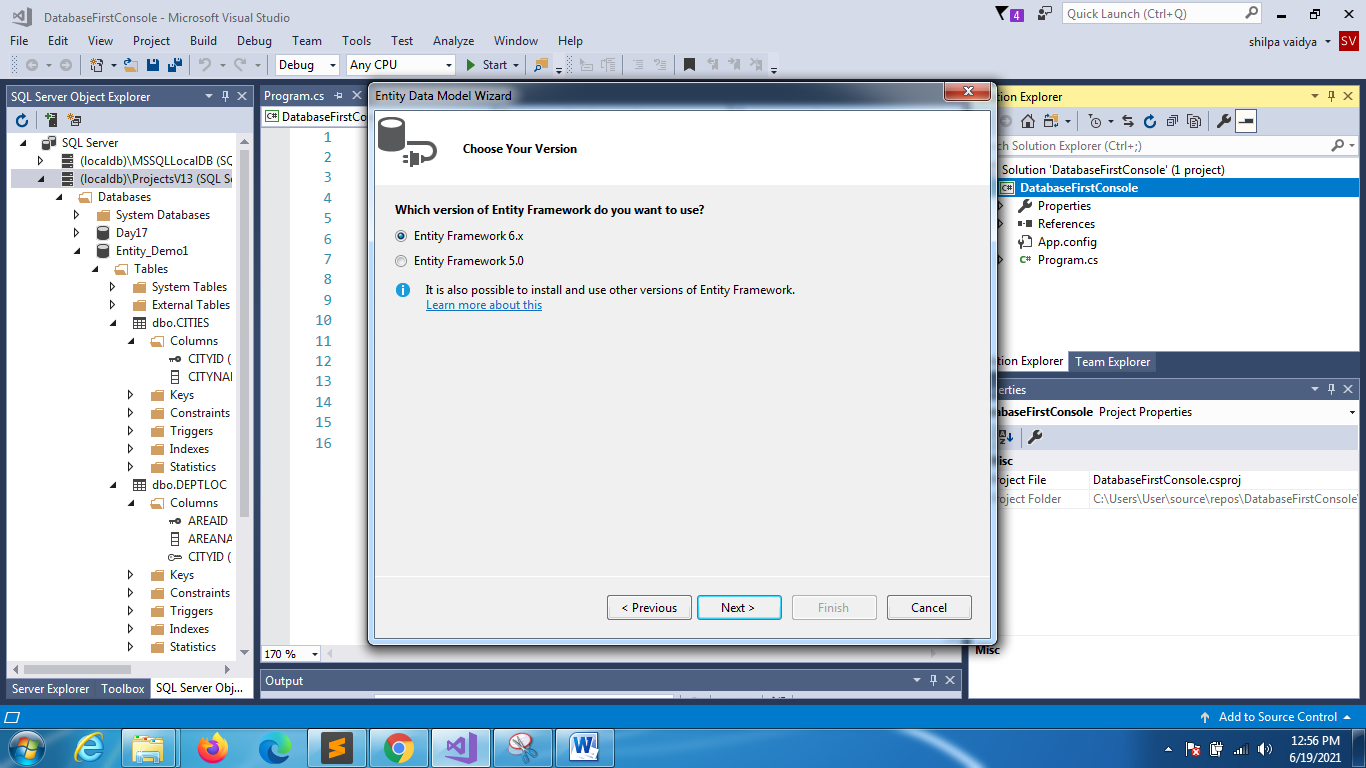
**CLICK NEW CONNECTION**

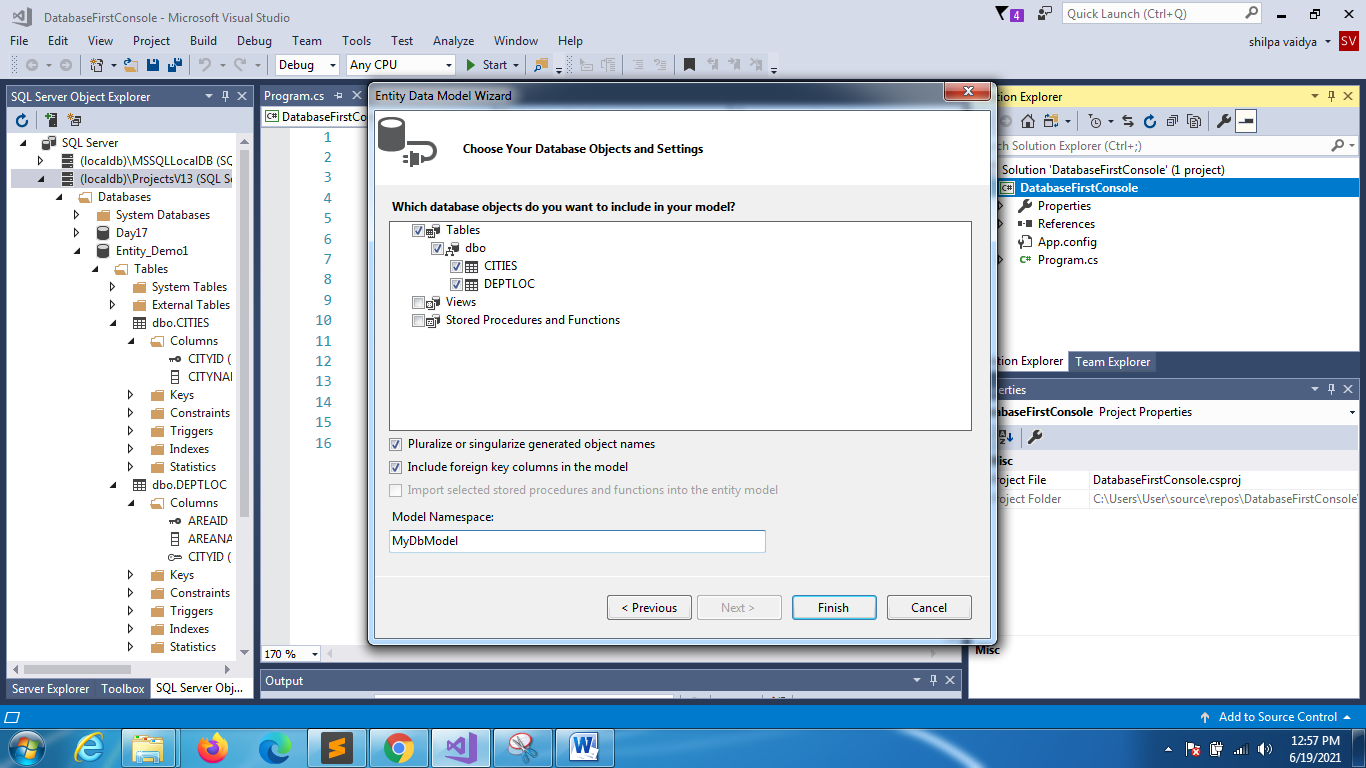


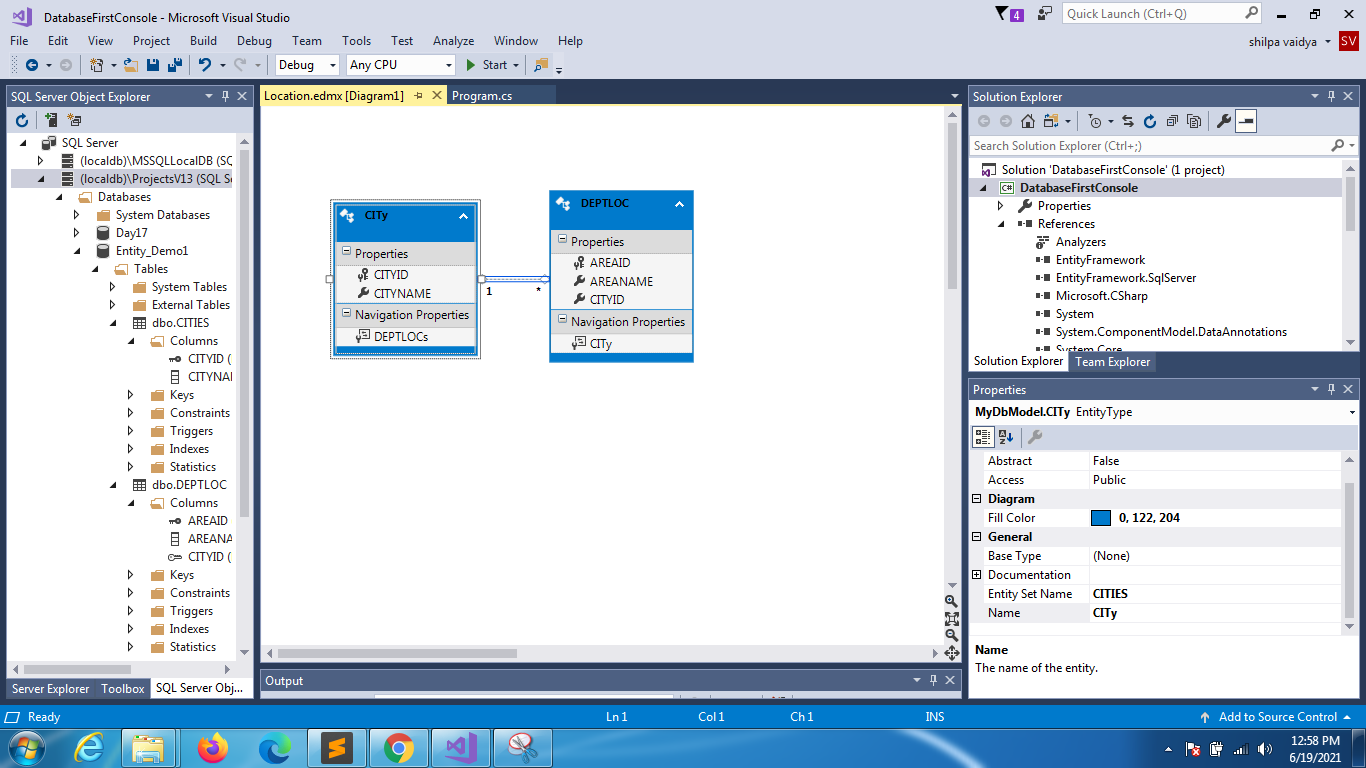




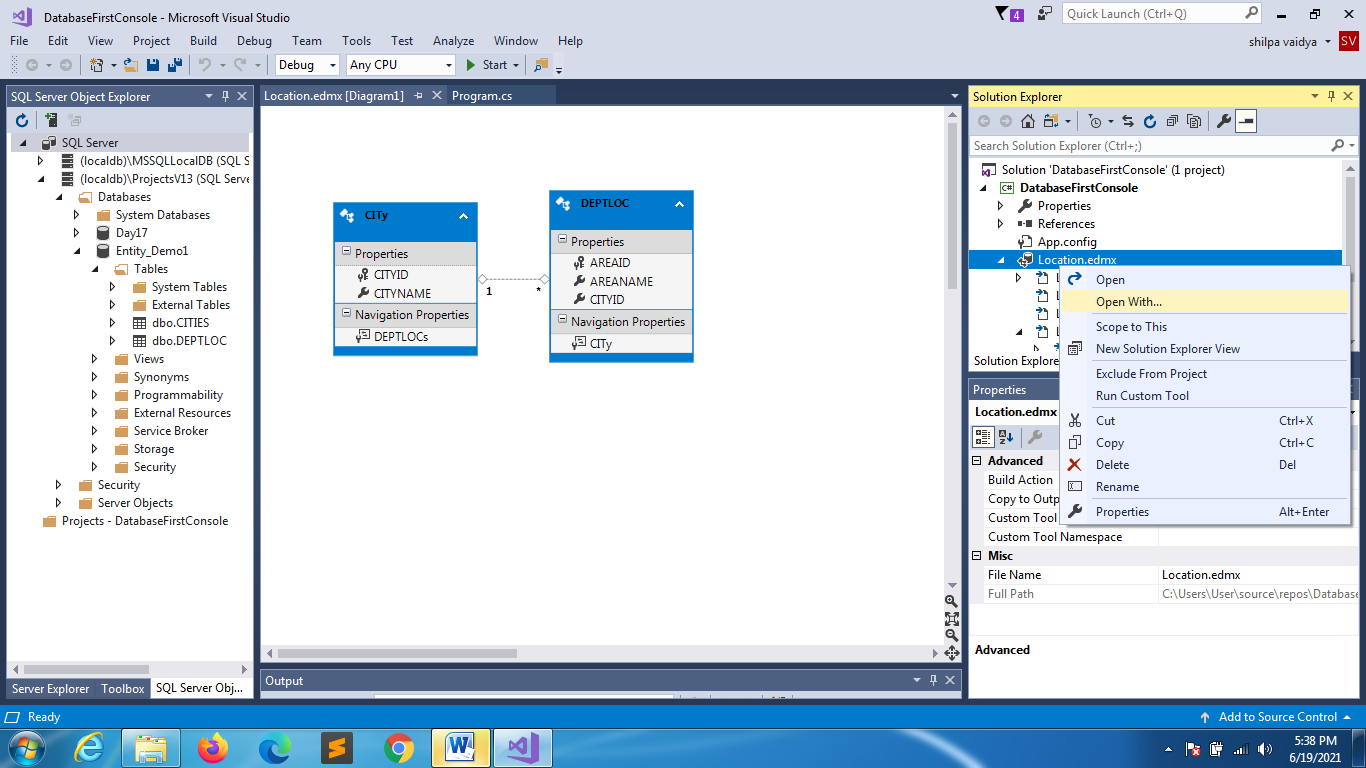


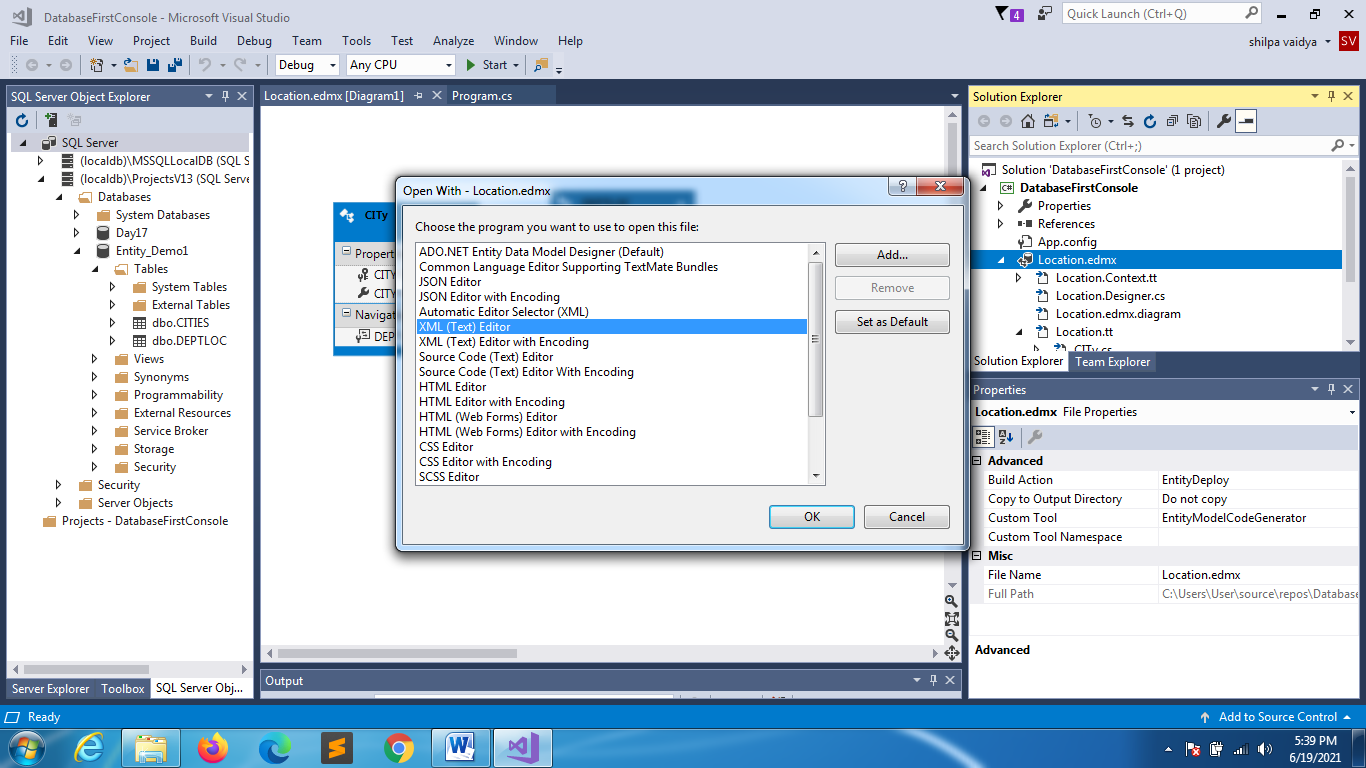


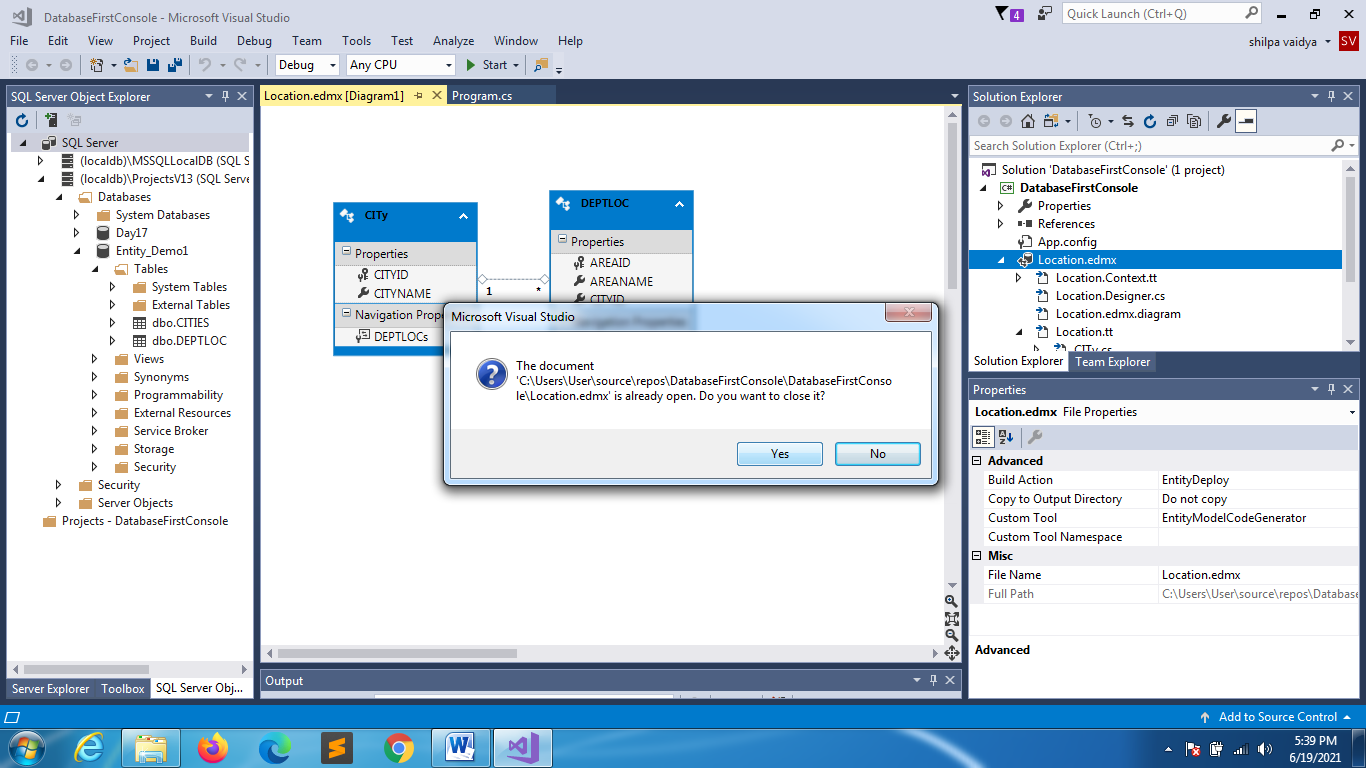


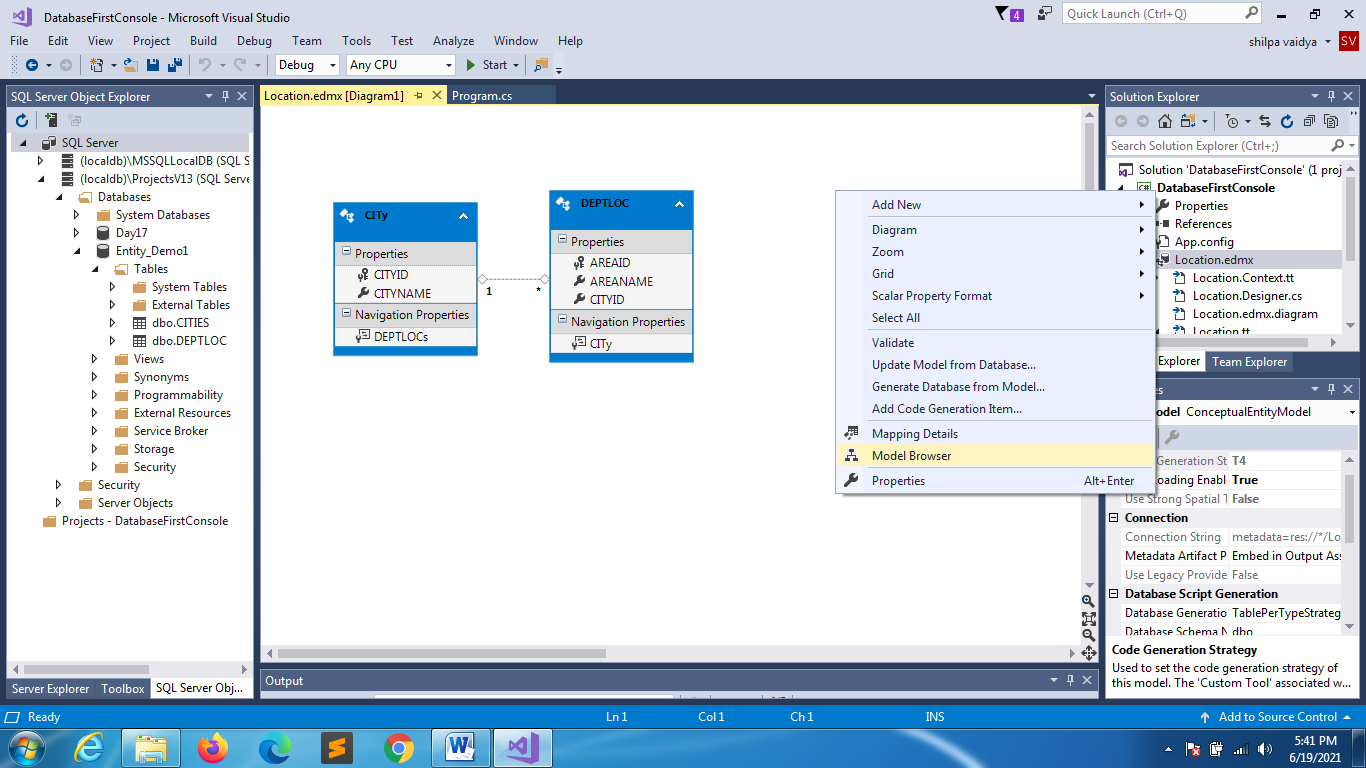


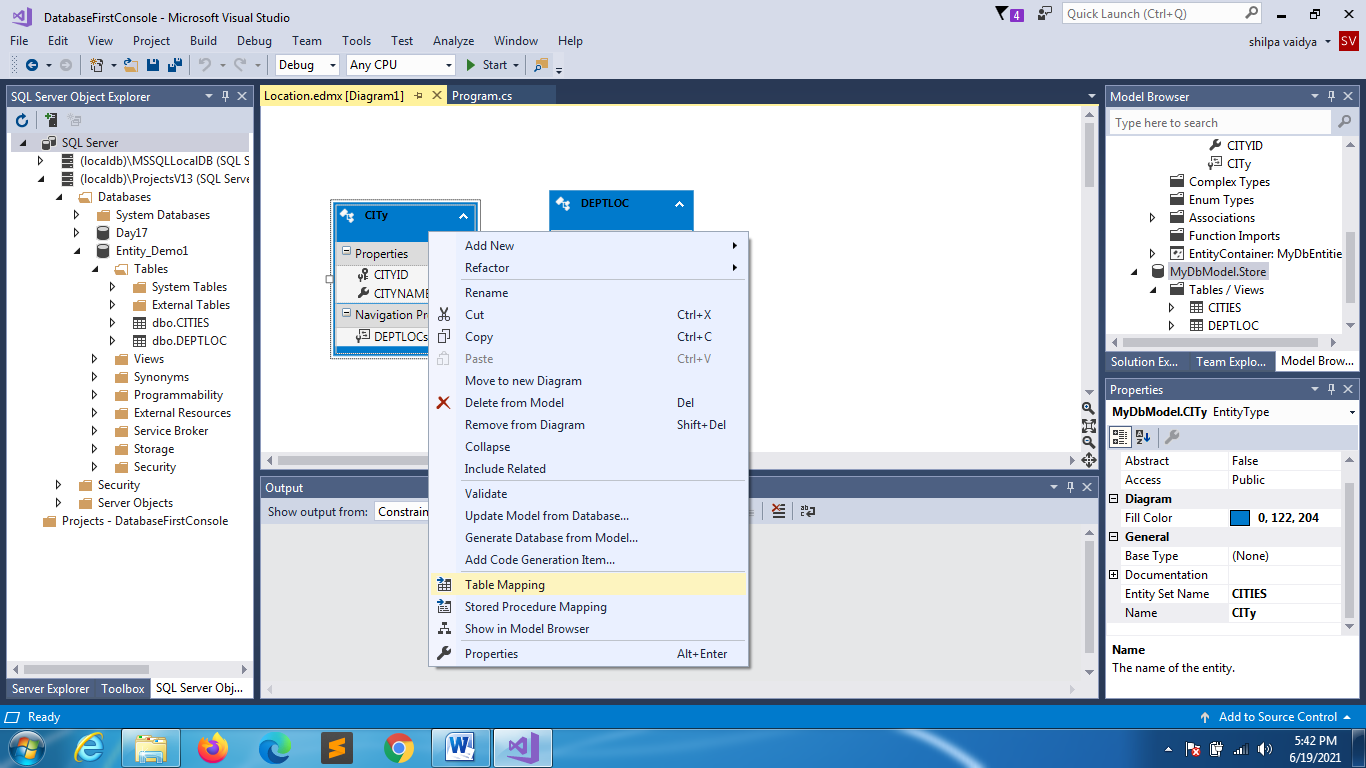
**If you want to see xml structure**

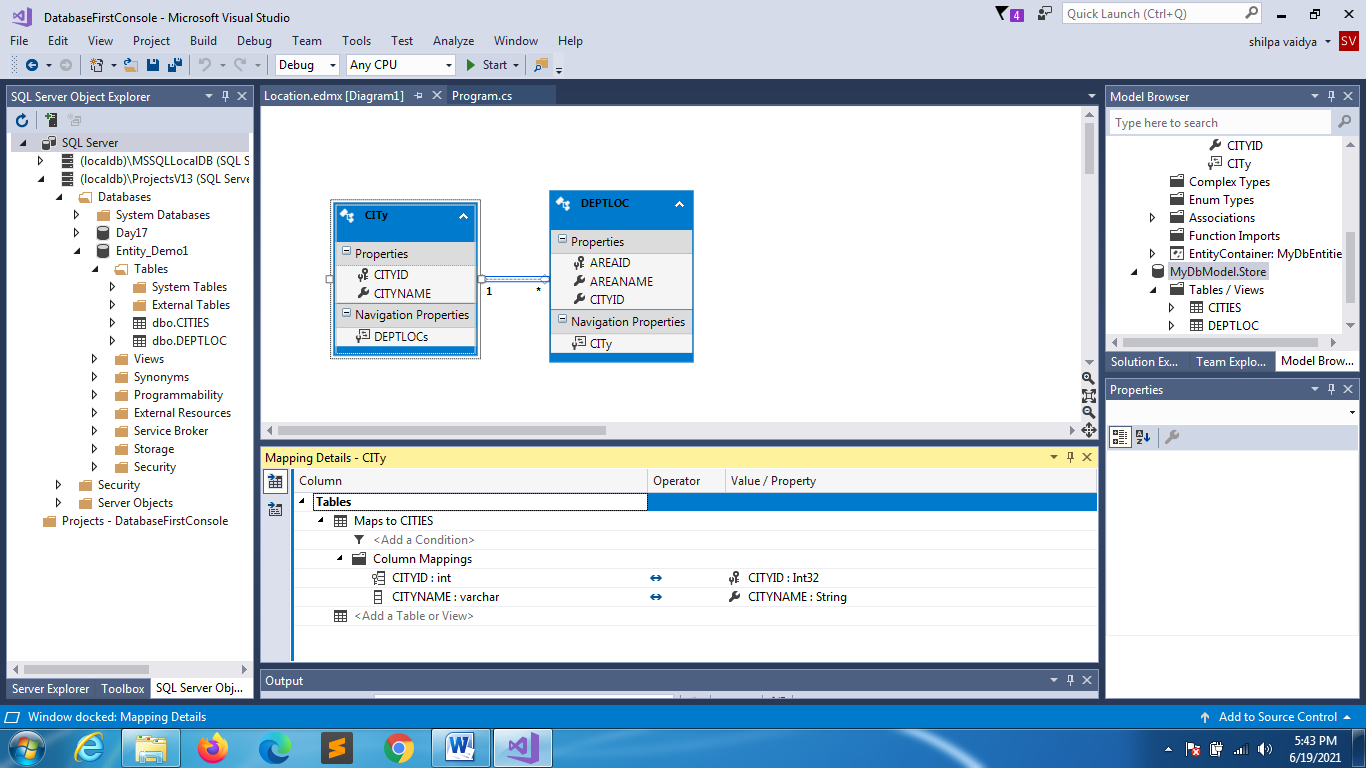




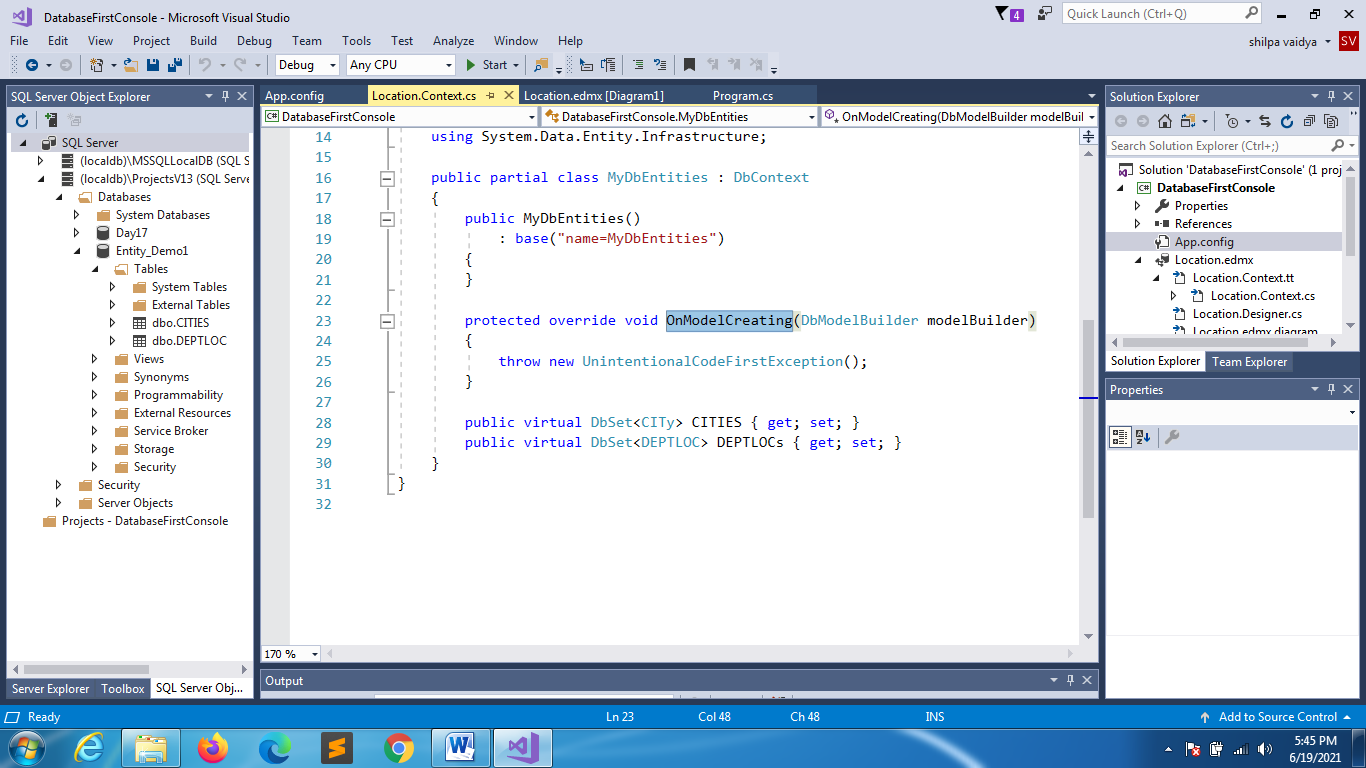




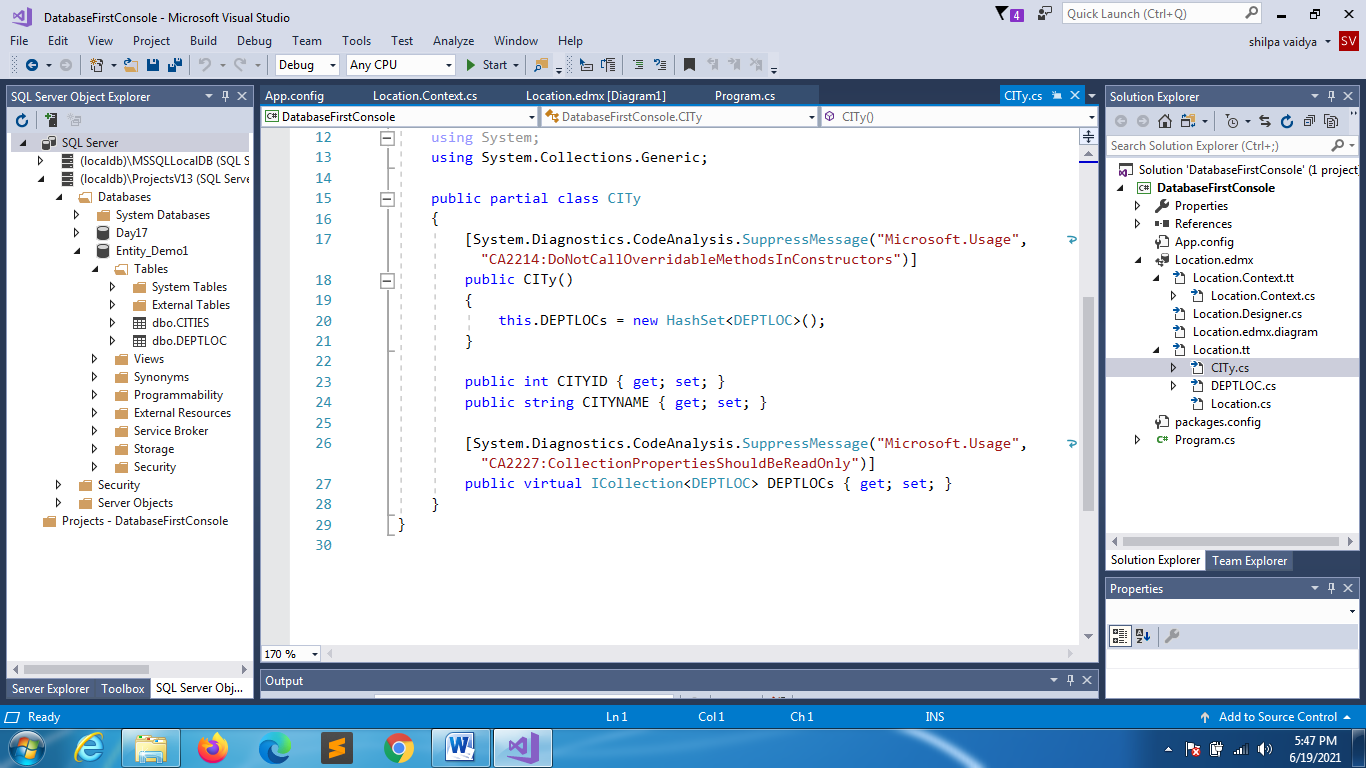




**Dbcontext**



**City.cs**

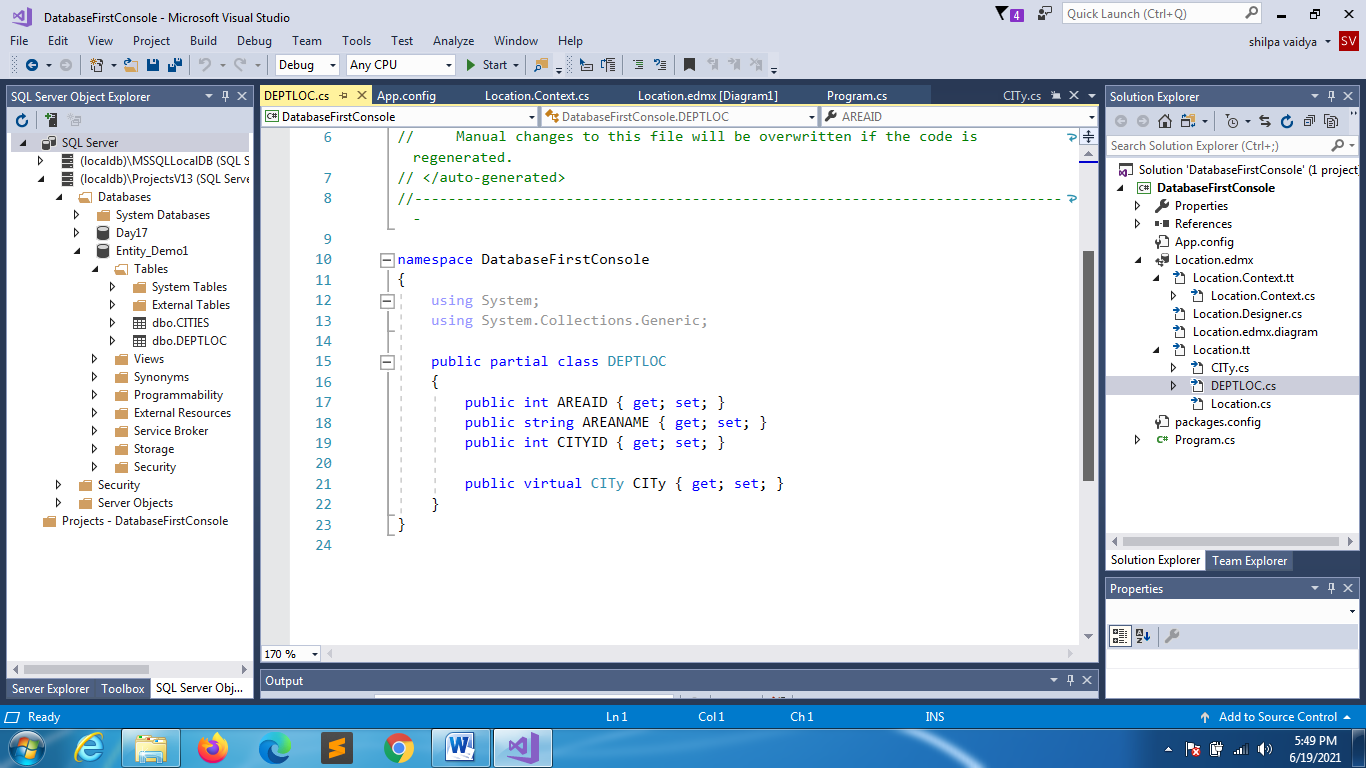


Must be public,virtual , icollection and the entity if it is area then property should be plural

Memories

allocated

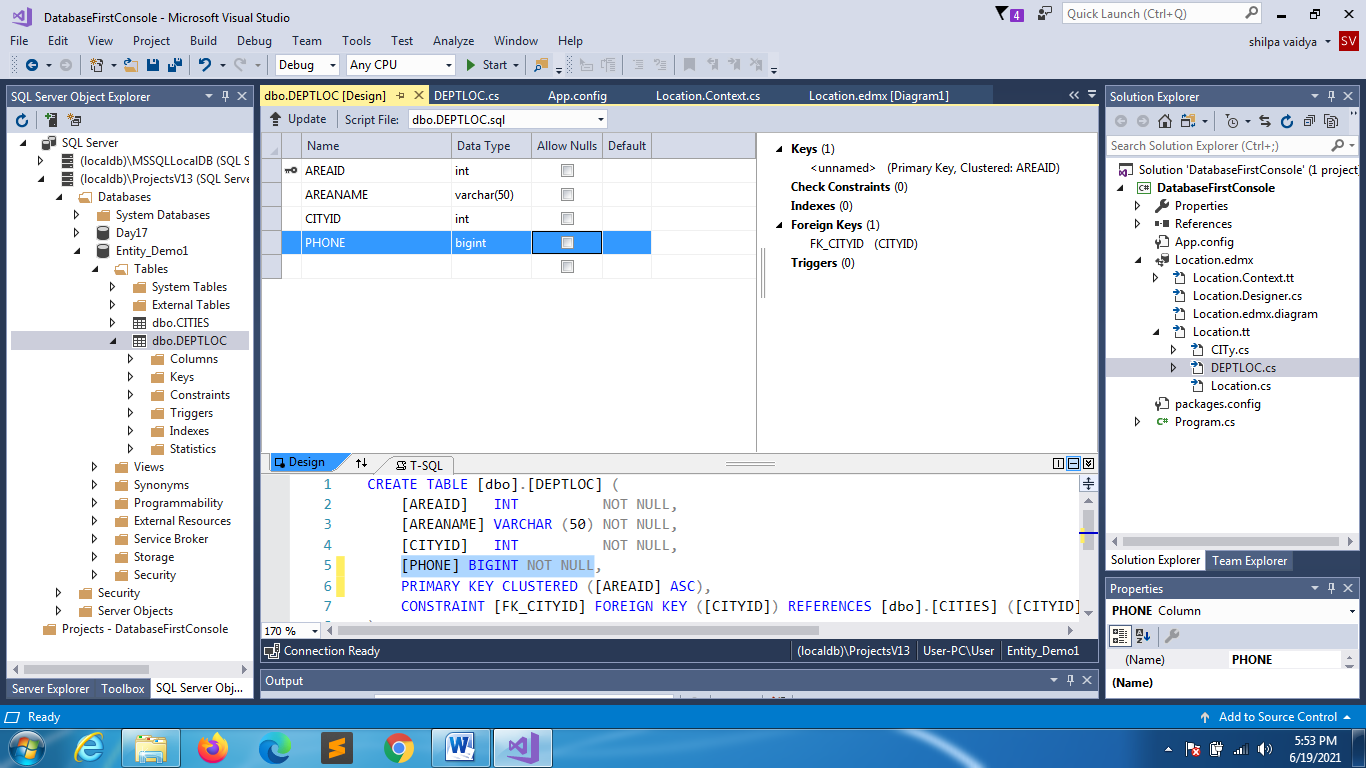
**Deptloc.c**

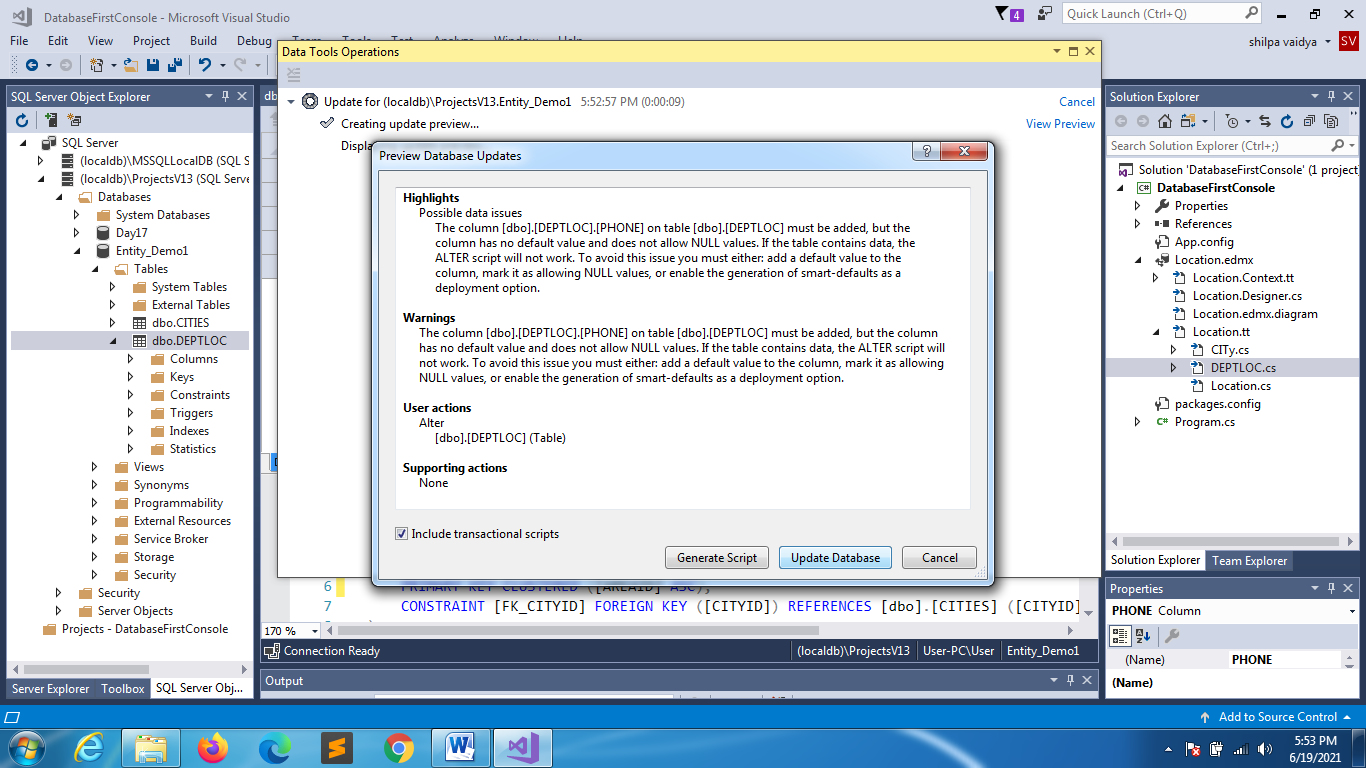


3 scalar properties

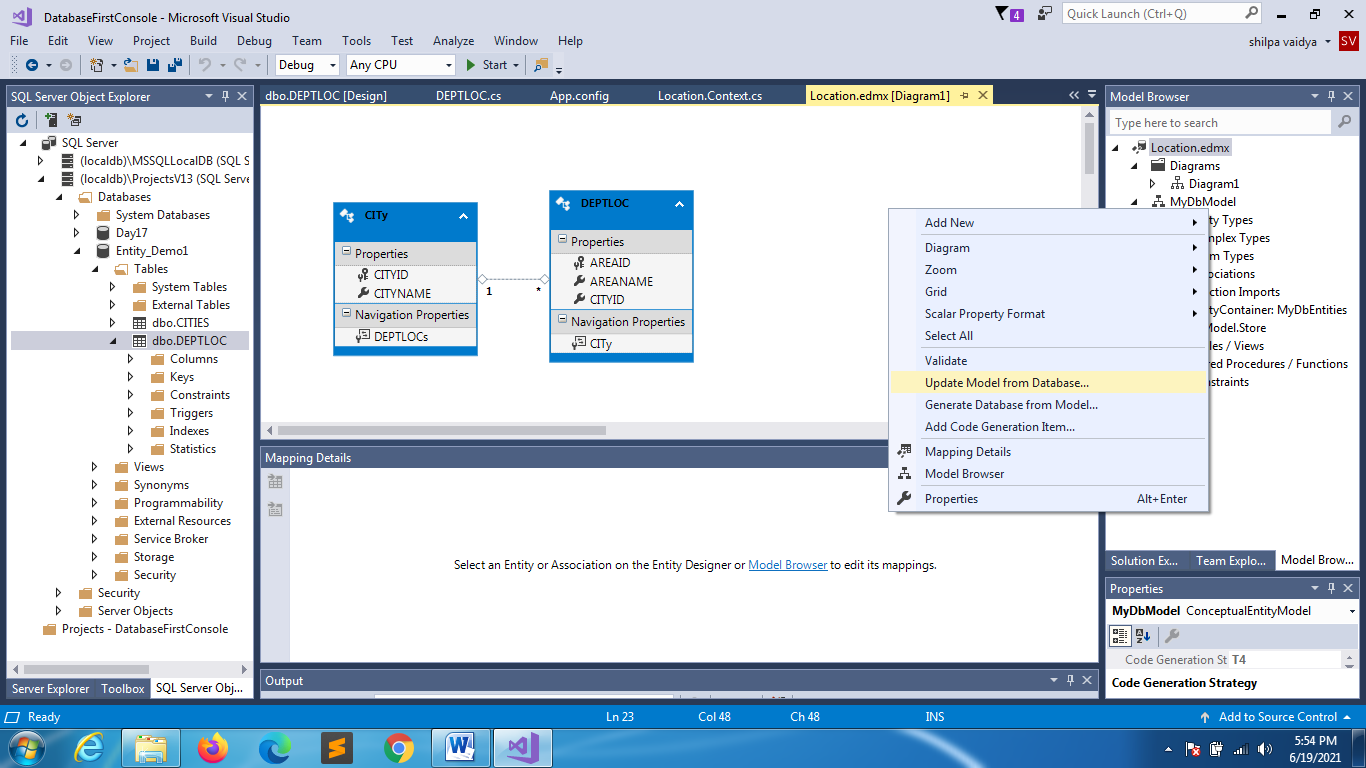
And 1 navigational property

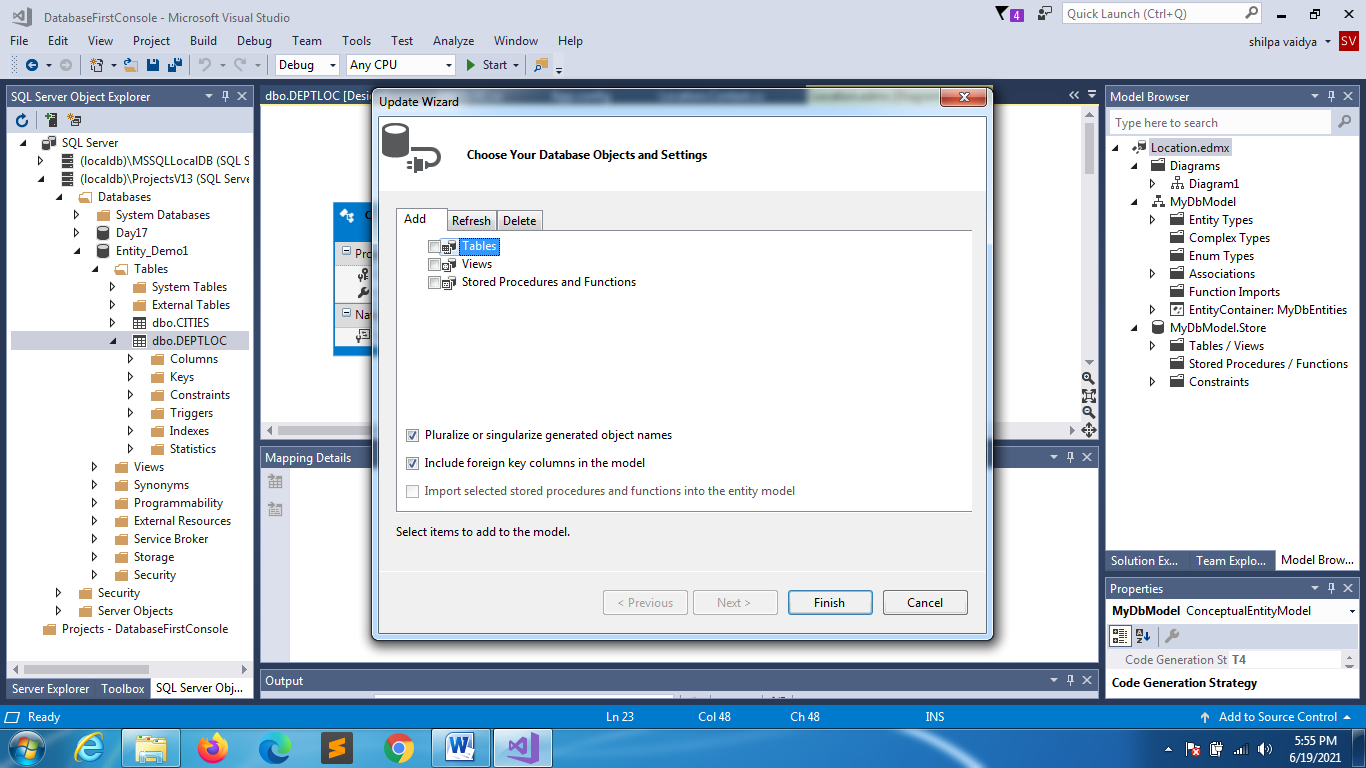
**IF YOU UPDATE: DEPTLOC WITH ONE COLUMN**



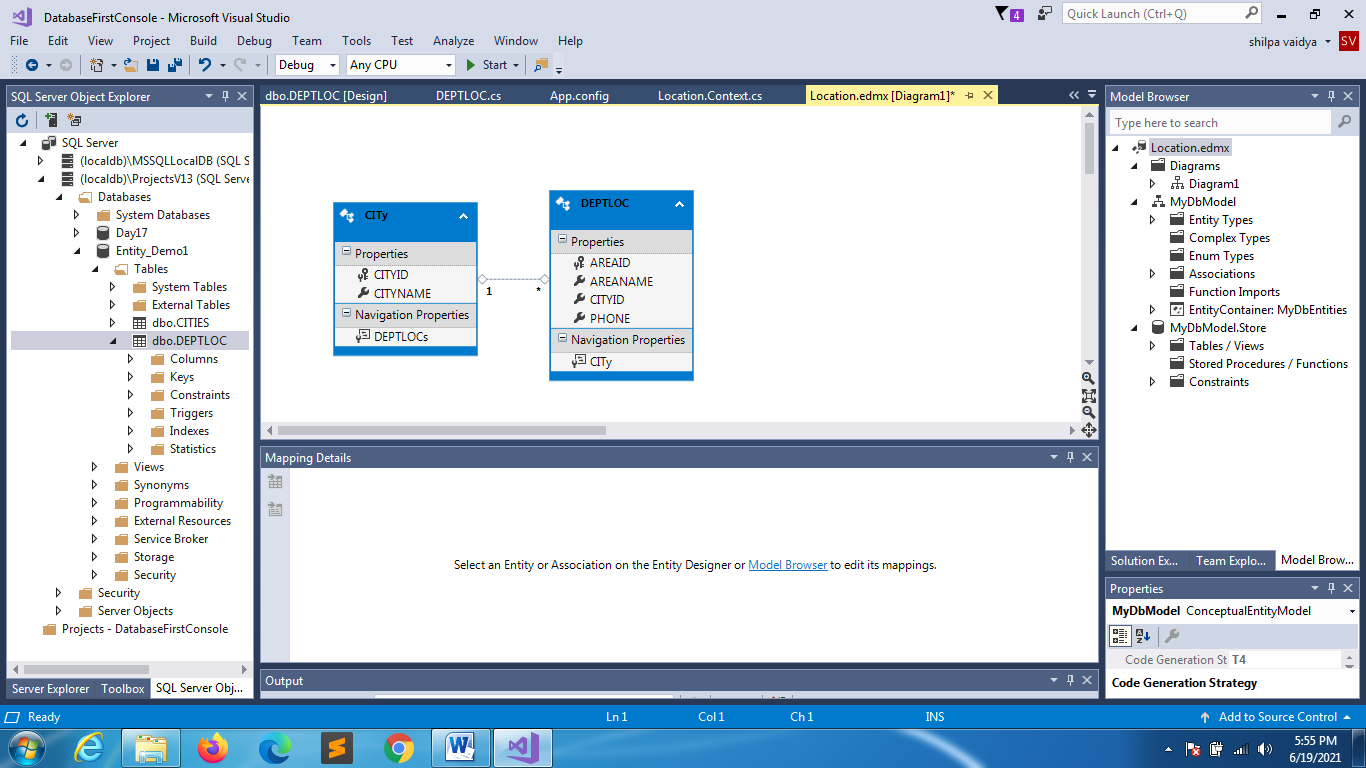


**TO REFLECT IT IN ENTITY DIAGRAM**

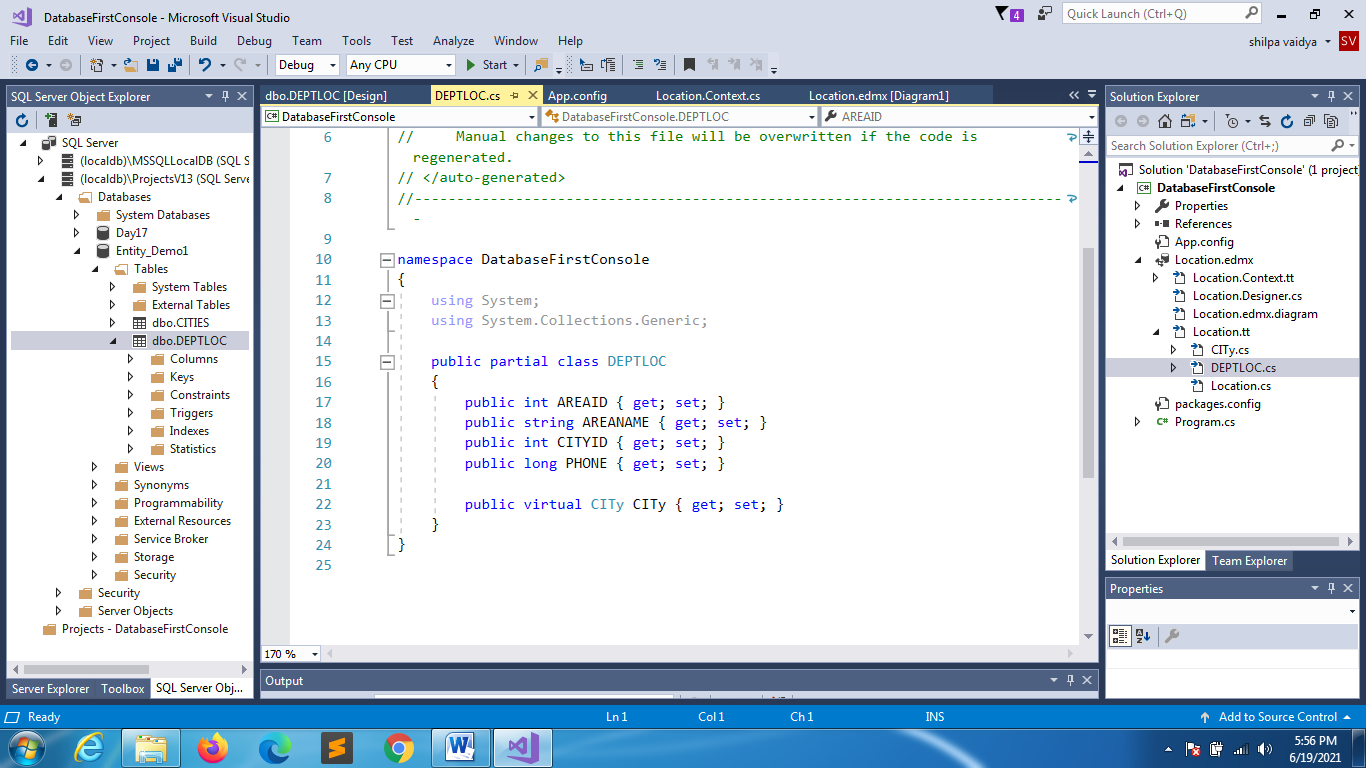




**YOU CAN SEE THE UPDATED RECORD**



**SAVE ALL FILES**



UPDATED