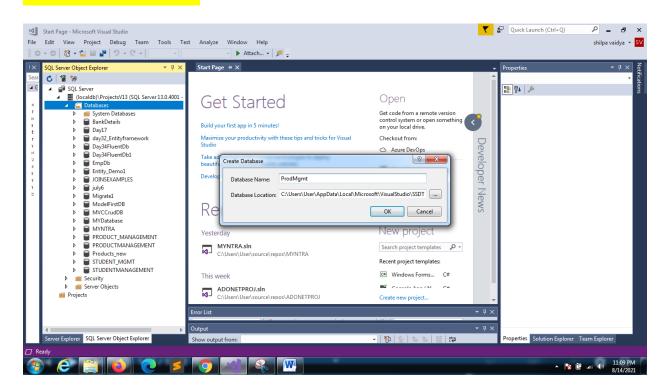
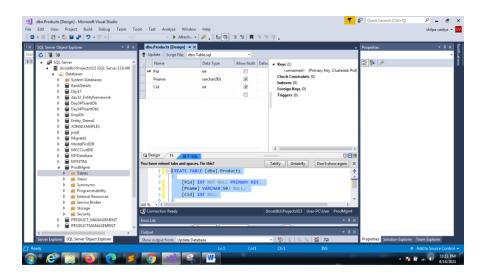
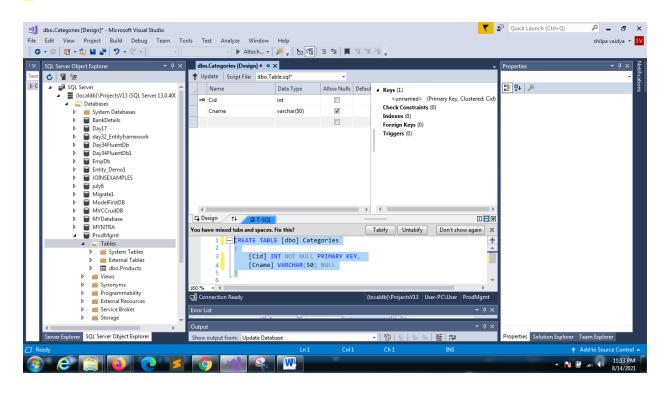
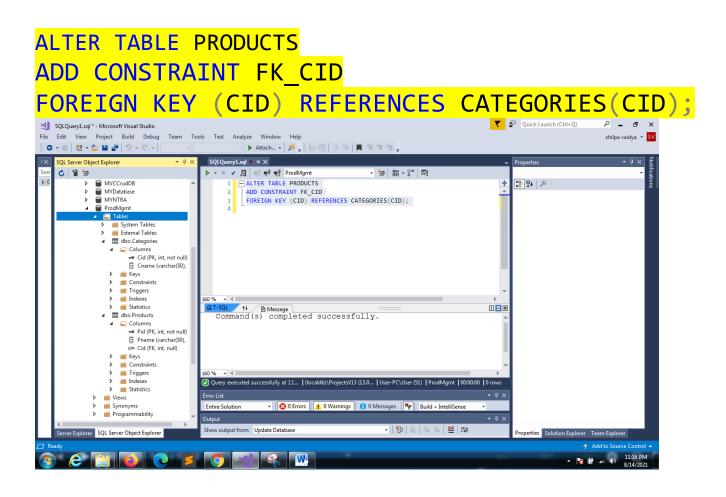
Create database



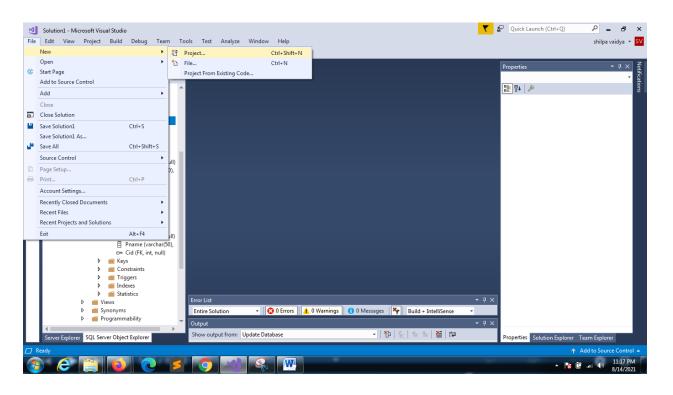


```
CREATE TABLE [dbo].Categories
(
        [Cid] INT NOT NULL PRIMARY KEY,
        [Cname] VARCHAR(50) NULL
)
```

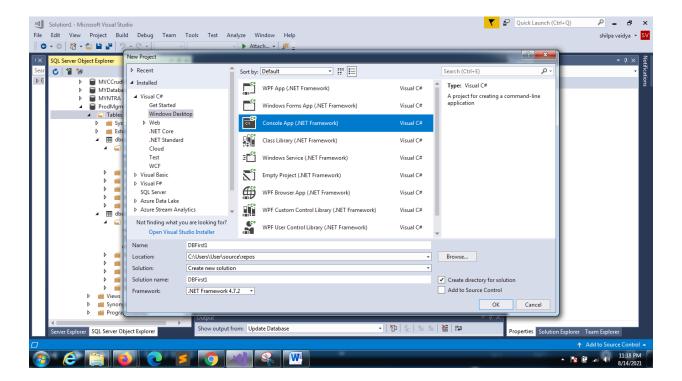




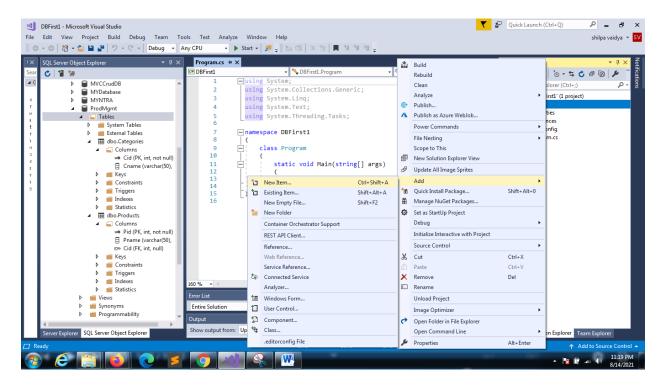
CREATE NEW PROJ



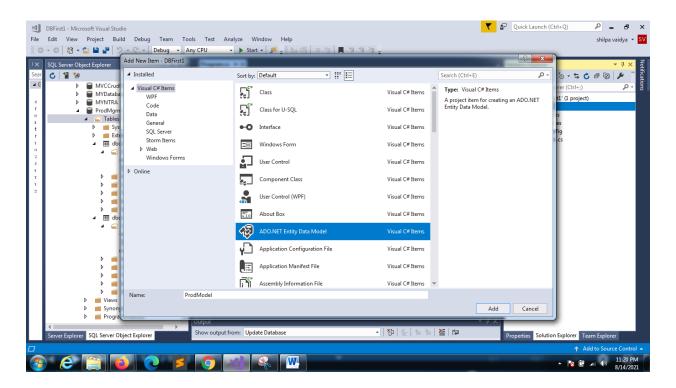
CONSOLE APPLICATION

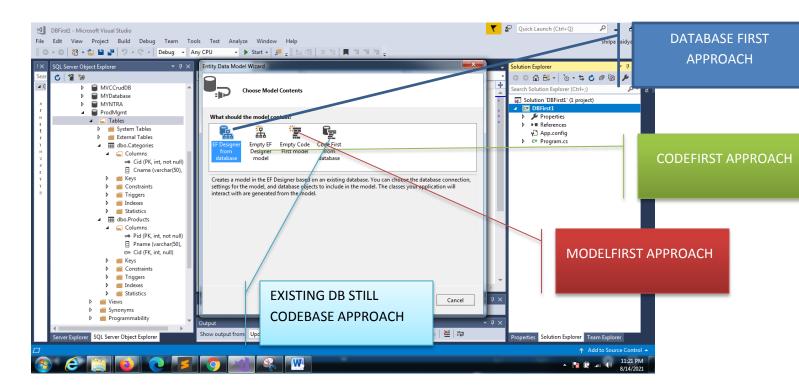


Add new project item

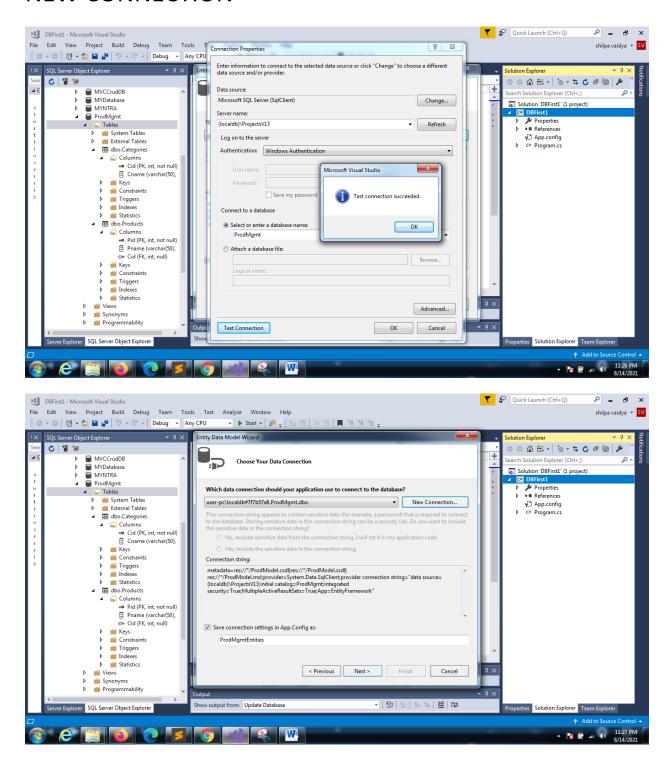


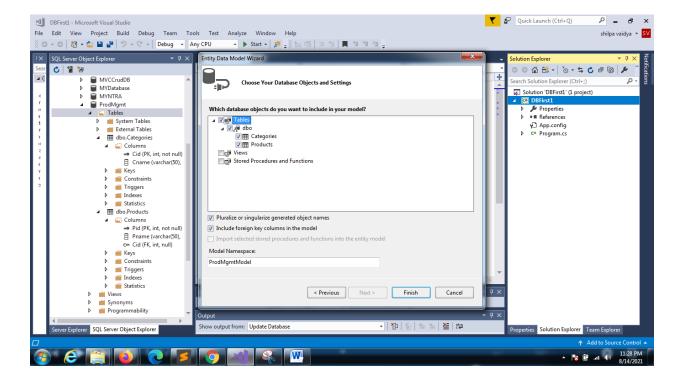
SELECT ADO.NET



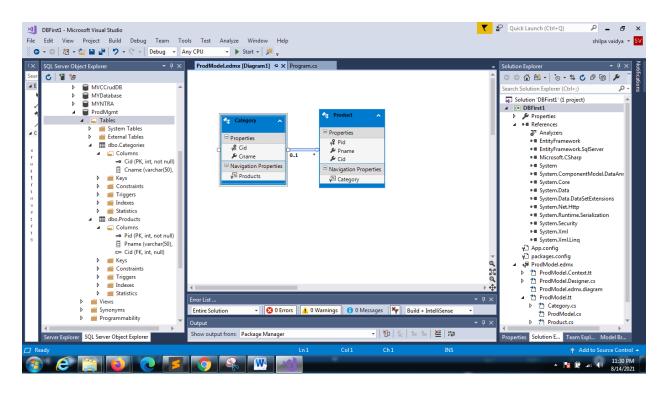


NEW CONNECTION

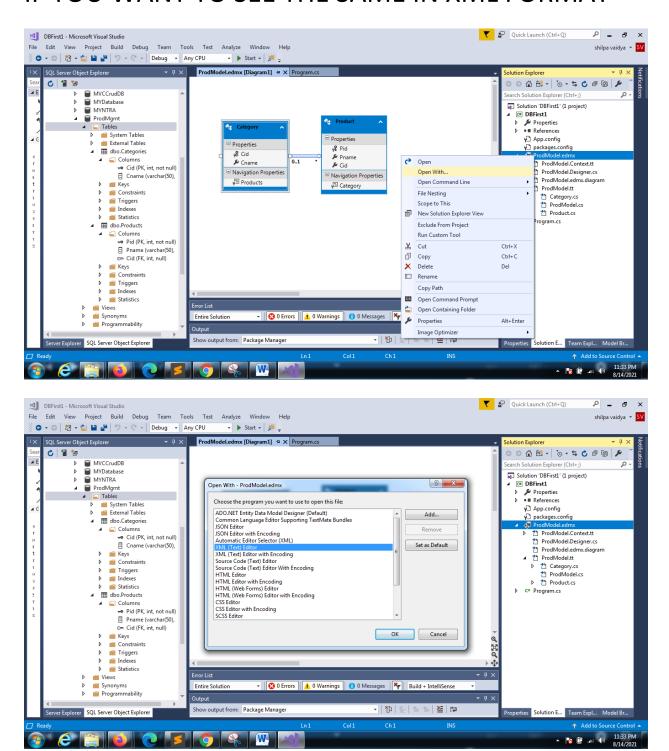


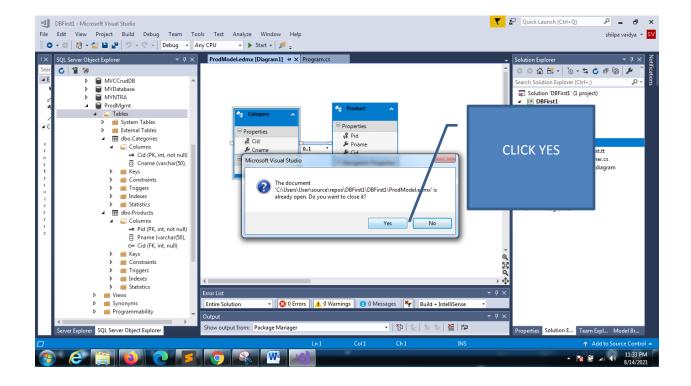


EDMX FILE WILL BE CREATED

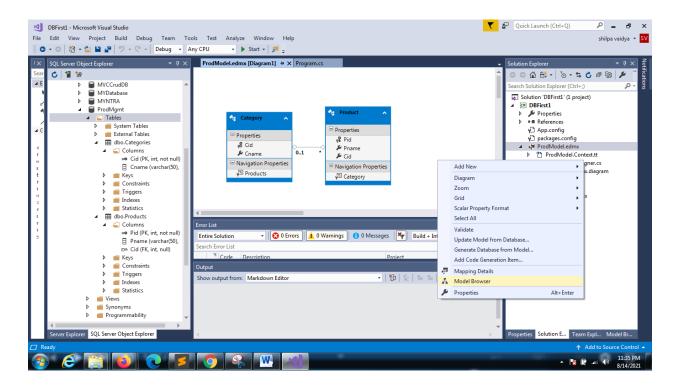


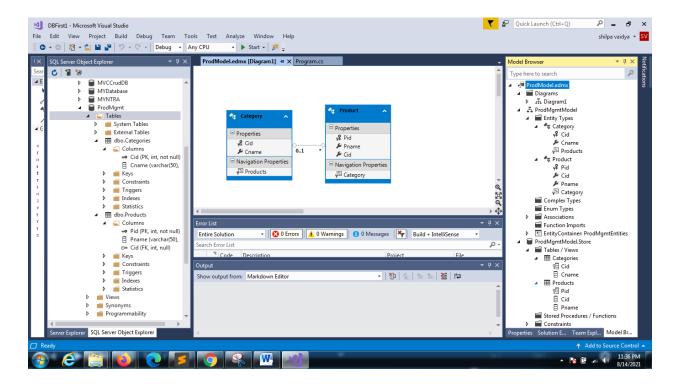
IF YOU WANT TO SEE THE SAME IN XML FORMAT



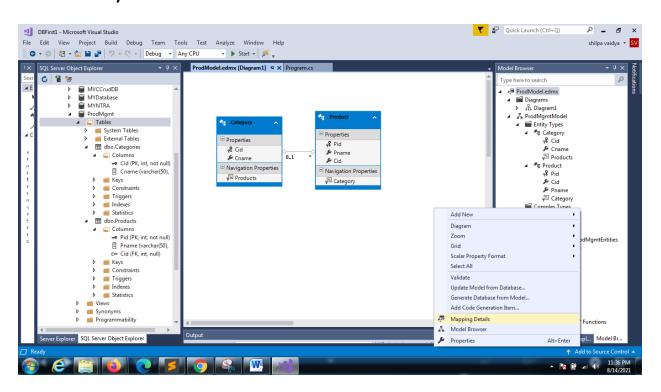


MODEL BROWSER

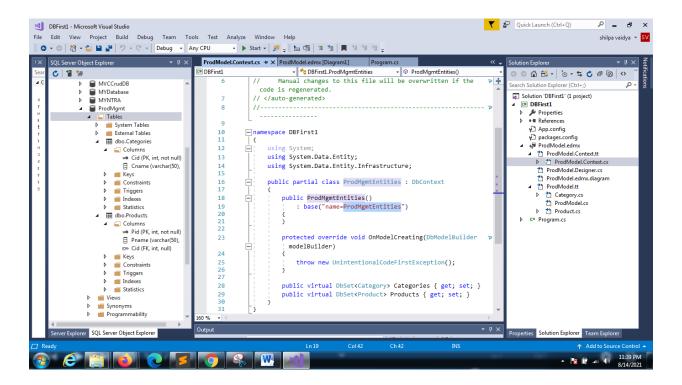


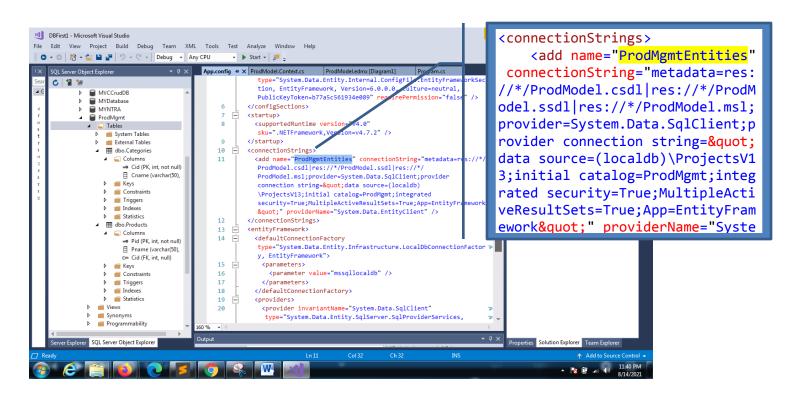


MAPPING DETAILS(CLICK ON THE ENTITY TO SEE MAPPING DETAILS)

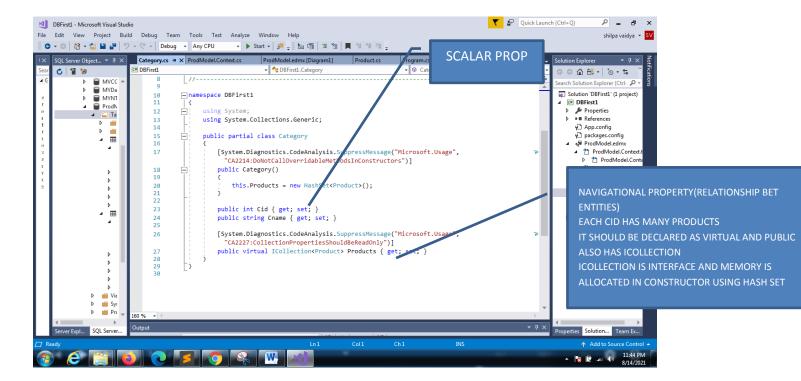


DBCONTEXT CLASS THE NAME SPECIFIED IS IN APPCONFIG

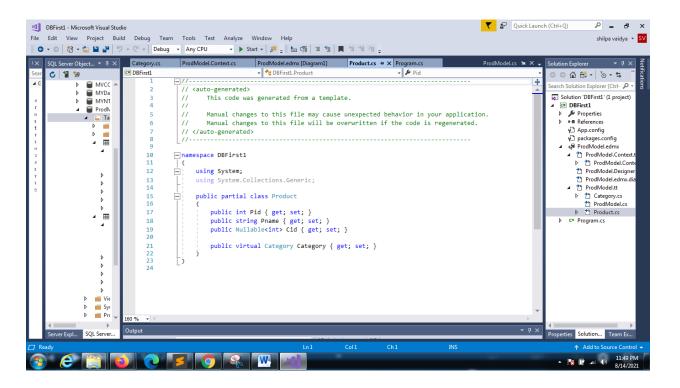




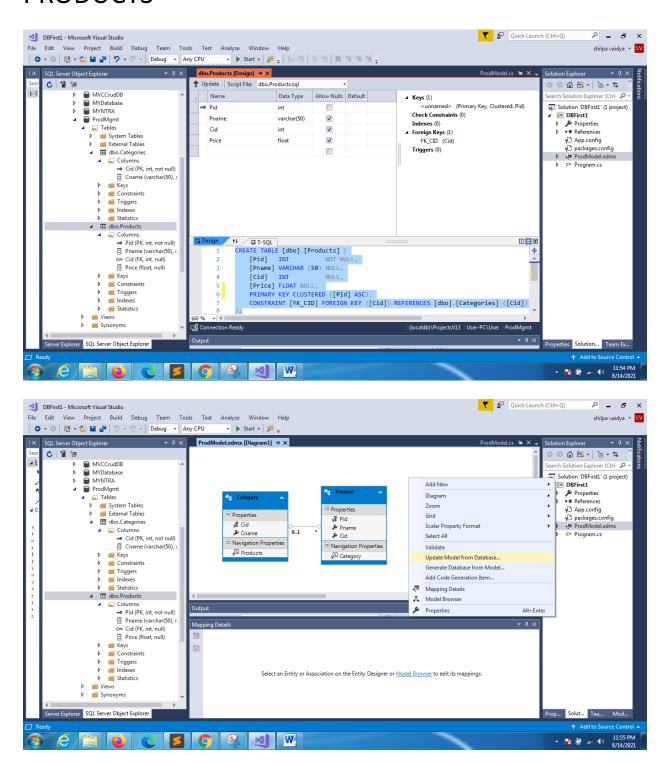
CATEGORY.CS

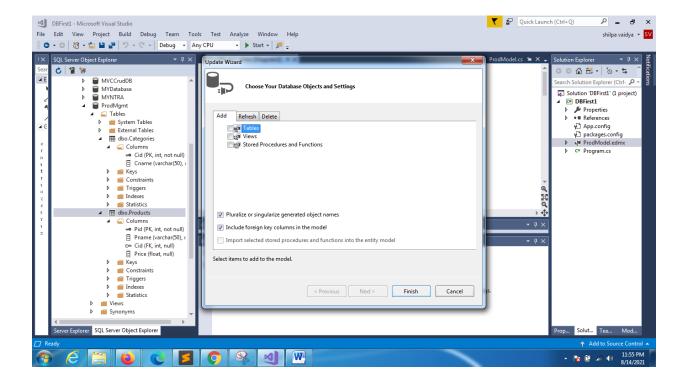


PRODUCTS.CS



IF YOU ADD ANY COLUMN IN DB EX YOU ADDED PRICE IN PRODUCTS

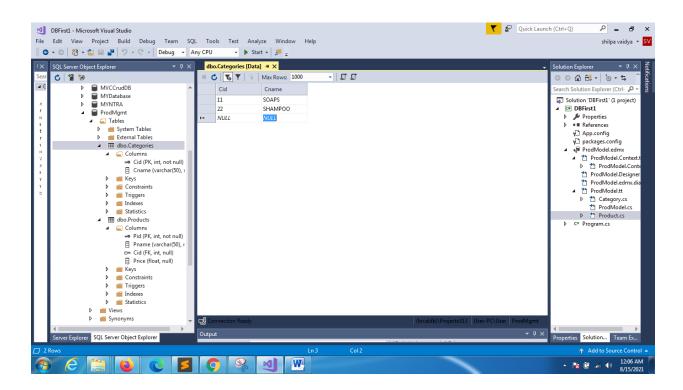




After this save your edmx file only then the changes will be reflected in entity classes.

We will be performing the crud operations here

Will first need to populate the Categories as Products has the CID as the foreign key and its dependent on the Categories.



WILL KEEP THE STRUCTURES READY IN THE START UP PROGRAM WITH OPERATIONS ON

INSERT
RETRIEVE
UPDATE
DELETE

```
using System;
namespace DBFirst1
    class Program
       public static void display(Product p)
           Console.WriteLine("{0}\t{1}\t{2}\t{3}\t{4}",p.Pid,p.Pname,p.Cid,p.Price,p.Category.Cname);
       public static Product getProddata()
           Product prod = new Product();
           prod.Pid = Convert.ToInt32(Console.ReadLine());
           prod.Pname = Console.ReadLine();
           prod.Cid = Convert.ToInt32(Console.ReadLine());
           prod.Price = float.Parse(Console.ReadLine());
           return prod;
       static void Main(string[] args)
       {
           //CREATE OBJ OF CONTEXT CLASS
           ProdMgmtEntities db = new ProdMgmtEntities();
           do
           {
               Console.WriteLine("1 INSERT 2 DISPLAY 3 UPDATE 4 DELETE 5 EXIT");
               choice = Convert.ToInt32(Console.ReadLine());
               Product prod = new Product();
               switch (choice)
                   case 1:
                       Console.WriteLine("Enter PID, PNAME.CID, PRICE");
                       prod=getProddata();
                       db.Products.Add(prod);
                       db.SaveChanges();
                       break;
                   case 2:
                       Console.WriteLine("PID\tPNAME\tCID\tPRICE\tCATEGORYNAME\t");
                       Console.WriteLine("----");
                       foreach (Product p in db.Products)
                           display(p);
                       break;
                   case 3:
                       Console.WriteLine("UPDATE RECORD");
                       Console.WriteLine("Enter the PID");
                       id = Convert.ToInt32(Console.ReadLine());
                       prod = db.Products.Find(id);
                       if (prod == null)
                           Console.WriteLine("ID NOT FOUND");
                       {
                           Console.WriteLine("ENTER PNAME\tCID\tPRICE\t");
                           prod.Pname = Console.ReadLine();
                           prod.Cid = Convert.ToInt32(Console.ReadLine());
                           prod.Price = float.Parse(Console.ReadLine());
                           db.SaveChanges();
                       break;
                   case 4:
                       Console.WriteLine("UPDATE RECORD");
                       Console.WriteLine("Enter the PID");
                       id = Convert.ToInt32(Console.ReadLine());
                       prod = db.Products.Find(id);
                       if (prod == null)
                           Console.WriteLine("ID NOT FOUND");
                       else
                           db.Products.Remove(prod);
                           db.SaveChanges();
                       break;
                   case 5:break;
                   default: Console.WriteLine("Invalid choicce");break;
     } while (choice!=5);
}
  }
```