.NET App Dev Hands-On Lab

EF Lab 5 - Repositories

This lab walks you through creating the repositories and their interfaces for the data access library. You must have completed EF Lab 4 before starting this lab.

Part 1: Create the Base Repositories

Step 1: Create the Base Repository Interfaces

While the `DbContext` can be considered an implementation of the repository pattern, creating specific repositories for the entities is better.

- Create a new folder in the `AutoLot.Dal` project named `Repos`. Create two subfolders under that directory named `Base` and `Interfaces`. Add a new folder named `Base` to the `Interfaces` folder, and in that folder, add a new interface named `IBaseViewRepo.cs`.
- Update the code for the `IBaseViewRepo.cs` interface to the following:

```
namespace AutoLot.Dal.Repos.Interfaces.Base;
public interface IBaseViewRepo<T> : IDisposable where T : class, new()
{
  ApplicationDbContext Context { get; }
  IEnumerable<T> ExecuteSqlString(string sql);
  IEnumerable<T> GetAll();
  IEnumerable<T> GetAllIgnoreQueryFilters();
}
```

- Add a new interface named `IBaseRepo.cs` and update it to the following:

```
namespace AutoLot.Dal.Repos.Interfaces.Base;
public interface IBaseRepo<T> : IBaseViewRepo<T> where T : BaseEntity, new()
{
    T Find(int? id);
    T FindAsNoTracking(int id);
    T FindIgnoreQueryFilters(int id);
    void ExecuteParameterizedQuery(string sql, object[] sqlParametersObjects);
    int Add(T entity, bool persist = true);
    int AddRange(IEnumerable<T> entities, bool persist = true);
    int Update(T entity, bool persist = true);
    int UpdateRange(IEnumerable<T> entities, bool persist = true);
    int Delete(int id, long timeStamp, bool persist = true);
    int Delete(T entity, bool persist = true);
    int DeleteRange(IEnumerable<T> entities, bool persist = true);
    int ExecuteBulkUpdate(Expression<Func<T, bool>> whereClause,
       Expression<Func<SetPropertyCalls<T>, SetPropertyCalls<T>>> setPropertyCalls);
    int ExecuteBulkDelete(Expression<Func<T, bool>> whereClause);
    int SaveChanges();
}
```

- Add the following global using statements to the `GlobalUsings.cs` file:

```
global using AutoLot.Dal.Repos;
global using AutoLot.Dal.Repos.Interfaces;
global using AutoLot.Dal.Repos.Interfaces.Base;
```

Step 2: Create the BaseView Repository

- Add a new class to the `Repos/Base` folder named `BaseViewRepo.cs`, and update the initial code to the following:

```
namespace AutoLot.Dal.Repos.Base;
public abstract class BaseViewRepo<T> : IBaseViewRepo<T> where T : class, new()
{
  private readonly bool _disposeContext;
  public DbSet<T> Table {get;}
  public ApplicationDbContext Context { get; }
}
```

- Add two constructors as follows.
  Note: A `DbSet<T>` property can be referenced using the `Context.Set<T>()` method.

```
protected BaseViewRepo(ApplicationDbContext context)
{
  Context = context;
  Table = Context.Set<T>();
  _disposeContext = false;
}
protected BaseViewRepo(DbContextOptions<ApplicationDbContext> options)
  : this(new ApplicationDbContext(options))
{
  _disposeContext = true;
}
```

- Implement the `Dispose` pattern:

```
public virtual void Dispose()
{
  Dispose(true);
  GC.SuppressFinalize(this);
}

private bool _isDisposed;
protected virtual void Dispose(bool disposing)
{
  if (_isDisposed) { return; }
  if (disposing)
  {
    if (_disposeContext)
    {
      Context.Dispose();
    }
  }
  _isDisposed = true;
}
```

```
~BaseViewRepo()
{
  Dispose(false);
}
```

- Implement the two `GetAll()` variations:

```
public virtual IEnumerable<T> GetAll() => Table.AsQueryable();
public virtual IEnumerable<T> GetAllIgnoreQueryFilters()=> Table.IgnoreQueryFilters();
```

- The final method executes a raw SQL query using `FromSqlRaw()` to return a list of the entities:

```
public IEnumerable<T> ExecuteSqlString(string sql) => Table.FromSqlRaw(sql);
```

- Add the following global using statement to the `GlobalUsings.cs` file:

```
global using AutoLot.Dal.Repos.Base;
```

Step 3: Create the Base Repository

- Add a new class to the `Repos/Base` folder named `BaseRepo.cs` and update the code to the following:

```
namespace AutoLot.Dal.Repos.Base;
public abstract class BaseRepo<T>(ApplicationDbContext context)
  : BaseViewRepo<T>(context),IBaseRepo<T> where T : BaseEntity, new()
{
  protected BaseRepo(DbContextOptions<ApplicationDbContext> options)
    : this(new ApplicationDbContext(options)) { }
}
```

- The `BaseRepo SaveChanges()` method shells out to the `ApplicationDbContext SaveChanges()` method:

```
public int SaveChanges()
{
  try
  {
    return Context.SaveChanges();
  }
  catch (CustomException)
  {
    //Should handle intelligently - already logged
    throw;
  }
  catch (Exception ex)
  {
    //Should log and handle intelligently
    throw new CustomException("An error occurred updating the database", ex);
  }
}
```

- Implement the three `Find` variations using the built-in `Find` method, the `AsNoTrackingWithIdentityResolution` method, as well as the `IgnoreQueryFilters` method:

```
public virtual T Find(int? id) => Table.Find(id);
public virtual T FindAsNoTracking(int id)
  => Table.AsNoTrackingWithIdentityResolution().FirstOrDefault(x => x.Id == id);
public virtual T FindIgnoreQueryFilters(int id)
  => Table.IgnoreQueryFilters().FirstOrDefault(x => x.Id == id);
```

- The next method executes a parameterized query:

```
public virtual void ExecuteParameterizedQuery(string sql, object[] sqlParametersObjects)
  => Context.Database.ExecuteSqlRaw(sql, sqlParametersObjects);
```

- The `Add()`/`AddRange()`, `Update()`/`UpdateRange()`, and `Delete()`/`DeleteRange()` methods all take an optional parameter to signal if `SaveChanges` should be called immediately or not.

```
public virtual int Add(T entity, bool persist = true)
{
  Table.Add(entity);
  return persist ? SaveChanges() : 0;
}
public virtual int AddRange(IEnumerable<T> entities, bool persist = true)
{
  Table.AddRange(entities);
  return persist ? SaveChanges() : 0;
}
public virtual int Update(T entity, bool persist = true)
{
  Table.Update(entity);
  return persist ? SaveChanges() : 0;
}
public virtual int UpdateRange(IEnumerable<T> entities, bool persist = true)
{
  Table.UpdateRange(entities);
  return persist ? SaveChanges() : 0;
}
public virtual int Delete(T entity, bool persist = true)
{
  Table.Remove(entity);
  return persist ? SaveChanges() : 0;
}
public virtual int DeleteRange(IEnumerable<T> entities, bool persist = true)
{
  Table.RemoveRange(entities);
  return persist ? SaveChanges() : 0;
}
//This delete shows using entity state to eliminate a query
public int Delete(int id, long timeStamp, bool persist = true)
{
  var entity = new T {Id = id, TimeStamp = timeStamp};
  Context.Entry(entity).State = EntityState.Deleted;
  return persist ? SaveChanges() : 0;
}
```

- Implement the `ExecuteBulkUpdate()` and `ExecuteBulkDelete()` methods:

```
public int ExecuteBulkUpdate(Expression<Func<T,bool>> whereClause,
    Expression<Func<SetPropertyCalls<T>, SetPropertyCalls<T>>> setPropertyCalls)
  => Table.IgnoreQueryFilters().Where(whereClause).ExecuteUpdate(setPropertyCalls);

public int ExecuteBulkDelete(Expression<Func<T,bool>> whereClause)
  => Table.IgnoreQueryFilters().Where(whereClause).ExecuteDelete();
```

Part 2: Add the Entity-Specific Repo Interfaces

There is an interface and repo for each model that uses the base repository for the common functionality. Each specific repo extends or overwrites that base functionality as needed.

Step 1: Create the Interface Files

- Create a new folder under the `Repos` folder named `Interfaces`. Create the following files in the `Interfaces` folder:

```
//ICarDriverRepo.cs
namespace AutoLot.Dal.Repos.Interfaces;
public interface ICarDriverRepo : IBaseRepo<CarDriver> { }

//ICarRepo.cs
namespace AutoLot.Dal.Repos.Interfaces;
public interface ICarRepo : IBaseRepo<Car>
{
  IEnumerable<Car> GetAllBy(int makeId);
  string GetPetName(int id);
  int SetAllDrivableCarsColorAndMakeId(string color, int makeId);
  int DeleteNonDrivableCars();
}

//IDriverRepo.cs
namespace AutoLot.Dal.Repos.Interfaces;
public interface IDriverRepo : IBaseRepo<Driver> { }

//IMakeRepo.cs
namespace AutoLot.Dal.Repos.Interfaces;
public interface IMakeRepo : IBaseRepo<Make> { }

//IRadioRepo.cs
namespace AutoLot.Dal.Repos.Interfaces;
public interface IRadioRepo : IBaseRepo<Radio> { }
```

Part 3: Implement the Entity-Specific Repos

Step 1: Create the CarDriverRepo Class

- In the Repos folder, create a new class named `CarDriverRepo.cs` and update the code to the following:

```
namespace AutoLot.Dal.Repos;
public class CarDriverRepo : BaseRepo<CarDriver>, ICarDriverRepo
{
  public CarDriverRepo(ApplicationDbContext context) : base(context) { }
  internal CarDriverRepo(DbContextOptions<ApplicationDbContext> options) : base(options) { }
}
```

- Add a helper method to build a base query that includes the `Car` and `Driver` entities:

```
internal IIncludableQueryable<CarDriver, Driver> BuildBaseQuery()
  => Table.Include(c => c.CarNavigation).Include(d => d.DriverNavigation);
```

- Override the `GetAll` methods and Find() method:

```
public override IEnumerable<CarDriver> GetAll()=> BuildBaseQuery();
public override IEnumerable<CarDriver> GetAllIgnoreQueryFilters()
  => BuildBaseQuery().IgnoreQueryFilters();
public override CarDriver Find(int? id)
  => BuildBaseQuery().IgnoreQueryFilters().FirstOrDefault(x => x.Id == id);
```

Step 2: Create the CarRepo Class

- Create a new class named `CarRepo.cs` in the `Repos` directory and make the class public, inherit `BaseRepo<Car>`, and implement `ICarRepo`. Add the two required constructors:

```
namespace AutoLot.Dal.Repos;
public class CarRepo : BaseRepo<Car>, ICarRepo
{
  public CarRepo(ApplicationDbContext context) : base(context) { }
  internal CarRepo(DbContextOptions<ApplicationDbContext> options) : base(options) { }
}
```

- Add a helper method to build a base query that includes the `Make` entity:

```
internal IOrderedQueryable<Car> BuildBaseQuery()
  => Table.Include(x => x.MakeNavigation).OrderBy(p => p.PetName);
```

- Add overrides for the `GetAll` methods:

```
public override IEnumerable<Car> GetAll() => BuildBaseQuery();
public override IEnumerable<Car> GetAllIgnoreQueryFilters()
  => BuildBaseQuery().IgnoreQueryFilters();
```

- Add override for the `Find` method to include the Make information:

```
public override Car Find(int? id)
  => Table.IgnoreQueryFilters()
          .Where(x => x.Id == id)
          .Include(m => m.MakeNavigation)
          .FirstOrDefault();
```

- Add method to get all by Make ID:

```
public IEnumerable<Car> GetAllBy(int makeId)
  => BuildBaseQuery().Where(x => x.MakeId == makeId);
```

- Add the method to update all drivable cars:

```
public int SetAllDrivableCarsColorAndMakeId(string color, int makeId)
  => ExecuteBulkUpdate(x => x.IsDrivable,
      c => c.SetProperty(x => x.Color, color).SetProperty(x=>x.MakeId,makeId));
```

- Add the method to delete all non-drivable cars:

```
public int DeleteNonDrivableCars() => ExecuteBulkDelete(x => !x.IsDrivable);
```

- Add method to get the `PetName` using the `GetPetName` `sproc`:

```
public string GetPetName(int id)
{
  var parameterId = new SqlParameter
  {
    ParameterName = "@carId",
    SqlDbType = SqlDbType.Int,
    Value = id,
  };
  var parameterName = new SqlParameter
  {
    ParameterName = "@petName",
    SqlDbType = SqlDbType.NVarChar,
    Size = 50,
    Direction = ParameterDirection.Output
  };
  ExecuteParameterizedQuery("EXEC [dbo].[GetPetName] @carId, @petName OUTPUT",
    [parameterId, parameterName]);
  return (string)parameterName.Value;
}
```

Step 3: Create the DriverRepo Class

- Create a new class named `DriverRepo.cs` in the `Repos` directory and make the class `public`, inherit `BaseRepo<Driver>` and implement `IDriverRepo`. Add the two required constructors as follows:

```
namespace AutoLot.Dal.Repos;
public class DriverRepo : BaseRepo<Driver>, IDriverRepo
{
  public DriverRepo(ApplicationDbContext context) : base(context) { }
  internal DriverRepo(DbContextOptions<ApplicationDbContext> options) : base(options) { }
}
```

- Add a helper method to build a base query that orders by `LastName` then `Firstname`:

```
internal IOrderedQueryable<Driver> BuildQuery()
  => Table.OrderBy(m => m.PersonInformation.LastName).ThenBy(f => f.PersonInformation.FirstName);
```

- Override the `GetAll()` methods to use the base query builder:

```
public override IEnumerable<Driver> GetAll() => BuildQuery();
public override IEnumerable<Driver> GetAllIgnoreQueryFilters()
  => BuildQuery().IgnoreQueryFilters();
```

Step 4: Create the MakeRepo Class

- Create a new class named `MakeRepo.cs` in the `Repos` directory and make the class public, inherit `BaseRepo<Make>`, and implement `IMakeRepo`. Add the required constructors as follows:

```
namespace AutoLot.Dal.Repos;
public class MakeRepo : BaseRepo<Make>, IMakeRepo
{
  public MakeRepo(ApplicationDbContext context) : base(context) { }
  internal MakeRepo(DbContextOptions<ApplicationDbContext> options) : base(options) { }
}
```

- Add a helper method to build a base query that orders by `Name`:

```
internal IOrderedQueryable<Make> BuildQuery() => Table.OrderBy(m => m.Name);
```

- Override the `GetAll()` methods to use the base query builder:

```
public override IEnumerable<Make> GetAll() => BuildQuery();
public override IEnumerable<Make> GetAllIgnoreQueryFilters()
  => BuildQuery().IgnoreQueryFilters();
```

Step 5: Create the RadioRepo Class

- Create a new class named `RadioRepo.cs` in the `Repos` directory and make the class public, inherit `BaseRepo<Radio>`, and implement `IRadioRepo`. Add the standard constructors, as shown below.

```
namespace AutoLot.Dal.Repos;
public class RadioRepo : BaseRepo<Radio>, IRadioRepo
{
  public RadioRepo(ApplicationDbContext context) : base(context) { }
  internal RadioRepo(DbContextOptions<ApplicationDbContext> options) : base(options) { }
}
```

Summary

The lab created the repositories and their interfaces.

Next steps

In the next part of this tutorial series, you will create a data initializer.