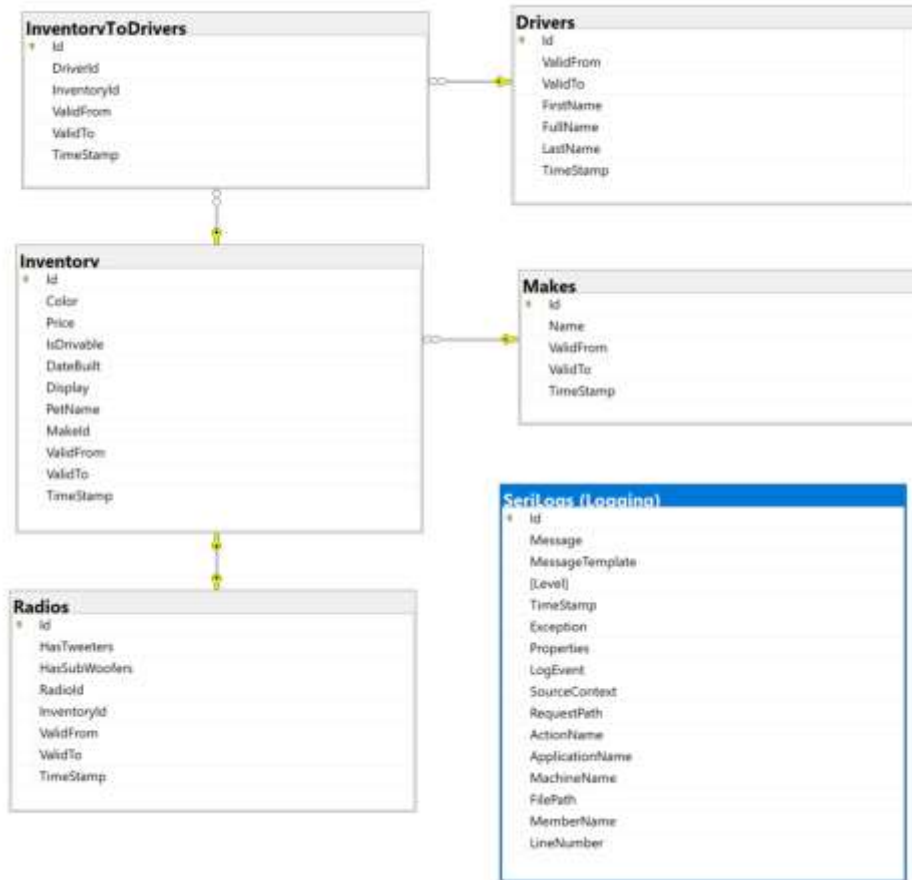


.NET App Dev Hands-On Lab

EF Lab 2 – Entities and Models

This lab takes you through creating the Models and ViewModels. Before starting this lab, you must have completed EF Lab 1.

This lab will create the models that represent this database:



All work in this lab is to be completed in the AutoLot.Models project.

Part 1: The GlobalUsings.cs File

- Begin by renaming the autogenerated Class1.cs to GlobalUsings.cs and clear out the templated code so it's an empty file. Add the following global using statements to the file:

```
global using Microsoft.EntityFrameworkCore;
global using Microsoft.EntityFrameworkCore.Metadata.Builders;
global using System.ComponentModel;
global using System.ComponentModel.DataAnnotations;
global using System.ComponentModel.DataAnnotations.Schema;
global using System.Globalization;
global using System.Xml.Linq;
```

- You can also add global usings statements into the project file. I find this mechanism causes too much of an abstraction away from the code. However, if you would like to try this method, here is an example:

```
<ItemGroup>
  <Using Include="Microsoft.EntityFrameworkCore" />
</ItemGroup>
```

Part 2: Creating the Entities in AutoLot.Models

The entities represent the data that is persisted in SQL Server. We use the Table Per Hierarchy (TPH) pattern for this workshop.

Step 1: Create the Base Entity

- Create a new folder in the AutoLot.Models project named Entities. Create a subfolder named Base under the Entities folder. Add a new class to the Base folder named BaseEntity.cs, and update the code to the following:

```
namespace AutoLot.Models.Entities.Base;
public abstract class BaseEntity
{
    [Key, DatabaseGenerated(DatabaseGeneratedOption.Identity)]
    public int Id { get; set; }
    [Timestamp]
    public long TimeStamp { get; set; }
}
```

Step 2: Create the Person ComplexType Class

ComplexType classes can be reused between other entities and folded into the parent entity's table.

- Add a ComplexTypes folder under the Entities folder and a new class named Person.cs. Update the code for the class to the following:

```
namespace AutoLot.Models.Entities.ComplexTypes;
[ComplexType]
public class Person
{
    [Required, StringLength(50)]
    public string FirstName { get; set; }
    [Required, StringLength(50)]
    public string LastName { get; set; }
    [DatabaseGenerated(DatabaseGeneratedOption.Computed)]
    public string FullName { get; set; }
}
```

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

```
global using AutoLot.Models.Entities;
global using AutoLot.Models.Entities.Base;
global using AutoLot.Models.Entities.ComplexTypes;
```

Step 3: Create the Car Entity

- Add a new class to the Entities folder named `Car.cs` and update the code to the following:

```
namespace AutoLot.Models.Entities;
[Table("Inventory", Schema = "dbo")]
[Index(nameof(MakeId), Name = "IX_Inventory_MakeId")]
public class Car : BaseEntity
{
    [Required, StringLength(50)]
    public string Color { get; set; }
    public string Price { get; set; }
    [DisplayName("Is Drivable")]
    public bool IsDrivable { get; set; } = true;
    public DateTime? DateBuilt { get; set; }
    [DatabaseGenerated(DatabaseGeneratedOption.Computed)]
    public string Display { get; set; }
    [Required, StringLength(50), DisplayName("Pet Name")]
    public string PetName { get; set; }
    [Required, DisplayName("Make")]
    public int MakeId { get; set; }
}
```

Step 4: Create the CarDriver Entity

- Add a new class to the Entities folder named `CarDriver.cs` and update the code to the following:

```
namespace AutoLot.Models.Entities;
[Table("InventoryToDrivers", Schema = "dbo")]
public class CarDriver : BaseEntity
{
    public int DriverId { get; set; }
    [Column("InventoryId")]
    public int CarId { get; set; }
}
```

Step 5: Create the Driver Entity

- Add a new class to the Entities folder named `Driver.cs` and update the code to the following:

```
namespace AutoLot.Models.Entities;
[Table("Drivers", Schema = "dbo")]
public class Driver : BaseEntity
{
    public Person PersonInformation { get; set; } = new Person();
}
```

Step 6: Create the Make Entity

- Add a new class to the Entities folder named `Make.cs` and update the code to the following:

```
namespace AutoLot.Models.Entities;
[Table("Makes", Schema = "dbo")]
public class Make : BaseEntity
{
    [Required, StringLength(50)]
    public string Name { get; set; }
}
```

Step 7: Create the Radio Entity

- Add a new class to the Entities folder named `Radio.cs` and update the code to the following:

```
namespace AutoLot.Models.Entities;
[Table("Radios", Schema = "dbo")]
public class Radio : BaseEntity
{
    public bool HasTweeters { get; set; }
    public bool HasSubWoofers { get; set; }
    [Required, StringLength(50)]
    public string RadioId { get; set; }
    [Column("InventoryId")]
    public int CarId { get; set; }
}
```

Step 8: Create the Logging Entity

The SeriLog logging framework allows log entries to be written to a database table in addition to text files, application insights, and many more targets. We will use EF Core to create the tables, even though it doesn't represent a domain entity.

- Add a new class to the Entities folder named SeriLogEntry.cs and update the code to the following:

```
namespace AutoLot.Models.Entities;
[Table("SeriLogs", Schema = "Logging")]
public class SeriLogEntry
{
    [Key, DatabaseGenerated(DatabaseGeneratedOption.Identity)]
    public int Id { get; set; }
    public string Message { get; set; }
    public string MessageTemplate { get; set; }
    [MaxLength(128)]
    public string Level { get; set; }
    [DataType(DataType.DateTime)]
    public DateTime TimeStamp { get; set; }
    public string Exception { get; set; }
    public string Properties { get; set; }
    public string LogEvent { get; set; }
    public string SourceContext { get; set; }
    public string RequestPath { get; set; }
    public string ActionName { get; set; }
    public string ApplicationName { get; set; }
    public string MachineName { get; set; }
    public string FilePath { get; set; }
    public string MemberName { get; set; }
    public int? LineNumber { get; set; }
    [NotMapped]
    public XElement PropertiesXml => (Properties != null) ? XElement.Parse(Properties) : null;
}
```

Part 3: Creating the Navigation Properties

Navigation properties represent foreign key relationships between entities.

NOTE: The code will not successfully compile until this section is completed.

Step 1: Update the Car Entity

- Update the Car entity by adding the following reference and collection navigation properties:

```
public class Car: BaseEntity
{
    //omitted for brevity

    [ForeignKey(nameof(MakeId))]
    [InverseProperty(nameof(Make.Cars))]
    public Make MakeNavigation { get; set; }

    [InverseProperty(nameof(Radio.CarNavigation))]
    public Radio RadioNavigation { get; set; }

    [InverseProperty(nameof(Driver.Cars))]
    public IEnumerable<Driver> Drivers { get; set; } = new List<Driver>();

    [InverseProperty(nameof(CarDriver.CarNavigation))]
    public IEnumerable<CarDriver> CarDrivers { get; set; } = new List<CarDriver>();
}
```

- Add the [NotMapped] MakeName property and the override for ToString(), both of which use the MakeNavigation reference navigation property:

```
public class Car : BaseEntity
{
    //omitted for brevity

    [NotMapped]
    public string MakeName => MakeNavigation?.Name ?? "Unknown";

    public override string ToString()
    {
        // Since the PetName column could be empty, supply
        // the default name of **No Name**.
        return $"{PetName ?? "***No Name***"} is a {Color} {MakeNavigation?.Name} with ID {Id}.";
    }
}
```

Step 2: Update the CarDriver Entity

- Update the CarDriver entity by adding the following reference navigation properties:

```
public class CarDriver : BaseEntity
{
    public int DriverId { get; set; }
    [ForeignKey(nameof(DriverId))]
    public Driver DriverNavigation { get; set; }

    [Column("InventoryId")]
    public int CarId { get; set; }
    [ForeignKey(nameof(CarId))]
    public Car CarNavigation { get; set; }
}
```

Step 3: Update the Driver Entity

- Update the Driver entity by adding the following collection navigation properties:

```
public class Driver : BaseEntity
{
    public Person PersonInformation { get; set; } = new Person();
    [InverseProperty(nameof(Car.Drivers))]
    public IEnumerable<Car> Cars { get; set; } = new List<Car>();
    [InverseProperty(nameof(CarDriver.DriverNavigation))]
    public IEnumerable<CarDriver> CarDrivers { get; set; } = new List<CarDriver>();
}
```

Step 4: Update the Make Entity

- Update the Make entity by adding the following collection navigation property:

```
public class Make : BaseEntity
{
    [Required, StringLength(50)]
    public string Name { get; set; }
    [InverseProperty(nameof(Car.MakeNavigation))]
    public IEnumerable<Car> Cars { get; set; } = new List<Car>();
}
```

Step 5: Update the Radio Entity

- Update the Radio entity by adding the following reference and collection navigation properties:

```
public class Radio : BaseEntity
{
    //omitted for brevity
    public int CarId { get; set; }
    [ForeignKey(nameof(CarId))]
    public Car CarNavigation { get; set; }
}
```

- The project should now build successfully.

Part 4: Create the Configuration Classes

The Fluent API is used to define the models further. The configuration classes will be used in the ApplicationDbContext in a later lab.

- Start by creating a folder named Configuration under the Entities folder and add the following to the GlobalUsings.cs file:

```
global using AutoLot.Models.Entities.Configuration;
```

Step 1: Create the CarConfiguration

- Add a new class named CarConfiguration in the Configuration folder. Clear out the code and update it to match the following:

```
namespace AutoLot.Models.Entities.Configuration;
public class CarConfiguration : IEntityTypeConfiguration<Car>
{
    public void Configure(EntityTypeBuilder<Car> builder)
    {
        builder.Property(e => e.TimeStamp).HasConversion<byte[]>();
        builder.HasQueryFilter(c => c.IsDrivable);
        builder.Property(p => p.IsDrivable).HasDefaultValue(true);
        builder.Property(e => e.DateBuilt).HasDefaultValueSql("getdate()");
        builder.Property(e => e.Display)
            .HasComputedColumnSql("[PetName] + ' (' + [Color] + ' )'", stored: true);
        CultureInfo provider = new("en-us");
        NumberStyles style = NumberStyles.Number | NumberStyles.AllowCurrencySymbol;
        builder.Property(p => p.Price).HasConversion(
            v => decimal.Parse(v, style, provider),
            v => v.ToString("C2"));
        builder.HasOne(d => d.MakeNavigation).WithMany(p => p.Cars).HasForeignKey(d => d.MakeId)
            .OnDelete(DeleteBehavior.ClientSetNull).HasConstraintName("FK_Inventory_Makes_MakeId");
        builder.HasMany(p => p.Drivers).WithMany(p => p.Cars).UsingEntity<CarDriver>(
            j => j.HasOne(cd => cd.DriverNavigation).WithMany(d => d.CarDrivers)
                .HasForeignKey(nameof(CarDriver.DriverId))
                .HasConstraintName("FK_InventoryDriver_Drivers_DriverId")
                .OnDelete(DeleteBehavior.Cascade),
            j => j.HasOne(cd => cd.CarNavigation).WithMany(c => c.CarDrivers)
                .HasForeignKey(nameof(CarDriver.CarId))
                .HasConstraintName("FK_InventoryDriver_Inventory_InventoryId")
                .OnDelete(DeleteBehavior.ClientCascade),
            j => { j.HasKey(x => x.Id);
                j.HasIndex(cd => new { cd.CarId, cd.DriverId }).IsUnique(true);
            });
    }
}
```


Step 2: Create the CarDriverConfiguration

- Add a new class named CarDriverConfiguration in the Configuration folder and update it to the following:

```
namespace AutoLot.Models.Entities.Configuration;
public class CarDriverConfiguration : IEntityTypeConfiguration<CarDriver>
{
    public void Configure(EntityTypeBuilder<CarDriver> builder)
    {
        builder.Property(e => e.TimeStamp).HasConversion<byte[]>();
        builder.HasQueryFilter(cd => cd.CarNavigation.IsDrivable);
    }
}
```

Step 3: Create the DriverConfiguration

- Add a new class named DriverConfiguration in the Configuration folder and update it to the following:

```
namespace AutoLot.Models.Entities.Configuration;
public class DriverConfiguration : IEntityTypeConfiguration<Driver>
{
    public void Configure(EntityTypeBuilder<Driver> builder)
    {
        builder.Property(e => e.TimeStamp).HasConversion<byte[]>();
        builder.ComplexProperty(cp => cp.PersonInformation,
            pd =>
            {
                pd.Property<string>(nameof(Person.FirstName))
                    .HasColumnName(nameof(Person.FirstName))
                    .HasColumnType("nvarchar(50)");
                pd.Property<string>(nameof(Person.LastName))
                    .HasColumnName(nameof(Person.LastName))
                    .HasColumnType("nvarchar(50)");
                pd.Property(p => p.FullName)
                    .HasColumnName(nameof(Person.FullName))
                    .HasComputedColumnSql("[LastName] + ', ' + [FirstName]");
                pd.IsRequired(true);
            });
    }
}
```

Step 4: Create the MakeConfiguration

- Add a new class named MakeConfiguration in the Configuration folder and update it to the following:

```
namespace AutoLot.Models.Entities.Configuration;
public class MakeConfiguration : IEntityTypeConfiguration<Make>
{
    public void Configure(EntityTypeBuilder<Make> builder)
    {
        builder.Property(e => e.TimeStamp).HasConversion<byte[]>();
    }
}
```

Step 5: Create the RadioConfiguration

- Add a new class named RadioConfiguration in the Configuration folder and update it to the following:

```
namespace AutoLot.Models.Entities.Configuration;
public class RadioConfiguration : IEntityTypeConfiguration<Radio>
{
    public void Configure(EntityTypeBuilder<Radio> builder)
    {
        builder.Property(e => e.Timestamp).HasConversion<byte[]>();
        builder.HasIndex(e => e.CarId, "IX_Radios_CarId").IsUnique();
        builder.HasQueryFilter(e => e.CarNavigation.IsDrivable);
        builder.HasOne(d => d.CarNavigation).WithOne(p => p.RadioNavigation)
            .HasForeignKey<Radio>(d => d.CarId);
    }
}
```

Step 6: Create the SeriLogEntryConfiguration

- Add a new class named SeriLogEntryConfiguration in the Configuration folder and update it to the following:

```
namespace AutoLot.Models.Entities.Configuration;
public class SeriLogEntryConfiguration : IEntityTypeConfiguration<SeriLogEntry>
{
    public void Configure(EntityTypeBuilder<SeriLogEntry> builder)
    {
        builder.Property(e => e.Properties).HasColumnType("Xml");
        builder.Property(e => e.Timestamp).HasDefaultValueSql("GetDate()");
        builder.Property(p => p.LineNumber).HasDefaultValue(0).HasSentinel(-1);
    }
}
```

Part 5: Add the Configuration to the Entities

- Add the [EntityTypeConfiguration] attribute to the Car class (keeping the other attributes in place):

```
[EntityTypeConfiguration(typeof(CarConfiguration))]
public class Car : BaseEntity
```

- Add the [EntityTypeConfiguration] attribute to the CarDriver class:

```
[EntityTypeConfiguration(typeof(CarDriverConfiguration))]
public class CarDriver : BaseEntity
```

- Add the [EntityTypeConfiguration] attribute to the Driver class:

```
[EntityTypeConfiguration(typeof(DriverConfiguration))]
public class Driver : BaseEntity
```

- Add the [EntityTypeConfiguration] attribute to the Make class:

```
[EntityTypeConfiguration(typeof(MakeConfiguration))]
public class Make : BaseEntity
```

- Add the [EntityTypeConfiguration] attribute to the Radio class:

```
[EntityTypeConfiguration(typeof(RadioConfiguration))]  
public class Radio : BaseEntity
```

- Add the [EntityTypeConfiguration] attribute to the SeriLogEntry class:

```
[EntityTypeConfiguration(typeof(SeriLogEntryConfiguration))]  
public class SeriLogEntry
```

Part 6: Create the CarViewModel in AutoLot.Models

- Create a new folder named ViewModels under the AutoLot.Models project. Add another folder named Configuration under the ViewModels folder. Add a new class named CarViewModel.cs into the ViewModels folder and update the code for the class to the following:

```
namespace AutoLot.Models.ViewModels;  
[Keyless]  
public class CarViewModel  
{  
    public int Id { get; set; }  
    public bool IsDrivable { get; set; }  
    public DateTime? DateBuilt { get; set; }  
    public string Price { get; set; }  
    public int MakeId { get; set; }  
    public string Color { get; set; } = string.Empty;  
    public string PetName { get; set; } = string.Empty;  
}
```

- Add a new class named CarViewModelConfiguration.cs into the Configuration folder. Update the code for the class to the following:

```
namespace AutoLot.Models.ViewModels.Configuration;  
public class CarViewModelConfiguration : IEntityTypeConfiguration<CarViewModel>  
{  
    public void Configure(EntityTypeBuilder<CarViewModel> builder)  
    {  
        builder.HasNoKey();  
        builder.ToTable(t => t.ExcludeFromMigrations());  
        CultureInfo provider = new("en-us");  
        NumberStyles style = NumberStyles.Number | NumberStyles.AllowCurrencySymbol;  
        builder.Property(p => p.Price)  
            .HasConversion(  
                v => decimal.Parse(v, style, provider),  
                v => v.ToString("C2"));  
    }  
}
```

- Add the following to the GlobalUsings.cs file:

```
global using AutoLot.Models.ViewModels;  
global using AutoLot.Models.ViewModels.Configuration;
```

- Add the [EntityTypeConfiguration] attribute to the class:

```
[EntityTypeConfiguration(typeof(CarViewModelConfiguration))]  
public class CarViewModel
```

Summary

In this lab, you created the Models (Entities) and the ViewModels for the applications.

Next steps

In the next part of this tutorial series, you will create the DbContext and DbContextFactory and run your first migration.