

Create a simple .NET 8 web application

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Steps to Implement

Create a new .NET Web API project

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1. Create a new .NET Web API project
2. Set up dependencies (EF Core,JWT,MySQL)
3. Configure database and authentication
4. Create User Authentication(Login/Register with JWT)
5. Implement CRUD operation for a Movie entity
6. Secure API endpoints with JWT authentication

Step 1 : Create a New .NET web API Project

Run the following in VS Code terminal to create a new project

```
sh Copy code  
  
dotnet new webapi -n MovieApp  
cd MovieApp
```

Step 2 : Install Required packages

Run the following command to install Entity Framework Core ,JWT authentication , and MySQL provider

```
sh Copy code  
  
dotnet add package Microsoft.AspNetCore.Authentication.JwtBearer  
dotnet add package Microsoft.EntityFrameworkCore  
dotnet add package Pomelo.EntityFrameworkCore.MySql  
dotnet add package Microsoft.EntityFrameworkCore.Tools
```

Step 3 : Configure appsettings.json

Edit appsettings.json to add the database connection string and JWT settings

```
json

{
  "ConnectionStrings": {
    "DefaultConnection": "server=localhost;database=movie_db;user=root;password=yourpassword;"
  },
  "JwtSettings": {
    "Key": "ThisIsASecretKeyForJwtToken",
    "Issuer": "MovieApp",
    "Audience": "MovieAppUsers"
  },
  "Logging": {
    "LogLevel": {
      "Default": "Information",
      "Microsoft.AspNetCore": "Warning"
    }
  },
  "AllowedHosts": "*"
}
```

Step 4 : Set up Database Context

Create a Data/ApplicationDbContext.cs file

```
csharp

using Microsoft.EntityFrameworkCore;
using MovieApp.Models;

namespace MovieApp.Data
{
    public class ApplicationDbContext : DbContext
    {
        public ApplicationDbContext(DbContextOptions<ApplicationDbContext> options) : base(options)
        {
        }

        public DbSet<User> Users { get; set; }
        public DbSet<Movie> Movies { get; set; }
    }
}
```

Step 5 : Create User & Movie Models

User Model (Models/User.cs)

```
csharp

namespace MovieApp.Models
{
    public class User
    {
    }
}
```

```
csharp Copy Edit  
  
namespace MovieApp.Models  
{  
    public class User  
    {  
        public int Id { get; set; }  
        public string Username { get; set; }  
        public string Email { get; set; }  
        public string PasswordHash { get; set; }  
    }  
}
```

Movie Model ([Models/Movie.cs](#))

```
csharp Copy Edit  
  
namespace MovieApp.Models  
{  
    public class Movie  
    {  
        public int Id { get; set; }  
        public string Title { get; set; }  
        public string Genre { get; set; }  
        public string Description { get; set; }  
    }  
}
```

Step 6 : Implement Authentication Service
Create Services/AuthService.cs:

```
cssharp
```

```
using System.IdentityModel.Tokens.Jwt;
using System.Security.Claims;
using System.Text;
using Microsoft.IdentityModel.Tokens;
using MovieApp.Models;

namespace MovieApp.Services
{
    public class AuthService
    {
        private readonly IConfiguration _config;

        public AuthService(IConfiguration config)
        {
            _config = config;
        }

        public string GenerateJwtToken(User user)
        {
            var key = new SymmetricSecurityKey(Encoding.UTF8.GetBytes(_config["JwtSettings:Key"]));
            var creds = new SigningCredentials(key, SecurityAlgorithms.HmacSha256);

            var claims = new[]
            {
                new Claim(ClaimTypes.NameIdentifier, user.Id.ToString()),
                new Claim(ClaimTypes.Name, user.Username)
            };

            var token = new JwtSecurityToken(
                issuer: _config["JwtSettings:Issuer"],
                audience: _config["JwtSettings:Audience"],
                claims: claims,
                expires: DateTime.UtcNow.AddHours(2),
                signingCredentials: creds
            );

            return new JwtSecurityTokenHandler().WriteToken(token);
        }
    }
}
```

◊ Step 7: Create Authentication Controller

Create Controllers/AuthController.cs:

```
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```

```
cssharp
```

```
using Microsoft.AspNetCore.Mvc;
using MovieApp.Data;
using MovieApp.Models;
using MovieApp.Services;
using System.Security.Cryptography;
using System.Text;

namespace MovieApp.Controllers
{
    [Route("api/auth")]
    [ApiController]
    public class AuthController : ControllerBase
    {
```

```
[ApiController]
public class AuthController : ControllerBase
{
    private readonly ApplicationDbContext _context;
    private readonly AuthService _authService;

    public AuthController(ApplicationDbContext context, AuthService authService)
    {
        _context = context;
        _authService = authService;
    }
}
```

```
[HttpPost("register")]
public IActionResult Register(User user)
{
    user.PasswordHash = HashPassword(user.PasswordHash);
    _context.Users.Add(user);
    _context.SaveChanges();
    return Ok(new { message = "User registered successfully" });
}

[HttpPost("login")]
public IActionResult Login(User loginUser)
{
    var user = _context.Users.FirstOrDefault(u => u.Email == loginUser.Email);
    if (user == null || user.PasswordHash != HashPassword(loginUser.PasswordHash))
        return Unauthorized("Invalid credentials");

    var token = _authService.GenerateJwtToken(user);
    return Ok(new { token });
}

private string HashPassword(string password)
{
    using var sha256 = SHA256.Create();
    return Convert.ToBase64String(sha256.ComputeHash(Encoding.UTF8.GetBytes(password)));
}
```

Step 8: Implement CRUD Operations for Movies

Create Controllers/MovieController.cs:

csharp

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```
using Microsoft.AspNetCore.Authorization;
using Microsoft.AspNetCore.Mvc;
using MovieApp.Data;
using MovieApp.Models;

namespace MovieApp.Controllers
{
    [Route("api/movies")]
    [ApiController]
    [Authorize]
    public class MovieController : ControllerBase
    {
        private readonly ApplicationDbContext _context;

        public MovieController(ApplicationDbContext context)
        {
            _context = context;
        }
    }
}
```

```
[HttpGet]
public IActionResult GetAllMovies() => Ok(_context.Movies.ToList());

[HttpGet("{id}")]
public IActionResult GetMovie(int id) => Ok(_context.Movies.Find(id));

[HttpPost]
public IActionResult AddMovie(Movie movie)
{
    _context.Movies.Add(movie);
    _context.SaveChanges();
    return Ok(movie);
}

[HttpPut("{id}")]
public IActionResult UpdateMovie(int id, Movie movie)
{
    var existing = _context.Movies.Find(id);
    if (existing == null) return NotFound();

    existing.Title = movie.Title;
    existing.Genre = movie.Genre;
    existing.Description = movie.Description;
    _context.SaveChanges();
    return Ok(existing);
}
```

```

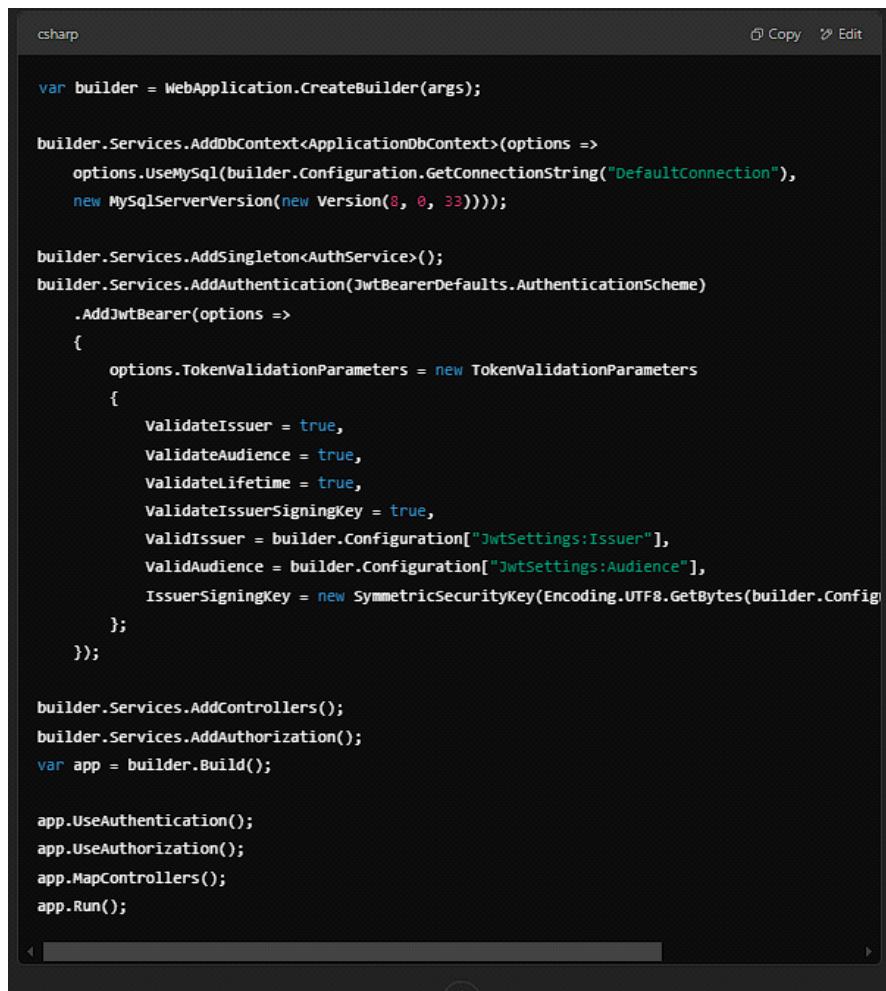
[HttpDelete("{id}")]
public IActionResult DeleteMovie(int id)
{
    var movie = _context.Movies.Find(id);
    if (movie == null) return NotFound();

    _context.Movies.Remove(movie);
    _context.SaveChanges();
    return Ok(new { message = "Movie deleted" });
}
}

```

◊ Step 9: Configure JWT Authentication

Modify Program.cs:



```

csharp
Copy Edit

var builder = WebApplication.CreateBuilder(args);

builder.Services.AddDbContext<ApplicationDbContext>(options =>
    options.UseMySQL(builder.Configuration.GetConnectionString("Defaultconnection"),
        new MySqlServerVersion(new Version(8, 0, 33))));

builder.Services.AddSingleton<AuthService>();
builder.Services.AddAuthentication(JwtBearerDefaults.AuthenticationScheme)
    .AddJwtBearer(options =>
{
    options.TokenValidationParameters = new TokenValidationParameters
    {
        ValidateIssuer = true,
        ValidateAudience = true,
        ValidateLifetime = true,
        ValidateIssuerSigningKey = true,
        ValidIssuer = builder.Configuration["JwtSettings:Issuer"],
        ValidAudience = builder.Configuration["JwtSettings:Audience"],
        IssuerSigningKey = new SymmetricSecurityKey(Encoding.UTF8.GetBytes(builder.Configuration["JwtSettings:Key"]))
    };
});

builder.Services.AddControllers();
builder.Services.AddAuthorization();
var app = builder.Build();

app.UseAuthentication();
app.UseAuthorization();
app.MapControllers();
app.Run();

```

