

# Using Entity Framework Core in our Controllers

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**KEVIN DOCKX**

ARCHITECT

@KevinDockx <https://www.kevindockx.com>



# Coming Up



## Introducing the Repository Pattern

### Reading, Creating, Updating and Deleting Resources via Entity Framework Core

### Using AutoMapper



# Introducing the Repository Pattern

## No Repository Pattern

Code duplication

More error-prone code

Harder to test the consuming class

## Repository Pattern



# The Repository Pattern

An abstraction that reduces complexity and aims to make the code, safe for the repository implementation, persistence ignorant



# Introducing the Repository Pattern

## No Repository Pattern

Code duplication

More error-prone code

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## Repository Pattern

No duplication

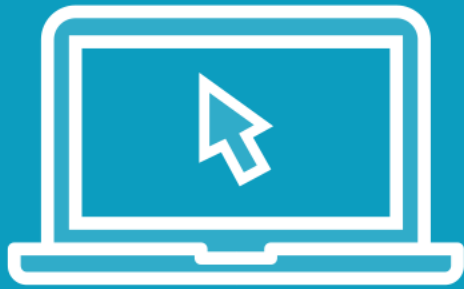
Less error-prone code

Better testability of the consuming class

Persistence ignorant: switching out the persistence technology is not the main purpose. Choosing the best one for each repository method is.



# Demo



## Introducing the repository pattern



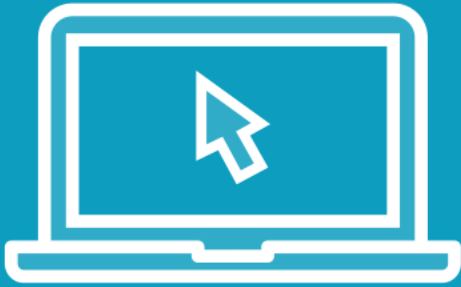
# Demo



Returning data from the repository when requesting resources



# Demo

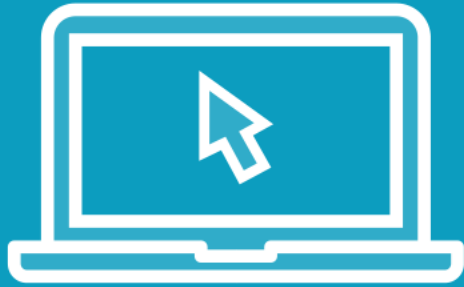


Using AutoMapper to map between  
entities and DTOs





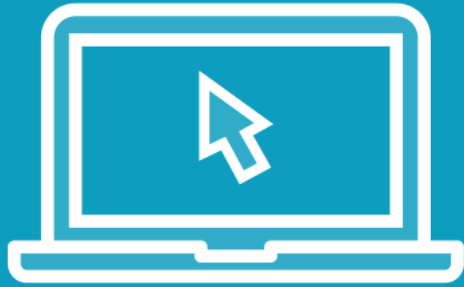
# Demo



## Creating a resource



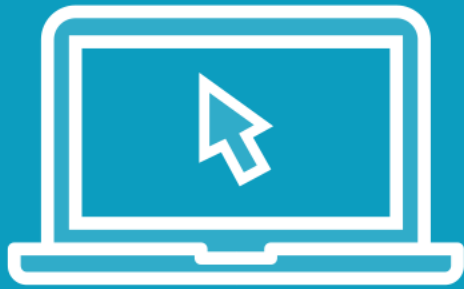
# Demo



## Updating a resource



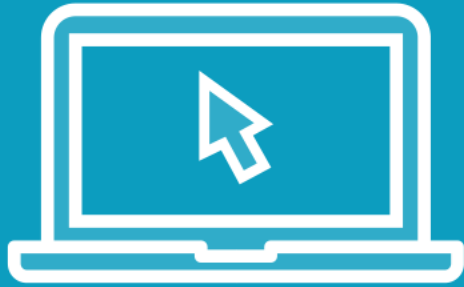
# Demo



## Partially updating a resource



# Demo



## Deleting a resource





## Building a RESTful API in ASP.NET Core 3

- Basic concerns like CRUD, RESTful contract design, content negotiation, data validation ...

## Implementing Advanced RESTful Concerns in ASP.NET Core 3

- Advanced concerns like HATEOAS, media types, caching, concurrency, ...



## Building an Async API with ASP.NET Core

- Focus on correctly implementing asynchronicity for APIs

## Securing ASP.NET Core 2 with OAuth2 and OpenID Connect

- Learn how to secure an ASP.NET Core web application and API



# Summary



The repository pattern is an abstraction that reduces complexity and aims to make the code, safe for the repository implementation, persistence ignorant

Using AutoMapper greatly reduces error-prone mapping code





@KevinDockx

