

Entity Framework: Code First

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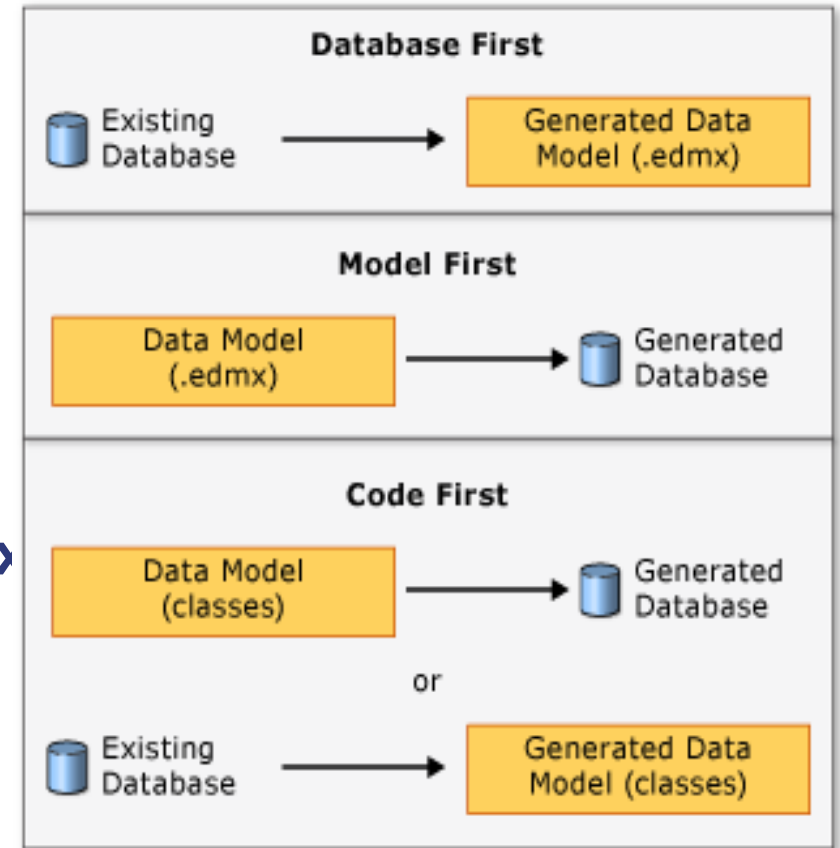
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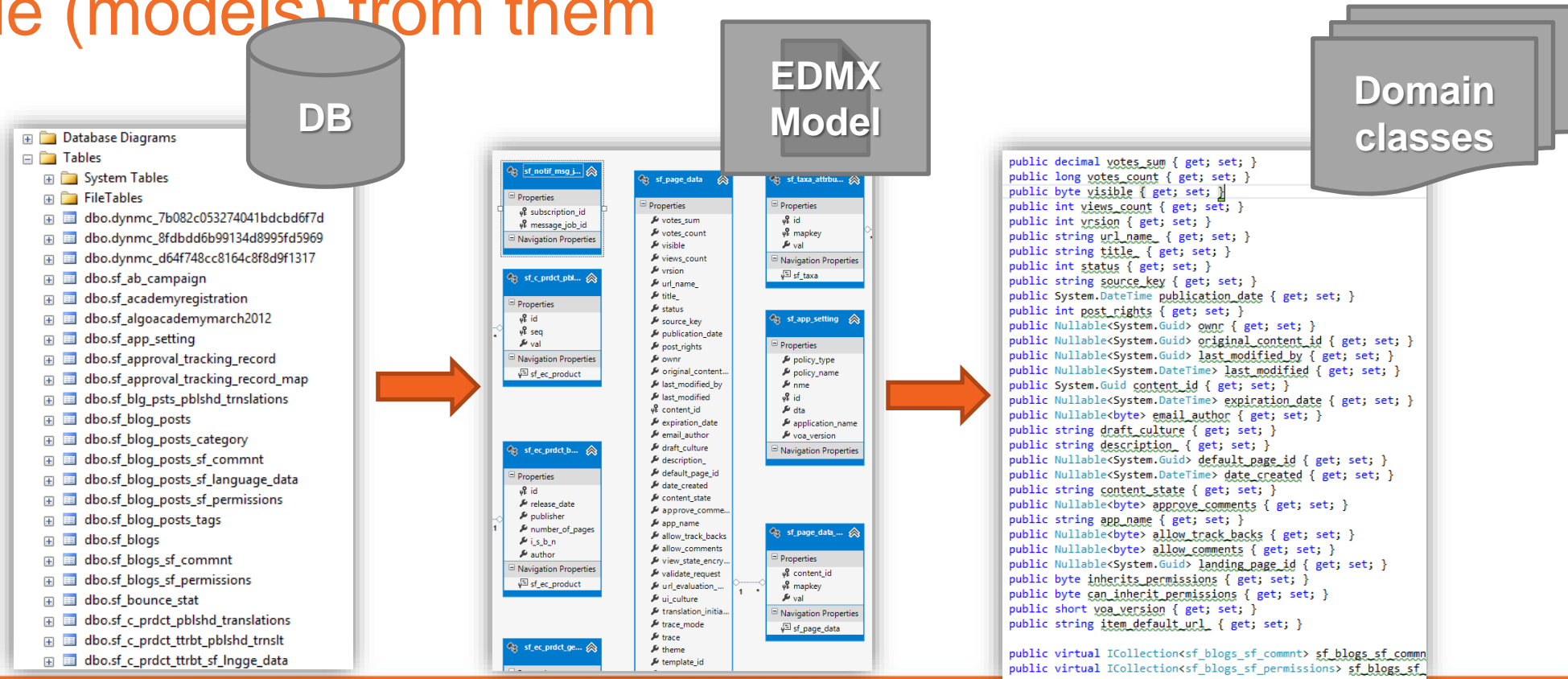
EF Modeling Workflows

- EF supports three modeling workflows:
 - **Database First**
 - Create models from existing DB schema (DB → C# classes)
 - **Model First**
 - Create models in the EF designer in VS
 - **Code First**
 - Write models and combine them in DbContext (C# classes → DB)

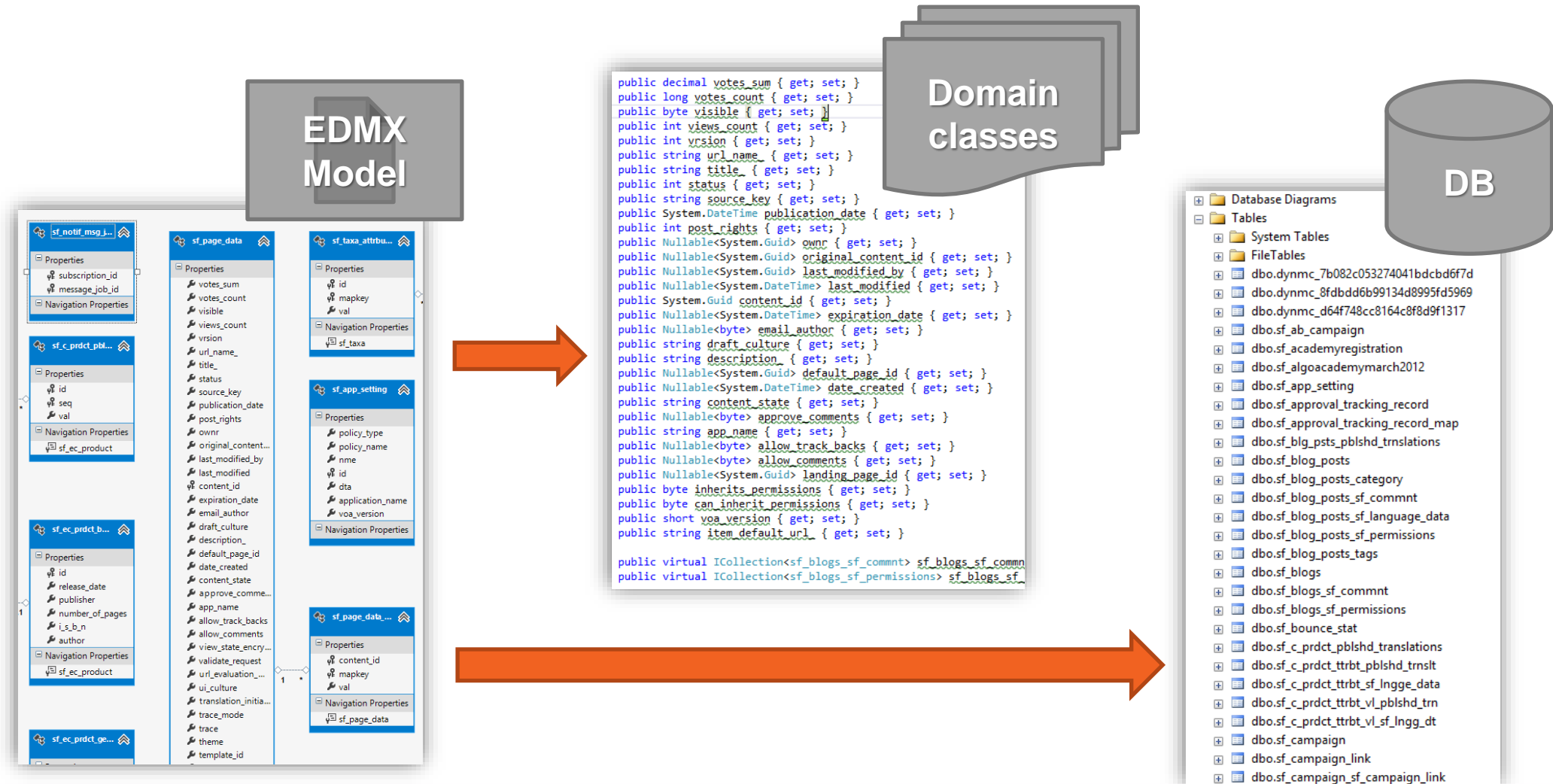


Database First Modeling Workflow

- Create models as database tables and then generate code (models) from them



Model First Modeling Workflow



Code First Modeling Workflow

Domain
classes

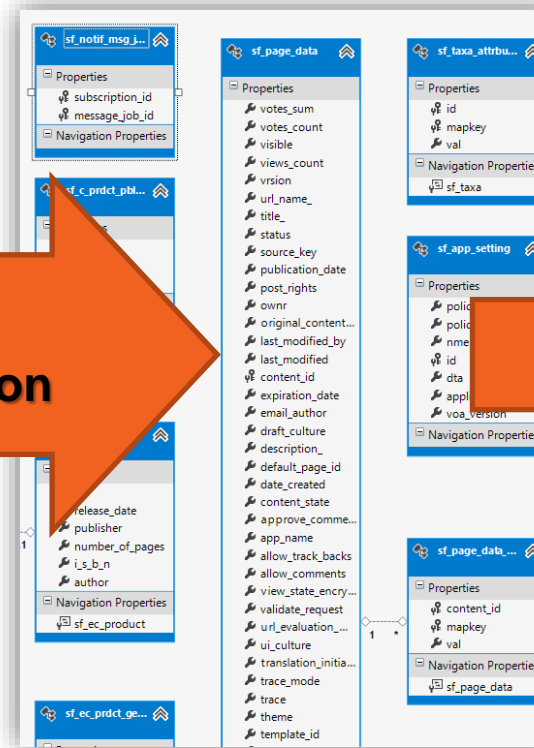
DbContext &
ModelBuilder

DB

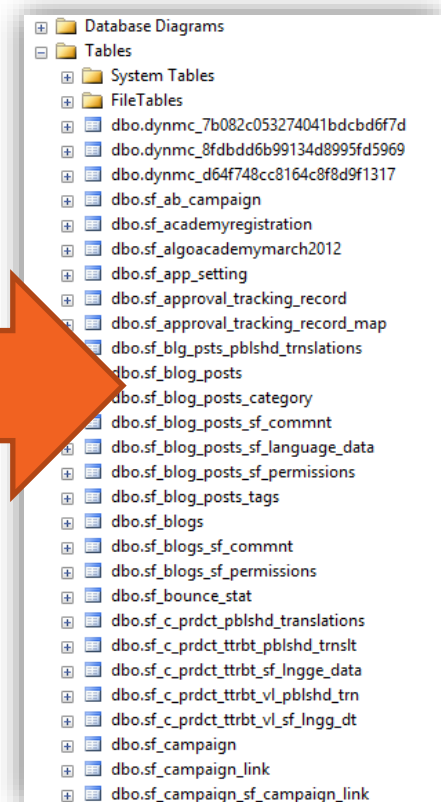
```
public decimal votes_sum { get; set; }
public long votes_count { get; set; }
public byte visible { get; set; }
public int views_count { get; set; }
public int version { get; set; }
public string url_name { get; set; }
public string title { get; set; }
public int status { get; set; }
public string source_key { get; set; }
public System.DateTime publication_date { get; set; }
public int post_rights { get; set; }
public Nullable<System.Guid> owner { get; set; }
public Nullable<System.Guid> original_content_id { get; set; }
public Nullable<System.Guid> last_modified_by { get; set; }
public Nullable<System.DateTime> last_modified { get; set; }
public System.Guid content_id { get; set; }
public Nullable<System.DateTime> expiration_date { get; set; }
public Nullable<byte> email_author { get; set; }
public string draft_culture { get; set; }
public string description { get; set; }
public Nullable<System.Guid> default_page_id { get; set; }
public Nullable<System.DateTime> date_created { get; set; }
public string content_state { get; set; }
public Nullable<byte> approve_comments { get; set; }
public string app_name { get; set; }
public Nullable<byte> allow_track_backs { get; set; }
public Nullable<byte> allow_comments { get; set; }
public Nullable<System.Guid> landing_page_id { get; set; }
public byte inherits_permissions { get; set; }
public byte can_inherit_permissions { get; set; }
public short voa_version { get; set; }
public string item_default_url { get; set; }

public virtual ICollection<sf_blogs_sf_commnt> sf_blogs_sf_commnt
public virtual ICollection<sf_blogs_sf_permissions> sf_blogs_sf_permissions
```

Custom
Configuration



As needed



Why Use Code First?

- Write code without having to define mappings in XML or create database models
- Define objects in POCO
 - Reuse these models and their attributes
- No base classes required
- Enables database persistence with no configuration
 - Can use automatic migrations
- Can use data annotations (**Key**, **Required**, etc.)



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CODE FIRST MAIN PARTS

Domain Classes, DbContext and DbSet

Domain Classes (Models)

- Bunch of normal C# classes (POCO)
 - May contain navigation properties

```
public class PostAnswer
```

```
{
```

```
    public int PostAnswerId { get; set; }
```

```
    public string Content { get; set; }
```

```
    public int PostId { get; set; }
```

```
    public virtual Post Post { get; set; }
```

```
}
```

Primary key

Foreign key

Virtual for lazy loading

Navigation property

Domain Classes (Models) (2)

- Another example of domain class (model)

```
public class Post
{
    private ICollection<PostAnswer> answers;
    public Post()
    {
        this.answers = new HashSet<PostAnswer>();
    }

    public virtual ICollection<PostAnswer> Answers
    {
        get { return this.answers; }
        set { this.answers = value; }
    }

    public PostType Type { get; set; }
}
```

Prevents
NullReferenceException

Navigation
property

Enumeration

The DbContext Class

- A class that inherits from **DbContext**
 - Manages model classes using **DbSet<T>** type
 - Implements identity tracking, change tracking
 - Provides API for CRUD operations and **LINQ-based** data access
- Recommended to be in a separate class library
 - Don't forget to reference the Entity Framework library
 - Use the NuGet package manager
- Use several **DbContext** if you have too much models

DbSet Type

- Collection of single entity type
- Set operations: **Add**, **Attach**, **Remove**, **Find**
- Use with **DbContext** to query database

```
public class DbSet<TEntity> :  
System.Data.Entity.Infrastructure.DbQuery<TEntity>  
    where TEntity : class  
    Member of System.Data.Entity
```

```
public DbSet<Post> Posts { get; set; }
```

Defining DbContext Class – Example

```
using System.Data.Entity;

using CodeFirst.Models;

public class ApplicationDbContext : DbContext
{
    public DbSet<Category> Categories { get; set; }
    public DbSet<Post> Posts { get; set; }
    public DbSet<PostAnswer> PostAnswers { get; set; }
    public DbSet<Tag> Tags { get; set; }
}
```

CRUD Operations with EF Code First

```
var db = new ForumContext();

var category = new Category { Name = "Database course" };
db.Categories.Add(category);

var post = new Post();
post.Title = "Homework Deadline";
post.Content = "Please extend the homework deadline";
post.Type = PostType.Normal;
post.Category = category;
post.Tags.Add(new Tag { Text = "homework" });
post.Tags.Add(new Tag { Text = "deadline" });

db.Posts.Add(post);

db.SaveChanges();
```

Where is My Data?

- Default **App.config** file contains link to default connection factory

```
<entityFramework>
  <defaultConnectionFactory type="System.Data.Entity.
Infrastructure.LocalDbConnectionFactory, EntityFramework">
    <parameters>
      <parameter value="v11.0" />
    </parameters>
  </defaultConnectionFactory>
</entityFramework>
```

- Server name by default:
 - (localdb)\v11.0 or (localdb)\MSSQLLocalDB
- We can use VS server explorer to view database

How to Connect to SQL Server?

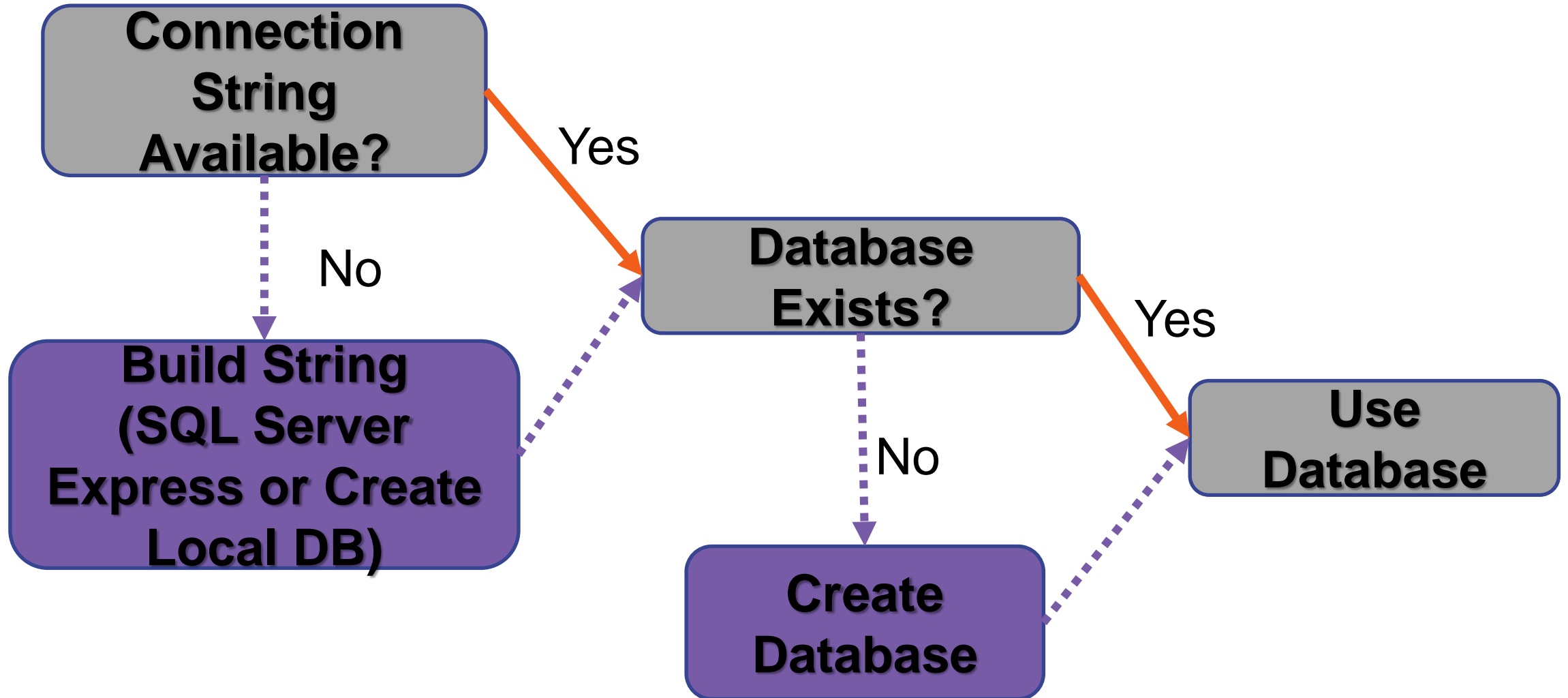
- First, create a context constructor that calls the base constructor with connection name

```
public class ApplicationDbContext : DbContext
{
    public ApplicationDbContext() : base("ForumDb") { ... }
    ...
}
```

- Then add the connection string in **app.config**

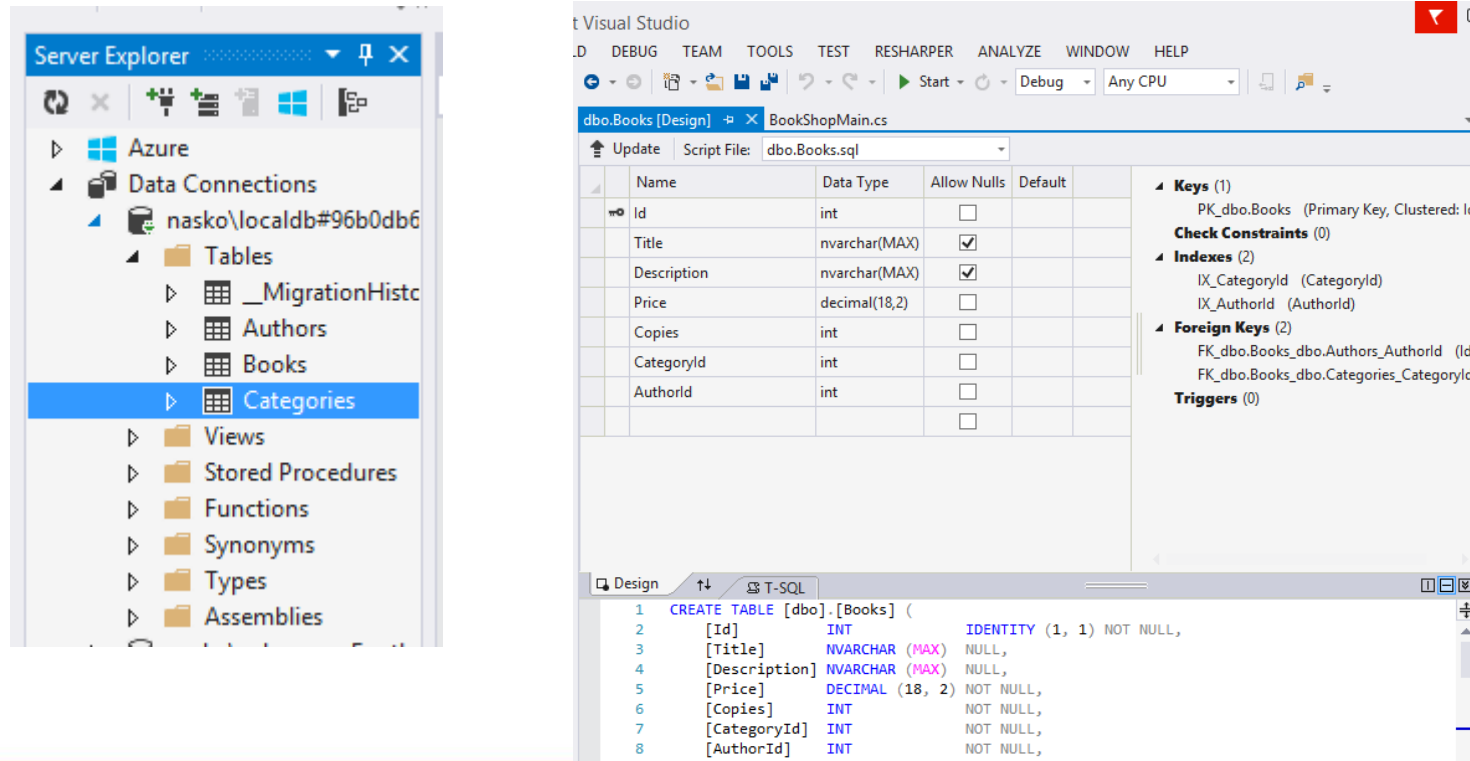
```
<connectionStrings>
  <add name="ForumDb" connectionString="Data Source=.;
    initial catalog=ForumDb;Integrated Security=True"
    providerName="System.Data.SqlClient" />
</connectionStrings>
```

Database Connection Workflow



Connecting to LocalDB in Visual Studio

- Connecting to LocalDB:
 - <http://stackoverflow.com/a/21565688>



Add Connection

Enter information to connect to the selected data source or click "Change" to choose a different data source and/or provider.

Data source: Microsoft SQL Server (SqlClient) Change...

Server name: np:\\.\pipe\LOCALDB#96B0DB69\tsql\query Refresh

Log on to the server

☒ Use Windows Authentication

☐ Use SQL Server Authentication

User name:

Password:

☐ Save my password

Connect to a database

☒ Select or enter a database name: BookShopSystem

☐ Attach a database file: Browse...

Logical name:

Advanced...

Test Connection OK Cancel

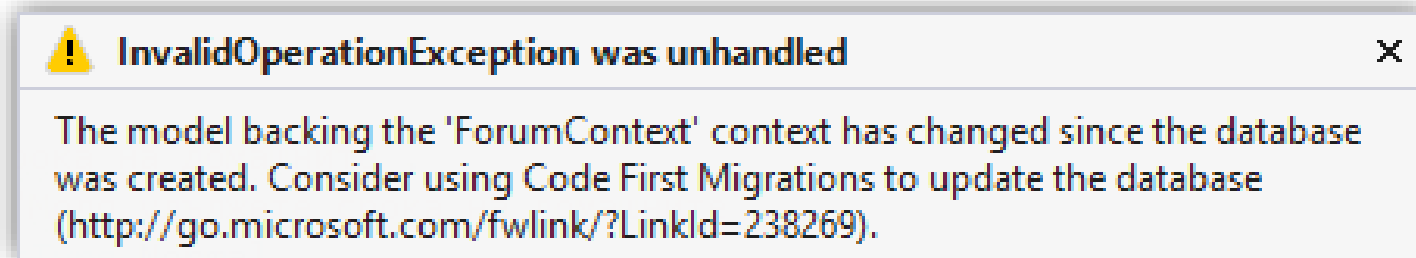


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USING CODE EF FIRST MIGRATIONS

Changes in Domain Classes

- What happens when we change our models?
 - Entity Framework compares our model with the model from the **__MigrationHistory** table in the DB



- By default Entity Framework only creates the database
 - EF doesn't do any schema changes after that
- Using **Code First Migrations** we can handle differences between models and database

Code First Migrations

- **Enable Code First Migrations**
 - Open Package Manager Console
 - Run **Enable-Migrations** command
 - This will create some initial jumpstart code
 - **-EnableAutomaticMigrations** for auto migrations
- **Two types of migrations**
 - Automatic migrations
 - Set **AutomaticMigrationsEnabled = true;**
 - Code-based (providing full control)
 - Separate C# code file for every migration

Database Migration Strategies

- **CreateDatabaseIfNotExists**
 - Default migration
- **DropCreateDatabaseIfModelChanges**
 - We lose all the data when the model changes
- **DropCreateDatabaseAlways**
 - Great for automated integration testing
- **MigrateDatabaseToLatestVersion**
 - This option uses our migrations
- **Custom migrations**
 - Implement **IDatabaseInitializer** for custom migration strategy

Use Code First Migrations

- First, enable code first migrations
- Second, we need to tell to Entity Framework to use our migrations with code (or in **App.config**)

```
Database.SetInitializer(  
    new MigrateDatabaseToLatestVersion<ForumContext, Configuration>());
```

- We can configure automatic migration

```
public Configuration()  
{  
    thisAutomaticMigrationsEnabled = true;  
    thisAutomaticMigrationDataLossAllowed = true;  
}
```

This will allow us to delete or change properties

Seeding the Database

- During a migration we can seed the database with some data using the **Seed()** method

```
protected override void Seed(ForumContext context)
{
    /* This method will be called after migrating to the latest version.
       You can use the DbSet<T>.AddOrUpdate() helper extension method
       to avoid creating duplicate seed data. E.g. */

    context.Tags.AddOrUpdate(t => t.Text, new Tag { Text = "C#" });
    context.SaveChanges();
}
```

- This method will be run after each migration



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CONFIGURE MAPPINGS

Using Data Annotations and EF Fluent API

Configure Mappings

- Entity Framework respects mapping details from two sources:
 - **Data annotation attributes** in the models
 - E.g. [Key], [Required], [MaxLength]
 - Can be reused for validation purposes
 - **Fluent API** code mapping configuration
 - By overriding `OnModelCreating` method
 - By using custom configuration classes
- Use one approach or the other



Data Annotations

- There is a bunch of data annotation attributes
 - **System.ComponentModel.DataAnnotations**
 - Specify the primary key of the table: **[Key]**
 - For validation:
 - **[StringLength]**, **[MaxLength]**, **[MinLength]**, **[Required]**
 - Schema:
 - **[Column]**, **[Table]**, **[ComplexType]**, **[ConcurrencyCheck]**, **[Timestamp]**, **[InverseProperty]**, **[ForeignKey]**, **[DatabaseGenerated]**, **[NotMapped]**, **[Index]**
- EF 6 supports custom attributes by using custom conventions



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ENTITY FRAMEWORK FLUENT API

Using the ModelBuilder

EF Fluent API for Mappings

- By overriding `DbContext.OnModelCreating` we can specify mapping configurations:

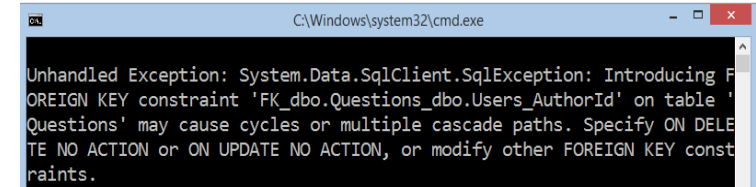
```
protected override void OnModelCreating(DbModelBuilder modelBuilder)
{
    modelBuilder.Entity<Tag>()
        .HasKey(x => x.TagId);
    modelBuilder.Entity<Tag>()
        .Property(x => Text).IsUnicode(true);
    modelBuilder.Entity<Tag>()
        .Property(x => x.Text).HasMaxLength(255);
    modelBuilder.Entity<Tag>()
        .Property(x => x.Text).IsFixedLength();
    base.OnModelCreating(modelBuilder);
}
```


Solving Cascade Delete Issue with Fluent API

- When there several cascade delete paths, EF throws an exception
- Two solutions with Fluent API:
 - Remove default cascade delete convention globally
 - Manually configure the relation

```
modelBuilder.Conventions  
    .Remove<OneToManyCascadeDeleteConvention>();
```

```
modelBuilder.Entity<User>()  
    .HasMany(u => u.Answers)  
    .WithRequired(a => a.User)  
    .WillCascadeOnDelete(false);
```



Manually Setting Many-to-Many Relation

- In some cases EF does not properly recognize the relation
 - E.g. we want a User to have many friends (other users)
 - We have to manually map the relation to a many-to-many table

```
modelBuilder.Entity<User>()  
    .HasMany(u => u.Friends)  
    .WithMany()  
    .Map(m =>  
    {  
        m.MapLeftKey("UserId");  
        m.MapRightKey("FriendId");  
        m.ToTable("UserFriends");  
    });
```

EF Fluent API Configurations

- **.Entity()**
 - Map: Table Name, Schema
 - Inheritance Hierarchies, Complex Types
 - Entity -> Multiple Tables
 - Table -> Multiple Entities
 - Specify Key (including Composite Keys)
- **.Property()**
 - Attributes (and Validation)
 - Map: Column Name, Type, Order
 - Relationships
 - Concurrency