**1 - 定义实体**

C:\yutao\software\zyweb\libs\shared\data-access\api\lvms\src\lib\data\app-entity-metadata.config.ts

EntityMetadataMap告诉NgRx关于一个实体的数据。向集合中添加每个实体名称的属性。用几行实体元数据向NgRx Data描述你的实体模型

const entityMetadata: EntityMetadataMap = {

Vehicle: {},

VehicleUseState: {},

VehicleUseType: {},

Organization: {},

};

复数形式：

export const pluralNames = {

Vehicle: 'Vehicle',

Organization: 'Organization',

VehicleUseState: 'Vehicleusestate',

VehicleUseType: 'Vehicleusetype'

};

export const entityConfig = {

entityMetadata,

pluralNames

};

**2 - 注册实体存储**

@NgModule({

imports: [

HttpClientModule,

StoreModule.forRoot({}),

EffectsModule.forRoot([]),

EntityDataModule.forRoot(entityConfig)

]

})

export class AppModule {}

**3 - Creating entity data services**

NgRx Data通过在服务类中扩展' EntityCollectionServiceBase '来处理服务器上的数据的创建、检索、更新和删除。

@Injectable({ providedIn: 'root' })

export class VehicleCollectionService extends BaseEntityService<Vehicle> {

constructor(serviceElementsFactory: EntityCollectionServiceElementsFactory) {

super('Vehicle', serviceElementsFactory);

}

}





