

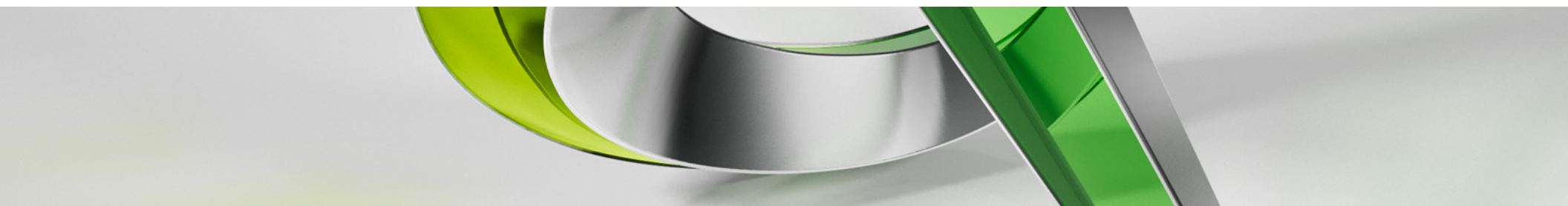


SD10672: Exploring Entity Framework

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Class summary

This class provides an introduction to Microsoft's Entity Framework, one of the leading object-relational mapper frameworks in use today. With Entity Framework, developers can focus more of their effort on dealing with how objects in their problem domain relate to each other, and less effort worrying about data-persistence code. The class starts by taking a quick look at "Database First" creation of an Entity Framework model. It then moves to the "Code First" style of development, including POCO classes, DbContext configuration. We learn how to consume the resulting Entity Framework model in various different project types (including a Console app and an AutoCAD plug-in application).

Who Am I?

- Director of IT, Job Industrial Services (Salt Lake City, UT)
 - Developer
 - Servers/VMWare/Network
 - Helpdesk
 - CAD Manager
- Languages
 - LISP, VBA, VB6, VB.NET, **C#**, Java, JavaScript, Ruby
- Autocad since R12, programming since ~1996
- Industrial Engineering field since 2001



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Key Learning Objectives

Create EF model
using DatabaseFirst
or CodeFirst

Configure Database
options using
DataAnnotations or
FluentAPI

Work with
DbContext and
DbSet to perform
CRUD operations

Create Autocad
objects using data
queried via EF

Why use an ORM (Object Relational Mapping)?

Database Terminology

Columns

Rows

Tables

Indexes

Primary /
Foreign
Keys

SQL



Entity Framework

Problem Domain

Equipment

Projects

Contractors



Why use an ORM (Object Relational Mapping)?

- Databases

- have their own set of terminology and language (SQL):
 - Tables, Columns, Rows, Indexes, Primary Keys, Foreign Keys, Stored Procedures, Triggers

- Applications

- strive to model the “problem domain” using the terminology of the application’s users:
 - Projects, Contracts, Equipment

- ORMs bridge the “language” gap by converting from application code to DBMS code

Database First Approach

Visual
Designer

EDMX (xml)

TT (text
templating)

Existing
Database

Model First Approach

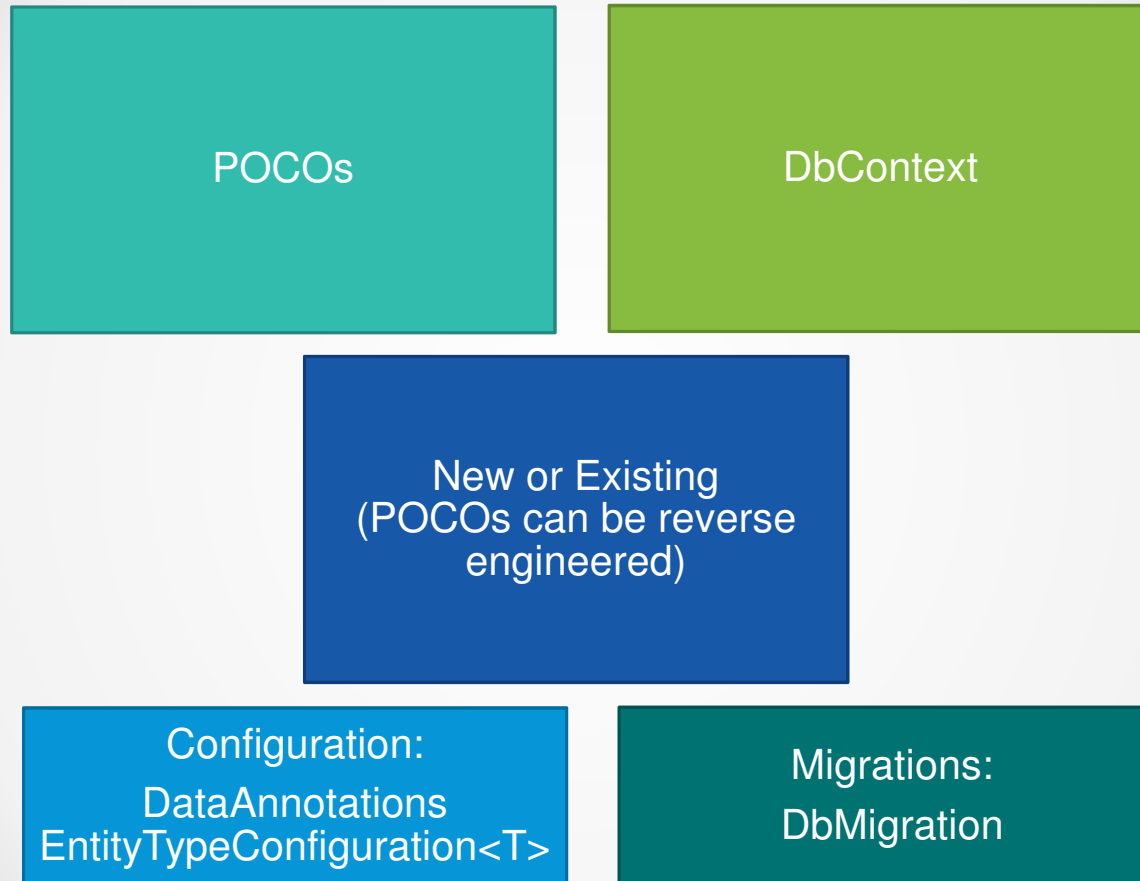
Visual
Designer

EDMX (xml)

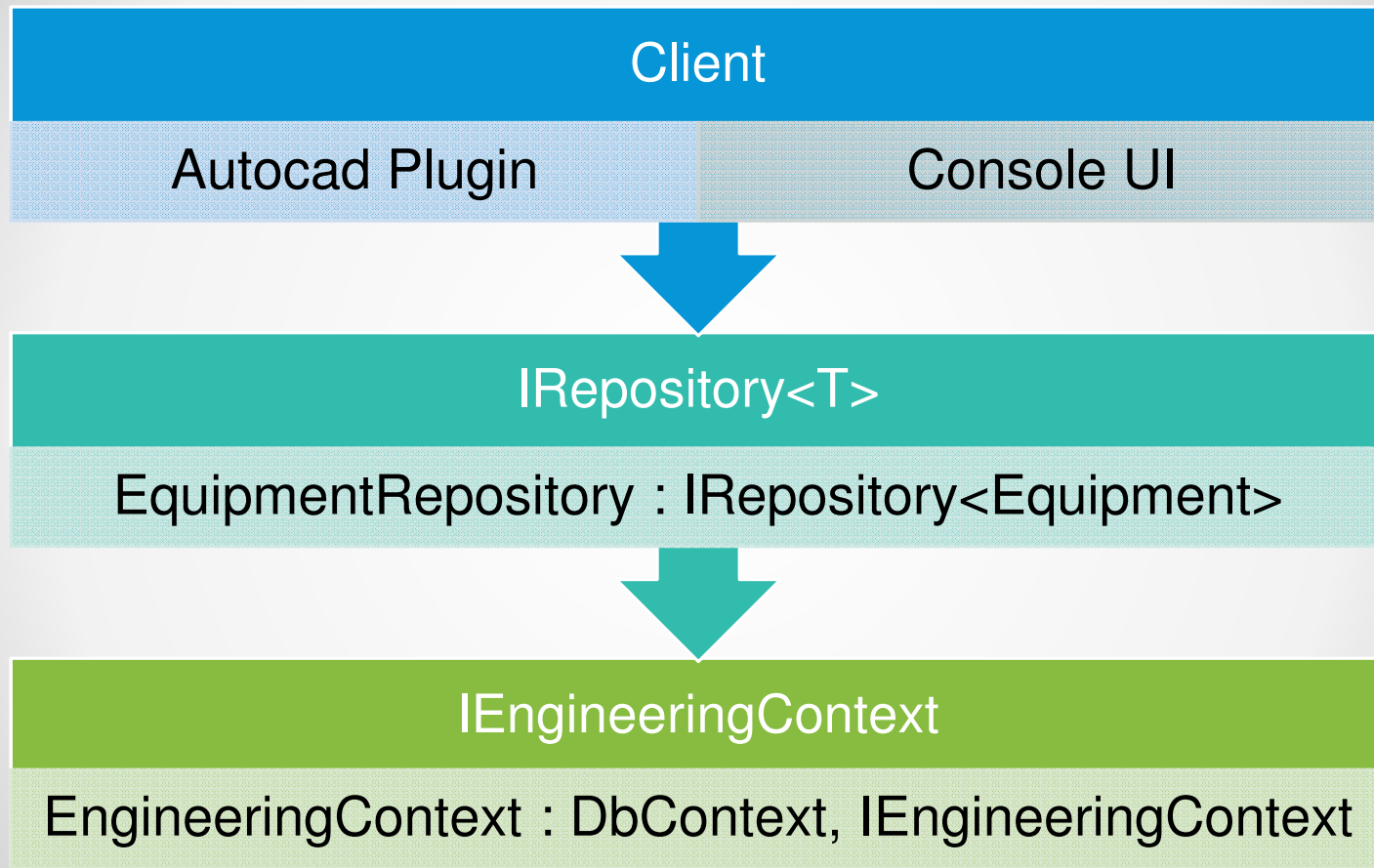
TT (text
templating)

New
Database

Code First Approach



Abstraction



Multiple Approaches

- Database First
 - Visual Designer, EDMX file
 - Existing database
 - Learning EF
 - Limited access to database(?)
- Model First
 - Visual Designer, EDMX file
 - New database, created from the visual design
- Code First
 - New or existing database
 - Highest control over the code

Key Components of EF

- Model class(es)
 - POCO—plain old class objects that model the application’s “problem domain” (ex: Project, Contractor, Equipment)
- Navigation properties and Associations
 - Allow navigation between related objects:
 - `var contractorName = project.Contractor.Name;`
 - Association identifies how objects are tied together:
 - Primary Key -> Foreign Key relationships in the database (typically)

Key Components of EF

- DbContext

- Derive from this class, encompasses model and interaction between your model and the database
- Various constructors to supply connectionString
- DbSet<T>
 - Represents a set of model objects retrieved from the database (ex: a set of records from the Project table, materialized as Project objects)

Key Components of EF

- DbContext (continued)
 - ChangeTracker
 - Tracks “status” of attached entities (added, modified, deleted)
 - SaveChanges method
 - override to provide “save time” functionality
 - OnModelCreating method
 - Set configuration options for model
 - Works with EntityConfiguration<T> classes
- EntityConfiguration<T>
 - Derive from this for entity specific configuration classes

Key Components of EF

- DbMigrationsConfiguration<DbContext>
 - Configure model options
 - Automatic migrations
 - Data loss allowed
 - Seed method
- DbMigration
 - Generated from model to configure database schema

Migrations

- Creates special upgrade/downgrade classes to modify the database schema
 - DbMigrationsConfiguration derived class
 - Package Manager Console
 - **Enable-migrations** (target project is the one where DbContext lives, only needs to be done once)
 - **add-migration *nameOfMigration*** (use each time you make a configuration change)
 - **update-database** (use after *add-migration*)

Configuration of the Model

- DataAnnotations

- System.ComponentModel.DataAnnotations
- Decorate classes and properties with annotations
 - [Table("Equipment")]
 - [Required(AllowEmptyStrings=false)]
 - [MaxLength(30)]

- Fluent API

- Configuration done in code
 - DbContext.OnModelCreating method
 - OR EntityTypeConfiguration<T> derived classes
 - Map(x => x.ToTable("Contractor"));
 - Property(x => x.Description.HasColumnName("Desc").HasMaxLength(300));

Resources

- ***Anything*** by Julie Lerman
 - Pluralsight courses
 - *Programming Entity Framework: Code First*
 - *Programming Entity Framework: DbContext*
 - *Programming Entity Framework: Building Data Centric Apps with ADO.NET Entity Framework*
 - *Data Points* series in MSDN Magazine
- EF Documentation
 - <https://msdn.microsoft.com/en-us/data/ee712907>
- More in class handout

Class Files

- Class downloads include:
 - *Detailed* explanation/tutorial of what was covered in class
 - Sample projects in VB and C#
 - “Bonus” slides in presentation
- Questions after AU? Please contact me:
 - ben@leadensky.com
 - Twitter: @leadensky
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