

ENTITY FRAMEWORK CORE: WHAT YOU NEED TO KNOW

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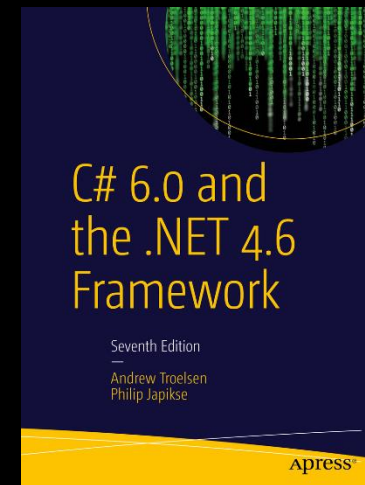
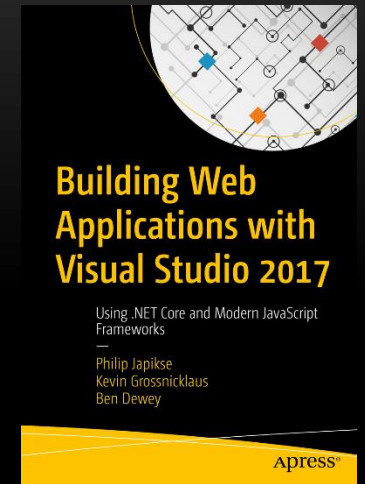
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Phil>About()

- Consultant, Coach, Author, Teacher
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AGENDA

- Entity Framework Project Status
- Which Entity Framework is right for you?
- Getting Started
- Top 10 Features Demos

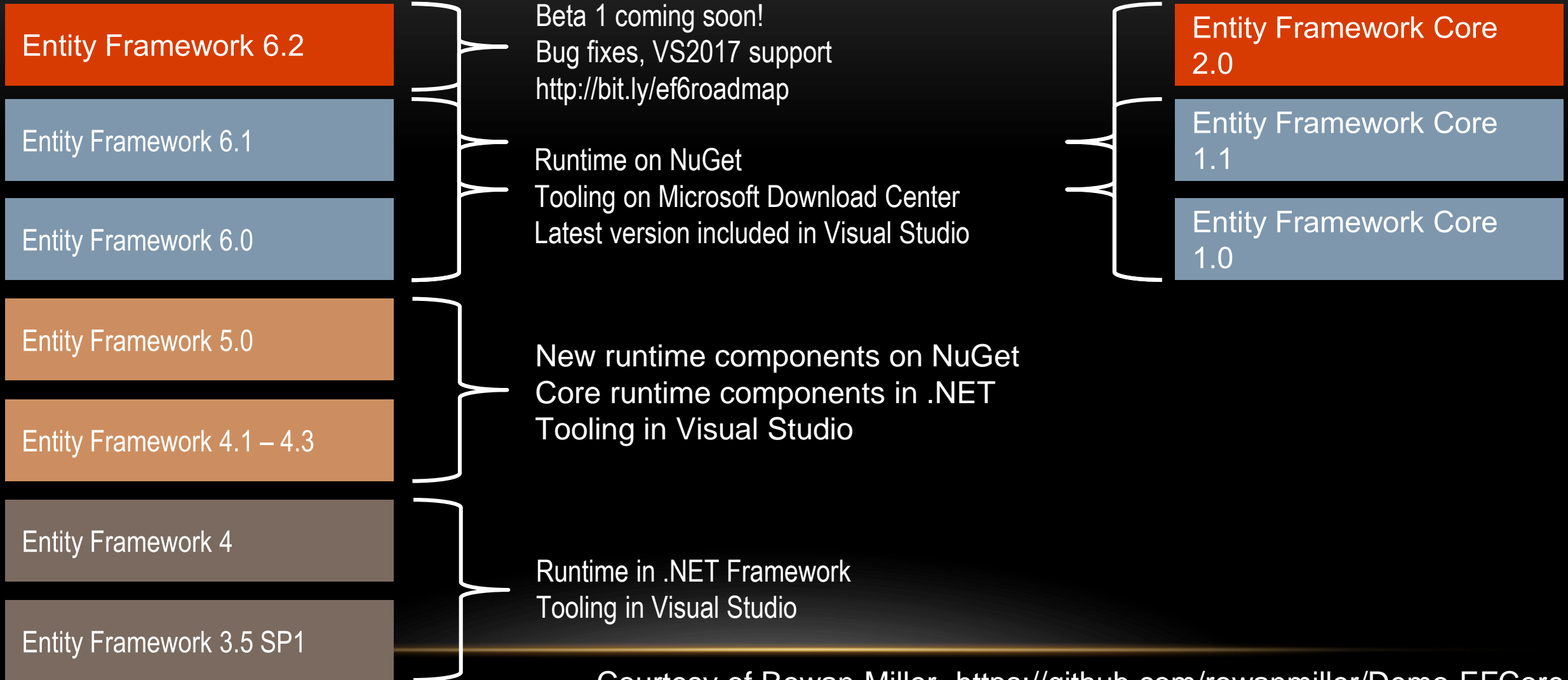
EF PROJECT STATUS

WHAT IS ENTITY FRAMEWORK CORE 1

- Newest version of Entity Framework - complete re-write from EF 6.x
- Lightweight, Modularized
- Cross Platform (built on .NET Core)

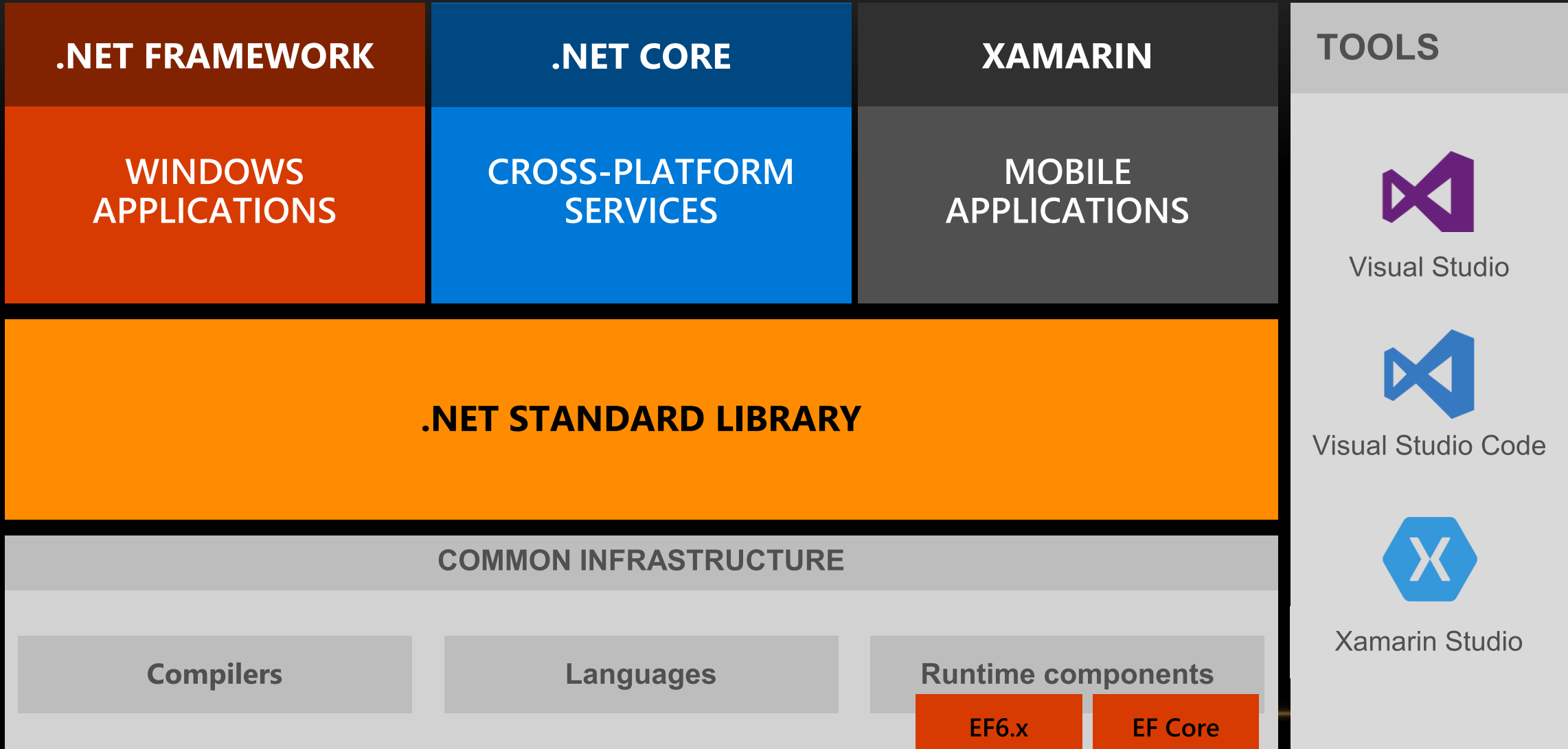
- Just released as RTM (1.1.1)
 - Still some missing features from EF 6.x
 - Check http://bit.ly/ef6_efcore to see the current status

ENTITY FRAMEWORK PROJECT STATUS



Courtesy of Rowan Miller- <https://github.com/rowanmiller/Demo-EFCore>

NEW PLATFORMS



Courtesy of Rowan Miller- <https://github.com/rowanmiller/Demo-EFCore>

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CHOOSING BETWEEN EF 6 AND EF CORE

WHEN CHOOSING EF 6.X VS EF CORE 1, CHOSE WISELY

EF 6.x

- Windows only
- Full featured
 - 8 years of development
 - Patches and minor releases still coming
- Widely used
 - Rich set of database providers
 - Lots of articles, books, examples

EF Core

- Windows or Cross Platform
- Brand new - missing features from EF 6
 - EF Core 1.1 closed the gap
 - Documentation is catching up
- Many Improvements over EF 6.x
 - Much faster performance
 - New features not in EF 6.x
- Works with EF 6.x*

(SOME) MISSING* FEATURES IN CURRENT VERSION OF EF CORE 1

- EDMX Designer
 - Not coming back!
- Alternate inheritance mapping patterns
 - Implemented: Table Per Hierarchy (TPH)
 - Missing: Table Per Type (TPT), Table Per Concrete Type (TPC)
- Complex/Value types
- Spatial Data Types
- Lazy loading
- Command Interception
- Stored Procedure Mapping
- Data Initialization

http://bit.ly/ef6_efcore

IT'S NOT THE RING OF POWER!



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EF CORE BASICS

WHAT IS ENTITY FRAMEWORK?

- Entity Framework (EF) is an object-relational mapper that enables .NET developers to work with relational data using domain-specific objects. It eliminates the need for most of the data-access code that developers usually need to write.

THE DATABASE CONTEXT

- Defines tables as DbSets
- Derives from DbContext
 - DbContext class provides the meat of the functionality

USING CODE “FIRST”

- Really means Code “Only” – No EDMX
- Tables are defined by classes
 - Add DbSet<type> to Context for each table
- Fields are defined by properties
 - Restrictions/Rules set with
 - Data Annotations
 - Fluent API in OnModelCreating
- Relations are defined by Classes/Lists for Parent/Children
- Changes are handled with Migrations

CREATING CLASSES AND PROPERTIES

- Create Class per table
 - Add Table attribute to change schema/name (or use Fluent API)
 - Add DbSet<Type> to Context
- Create Properties
 - Primary Key
 - Rowversion – mark with [Timestamp] attribute
- Create Relations

```
public class Category
{
    [Key]
    public int Id { get; set; }
    [StringLength(100)]
    public string CategoryName { get; set; }
    [Timestamp]
    public byte[] TimeStamp { get; set; }
    public List<Product> Products { get; set; }
}

public class Product
{
    [Key]
    public int Id { get; set; }
    public Category Category { get; set; }
}
```


FREQUENTLY USED ATTRIBUTES FOR FIELDS

- Key – sets the primary key
 - Optional if field is named Id or <Type>Id
 - Defaults to Identity - use DatabaseGenerated(DatabaseGeneratedOption)
 - Identity, Computed, or None
- Timestamp – use on byte[] type to create RowVersion
- Required – sets field as non-nullable
- StringLength – sets length on nvarchar fields
- DefaultValue
- DataType(DataType.Text || DataType.Date)
 - Used to set hints on field creation - many more types to choose from

CREATING RELATIONS

- Parent
 - Add List<Type>
- Child
 - Specify [ForeignKey("fieldname")]
 - Not needed if following the standard naming style
- Add <Type>Id
 - If not nullable, will cascade delete
 - Can set cascade options via Fluent API

```
public class Category
{
    [Key]
    public int Id { get; set; }
    public List<Product> Products {get;set;}
}

public partial class Product
{
    [Key]
    public int Id { get; set; }
    [Required]
    public int CategoryId { get; set; }
    [ForeignKey("CategoryId")]
    public Category Category
        { get; set; }
}
```

USING THE FLUENT API

- Must use to set precision on fields
- Use to set cascade delete options
 - Much clearer than the obscure rules based on nullability and required attributes
- Must use it to set cascade on one to one relationships

```
modelBuilder.Entity<Product>()  
    .ToTable("Products", "Catalog");  
modelBuilder.Entity<ProductPhoto>()  
    .ToTable("ProductPhotos", "Catalog");  
  
modelBuilder.Entity<Product>()  
    .Property(x => x.CurrentPrice)  
    .HasPrecision(10, 4);  
  
modelBuilder.Entity<Product>()  
    .HasOptional(x => x.Image)  
    .WithRequired(x => x.ProductParent)  
    .WillCascadeOnDelete(true);
```

LOAD DATA FROM DATABASE

- Create new instance of your Context (e.g. ProductContext)
 - Tables are exposed as properties on the context
- Use LINQ to get data from the tables
- Remember when LINQ executes
 - Use ToList(), First(), etc. where appropriate

```
return _db.Products.FirstOrDefault(  
    x => x.ProductID == id);  
return _db.Products.ToList();  
return _db.Products  
    .FirstOrDefault();  
return _db.Categories  
    .Include(x => x.Products)  
    .ThenInclude(p=>p.Orders)  
    .ToList();
```

UPDATE DATA RECORD

- Must retrieve object from Context
- Update fields
- Call SaveChanges

```
ProductPhoto photo =  
    _db.ProductPhotoes.FirstOrDefault(  
        x => x.ProductPhotoID == _photoId);  
  
photo.PhotoFileName = "Updated";  
  
_db.SaveChanges();
```

ADD NEW RECORD

- Instantiate a new object
 - Set the properties
- Call Add on DbSet
- Call SaveChanges
- Primary Key is populated by EF*

```
ProductPhoto _photo = new
ProductPhoto
{
    ThumbnailPhotoFileName =
"123456789022",
    ModifiedDate = DateTime.Now
};
_db.ProductPhotos.Add(_photo);
_db.SaveChanges();
```

DELETE A RECORD

- Set entity state to deleted
- OR
- Call Remove on DbSet
 - Must have instance of object to delete

- Call SaveChanges

```
_productContext.ProductPhotos  
    .Remove(_photo);  
Context.SaveChanges();  
  
Context.Entry(entity).State =  
    EntityState.Deleted;  
  
Context.SaveChangesAsync();
```

EF CORE

CONFIGURATION

- Uses DbContextOptionsBuilder
 - instead of just name of connection string
- Constructor Injection

```
public SpyStoreContext(DbContextOptions<SpyStoreContext> options):base(options) {}
```

- OnConfiguring

```
protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder)
{
    if (!optionsBuilder.IsConfigured)
    {
        optionsBuilder.UseSqlServer($"{{connectionString}}");
    }
}
```

TOP 10 FEATURES FOR ENTITY FRAMEWORK

TOP 10 FEATURES YOU NEED TO KNOW (IN NO PARTICULAR ORDER)

- Improved Performance in EF Core
- Batching (EFC 1.0+)
- Field Mapping (EFC 1.1)
- Connection Resiliency (EF 6, EFC 1.1)
- Concurrency (EF6, New APIs ECC 1.1)
- Mixed Mode Evaluation (EFC 1.0+)
- FromSql (EF6, EFC 1.0+)
- Improved Migrations (EFC 1.0+)
- Computed Columns (EF6, EFC 1.1*)
- Find (EF, EFC 1.1)

DEMO DEMO

Performance Improvements

BATCHING OF STATEMENTS

BATCHING OF STATEMENTS FOR INSERT, UPDATE, DELETE

- EF Core batches multiple statements into a single call
 - Uses table valued parameters to process changes in a single network call
 - Improved performance through reduced network traffic
 - Reduces cost for cloud based databases
- Batch size can be configured through the DbContextOptions

DEMO

DEMO

Batching of Create, Update, Delete statements

FIELD MAPPING

FIELD MAPPING/BACKING FIELDS

- Allows EF to read and/or write to fields instead of properties
- Conventions
 - [m]_ <camel-cased property name>
 - [m]_ <property name>
- Fluent API
 - `modelBuilder.Entity<Blog>().Property(b=>b.Url).HasField("_theUrl")`
- Used when materializing objects
 - Public getters/setters (if they exist) used at other times
- Can control when the fields are used
 - Field
 - FieldDuringConstruction
 - Property

DEMO DEMO

Field Mapping

CONNECTION RESILIENCY

CONNECTION RESILIENCY

- Built in retry mechanism defined by relational database providers
 - Default – no retry
 - `SqlServerRetryingExecutionStrategy`
 - Optimized for SQL Server and SQL Azure
- Custom Execution Strategy
 - Specify retry count and max delay
- Throws `RetryLimitExceededException`
 - Actual exception is inner exception

DEMO DEMO

Connection Resiliency

CONCURRENCY

CONCURRENCY

- SQL Server uses Timestamp (rowversion) properties
 - Coded as a byte[] in C#
- Updates and Deletes are modified
 - Where <pk> = @p1 and <timestamp> = @p2
- Error throws DbUpdateConcurrencyException
 - Provides access to entities not updated/deleted
 - EF Core 1.1 added back familiar API calls
- Developer decides how to handle concurrency errors

DEMO DEMO

Concurrency

MIXED MODE QUERY EVALUATION

EF CORE SUPPORTS MIXED EVALUATION

- EF Core supports queries being evaluated on the server and the client
 - What executes where is provider specific
- Useful for including C# functions into the LINQ query/project
- Be careful where the client functions are injected
 - Poor usage can crush performance
- Can't "disable" – can only set EF to throw exceptions
 - Automate testing is vital for discovery
 - Single[OrDefault] – Client side
 - First[OrDefault] – Server side

DEMO DEMO

Mixed Mode Query Evaluation

POPULATING MODELS WITH RAW SQL QUERIES

POPULATING MODELS WITH RAW SQL QUERIES

- Models can be populated from raw SQL using FromSql on DbSet<T>
 - Select list names must match the names that properties are mapped to
 - All fields on the model must be returned
- Useful for times when Sprocs or UDFs perform better than LINQ/EF
- Can also populate POCOs that are not tables
 - Must be in the Context as a DbSet<T>
 - Must have a primary key defined
- Can be mixed with LINQ statements

DEMO DEWNO

FromSQL

MIGRATIONS

EF CORE CONTEXT MIGRATIONS

- Used to modify schema of based on model and SQL Code
 - Can also scaffold existing database into Context and Models
- Supports more than one DbContext in a project
 - E.g. ApplicationDbContext (ASP.NET Identity) and MyDomainModelContext
- Can also create SQL script representing changes to the database

- Note: Migrations only work with projects that emit entry point

EF CORE 1 MIGRATIONS

- No longer stores a hash in the DB
 - <Context>ModelSnapshot.cs
- Run from the command line (or package manager console)
 - dotnet ef migrations [options] [add || list || remove || script]
 - dotnet ef database update [update || drop] [options]
- Reverse Engineer a Database:
 - dotnet ef dbcontext scaffold [arguments] [options]

CHANGES FROM EF6 MIGRATIONS

➤ The Good

- No longer uses a hash to check database state
- ModelSnapshot is C# file that contains all of the DDL
- Database.Migrate method creates model AND runs all migrations

➤ The bad?

- Database Initializers and Configuration Seed method are gone

DEMO DEMO

Migrations

COMPUTED COLUMNS

USING COMPUTED COLUMNS IN MODELS

- Same table computed columns supported with EF Core 1.0

```
entity.Property(e => e.LineItemTotal).HasColumnType("money")  
    .HasComputedColumnSql("[Quantity]*[UnitCost]");
```

- UDF based computed columns supported with EF Core 1.1

```
entity.Property(e => e.OrderTotal).HasColumnType("money")  
    .HasComputedColumnSql("Store.GetOrderTotal([id])");
```

DEMO DEMO

Computed Columns

FIND

DBSET<T> FIND METHOD

- Introduced in EF Core 1.1
 - Largely due to the developer community
- Searches on primary key(s)
 - Returns instance from DbChangeTracker is currently tracked
 - Else calls to database

Questions?



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Thank
You!

Learn more at <https://docs.microsoft.com/en-us/ef/>

Get the code: <https://github.com/skimedic/presentations>

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