Unity Framework Cheat Sheet

by mrtgr via cheatography.com/23460/cs/5171/

FindById

```
var entity = entityRepository.FindById(entity.Id)
//Load with properties
var entity = entity Rep osi tor y.F ind ById(e -
nti ty.Id, x=> x.Othe rEn tity, t=> t.A not her -
Ent ity Col lec tion);
```

You can include properties with the query seperated by coma. This method calls *FindAll* with *SingleOrDefault* method.

FindAll

```
//Parameterles.
entity Rep osi tor y.F ind All();
//Get entities which SomePr operty = Predicate
entity.Re pos ito ry.F in dAl l(x =>x.So meP -
roperty == " Pre dic ate ");
//Get entity and its Child Collection
entity.Re pos ito ry.F in dAl l(x =>x.Ch ild Col -
lec tion)
//Get entities which SomePr operty = Predicate and
include Child Collection
entity.Re pos ito ry.F in dAl l(x =>x.So meP rop -
erty= " Pre dic ate " , t=> t.C hil dCo lle ction);
```

You can extend search result with *DynamicQueryable* methods like where, select, skip, orderby,groupby etc.

Add

```
//Entity without a parent
entity = new entity() { ... };
entity Rep osi tor y.A dd( ent ity);
//Child object that has parent
entity = new entity() { ... , parentId= 3 };
entity Rep osi tor y.A dd( ent ity);
//OR
//Child Object that has parent
entity = new entity() { ... };
parent = parent Rep osi tor y.F ind yBy Id( par -
entId);
parent.Ch ild Ent ity Col lec tio n.A dd( ent ity);
```

You have 3 options. If entity doesn't have a parent, simply add with repository. Else if entity has parent you must set its parentId or set parents itself.

Remove

```
//With Entity Id
someMo del Rep osi tor y.R emo ve( ent ity.Id);
//With Entity
someMo del Rep osi tor y.R emo ve( ent ity);
```

This code will raises an error if entity has child object and relation in the DB doesn't **cascade delete**.

How to delete child object

```
//One-To-One Relation
parent.Child = null;
//One- To-Many Relation
parent.Ch ild Col lec tio n.R emo ve( Child);
//OR
parent.Ch ild Col lec tio n.C lear()
```

One-To-Many Relations: Remember to mark *parentId* property in child entity with *[Owner]* attribute. Also in setter method of the parent navigation property, set *parentId = 0* if *value == null*. If not, you'll get orphaned entity exception

UnitOfWork

```
try
{
    using (unitO fWo rkF act ory.Cr eate())
    {
                //Add, Remove, Modify
    }
}
catch (Model Val ida tio nEx ception mvex)
{
    foreach (var error in mvex.V ali dat ion -
Errors)
    {
        ModelS tat e.A ddM ode lEr ror (er -
ror.Me mbe rNa mes.Fi rst OrD efa ult() ?? " ",
error.E rr orM ess age);
    }
}
```

You must use *UnitOfWork* if you want to add, edit or delete.

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