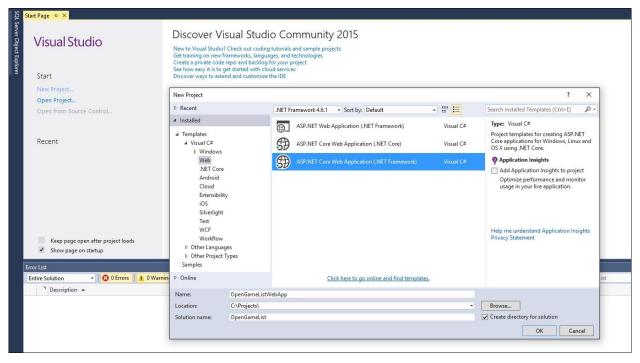
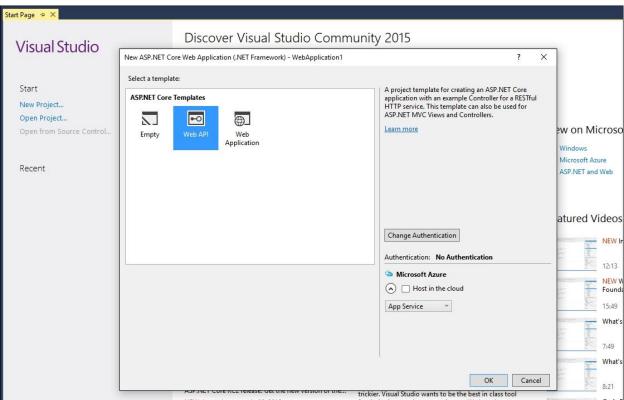
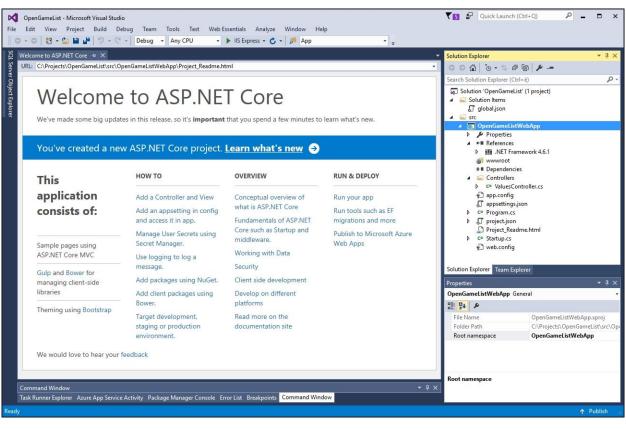
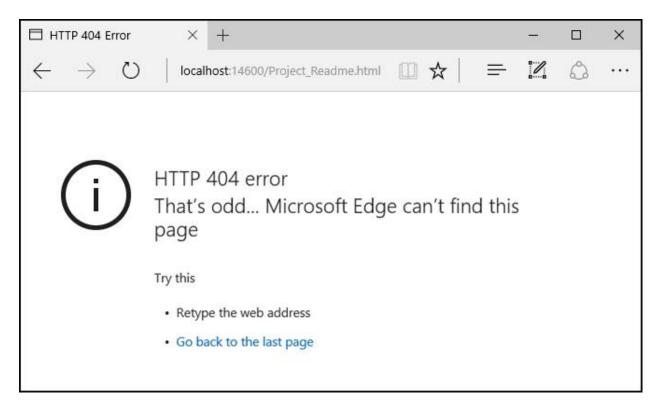
Chapter 1: Getting Ready

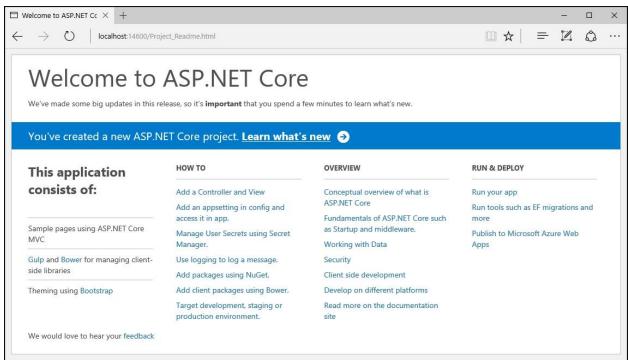


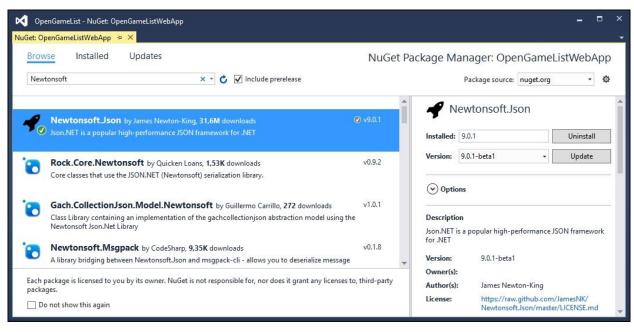


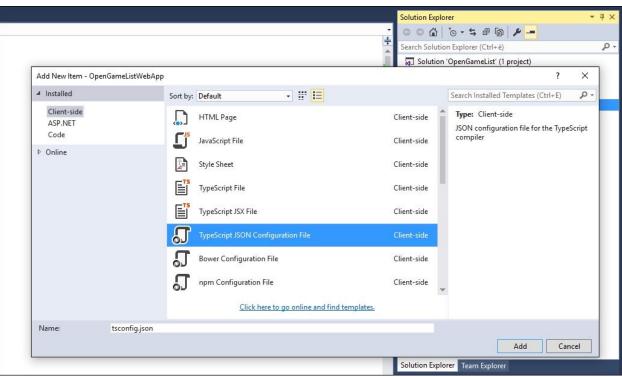


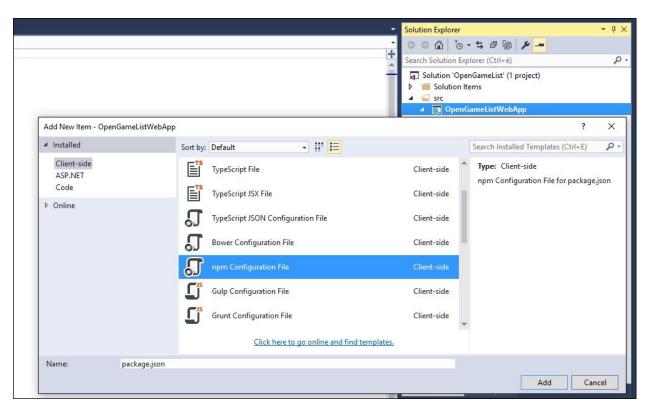


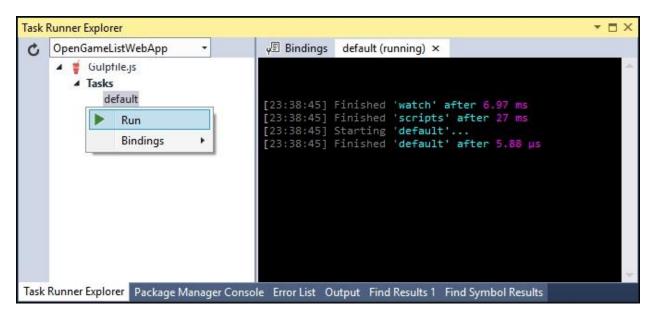


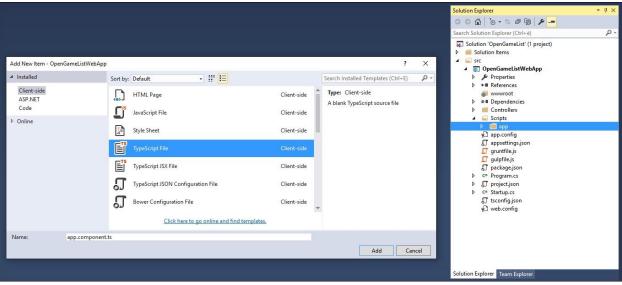


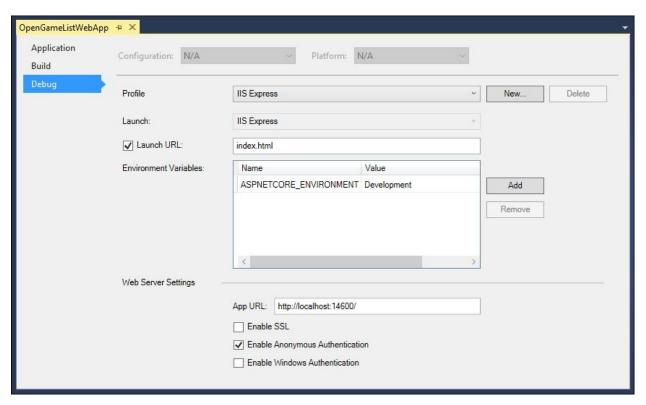


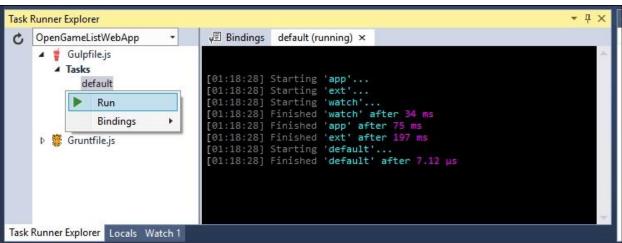


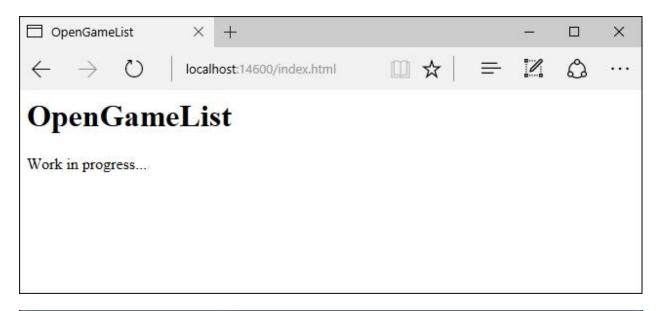


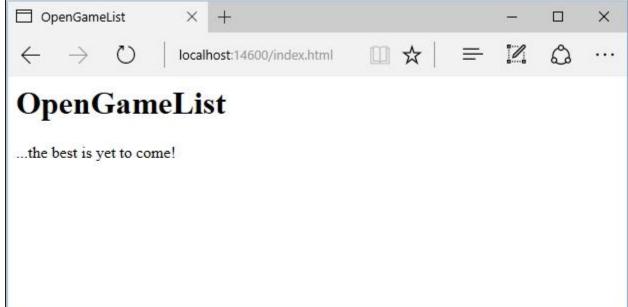




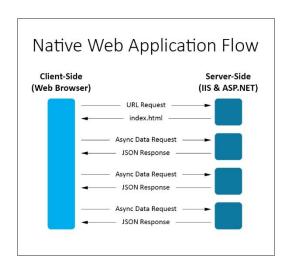


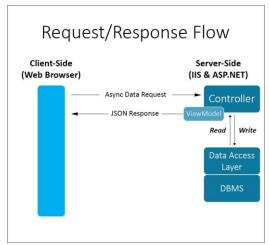






Chapter 2: ASP.NET Controllers and Server-Side Routes





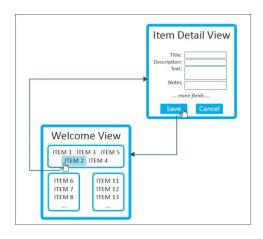


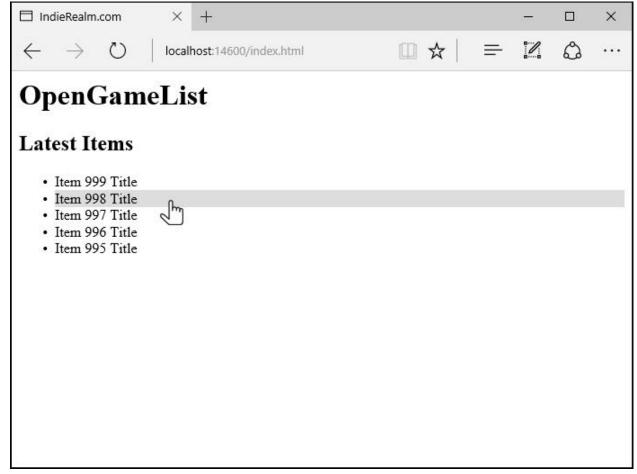
```
☐ localhost
                     X
                        +
                                                                         X
                    localhost:14600/api/items/GetLatest
\leftarrow \rightarrow ()
                                                                              ...
I
 1
   "ID": 1,
   "Title": "Item 1 Title",
   "Description": "Item 1 Description",
    "Text": null,
    "Notes": null,
    "Type": 0,
    "Flags": 0,
    "AuthorID": 0,
    "CreatedDate": "0001-01-01T00:00:00",
   "LastModifiedDate": "0001-01-01T00:00:00"
 },
 1
   "ID": 2,
   "Title": "Item 2 Title",
   "Description": "Item 2 Description",
   "Text": null,
   "Notes": null,
   "Type": 0,
   "Flags": 0,
   "AuthorID": 0,
   "CreatedDate": "0001-01-01T00:00:00",
   "LastModifiedDate": "0001-01-01T00:00:00"
 },
 1
    "ID": 3,
    "Title": "Item 3 Title",
    "Description": "Item 3 Description",
```

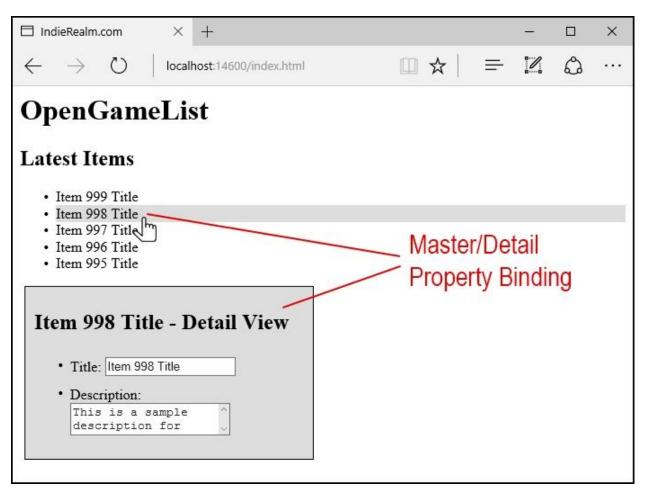


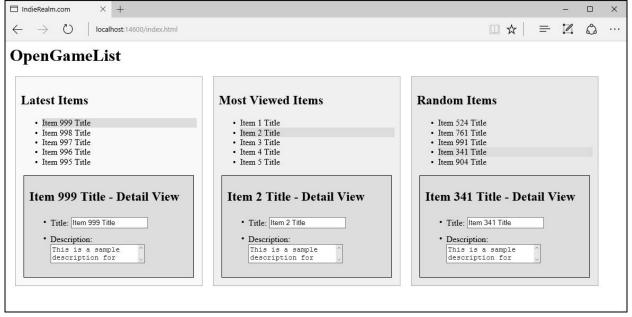
```
☐ localhost
                    \times +
                                                                                  X
                                                           0
                   localhost:14600/api/items/5
1
 {
   "Id": 5,
   "Title": "Item 5 Title",
   "Description": "This is a sample description for item 5: Lorem ipsum dolor sit amet.",
   "Text": null,
   "Notes": null,
    "Type": 0,
    "Flags": 0,
   "UserId": null,
"CreatedDate": "2013-04-11T00:00:00",
   "LastModifiedDate": "2013-04-11T00:00:00"
 }
1
```

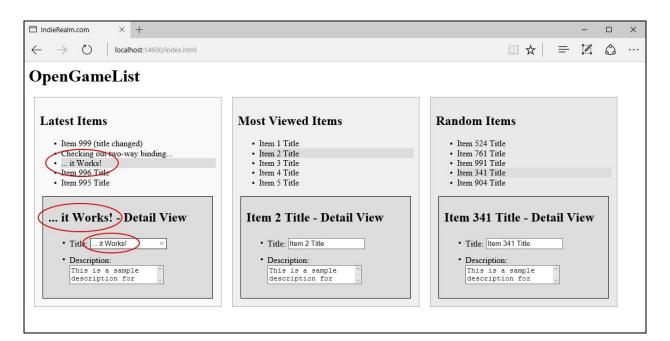
Chapter 3: Angular 2 Components and Client-Side Routing

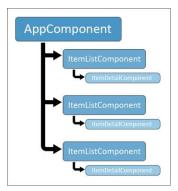


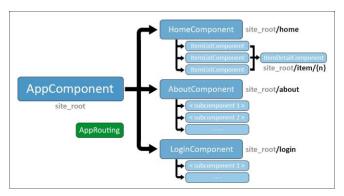


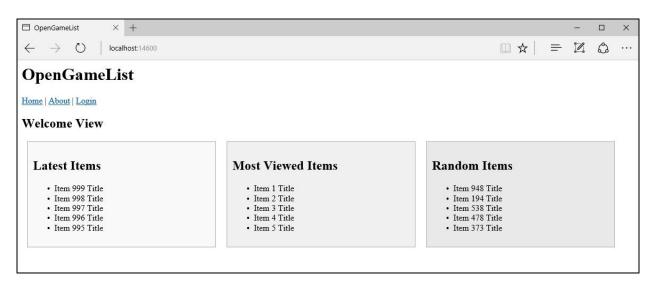


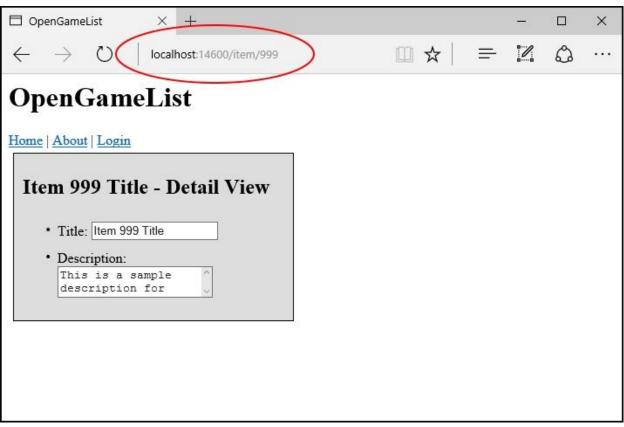


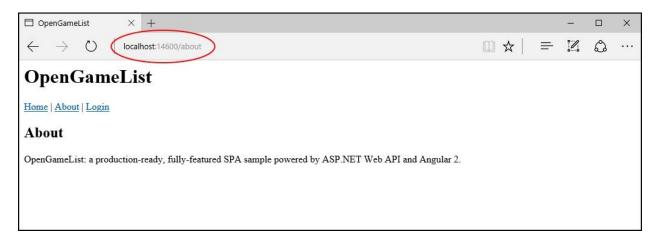


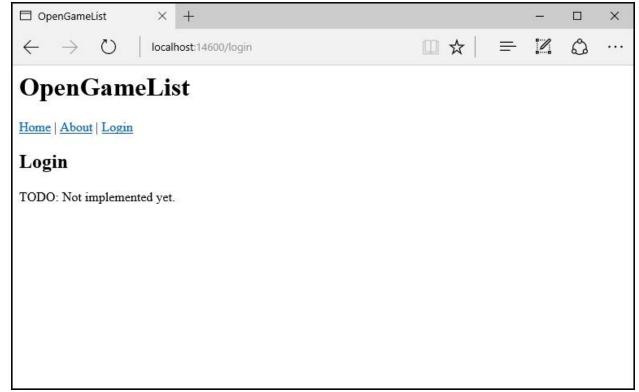


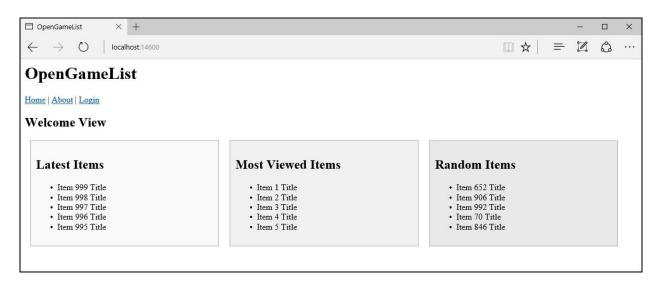


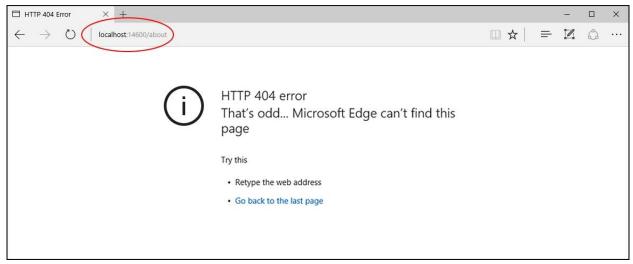




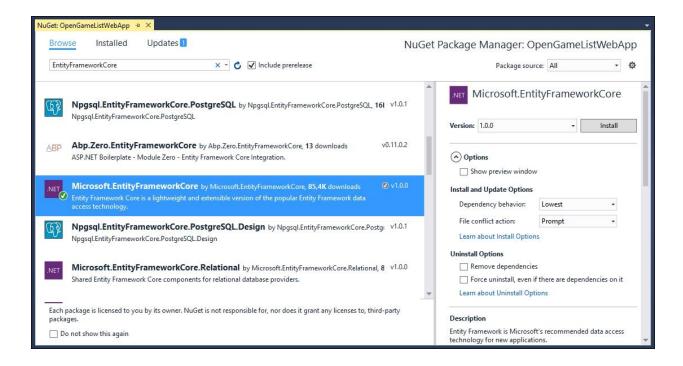


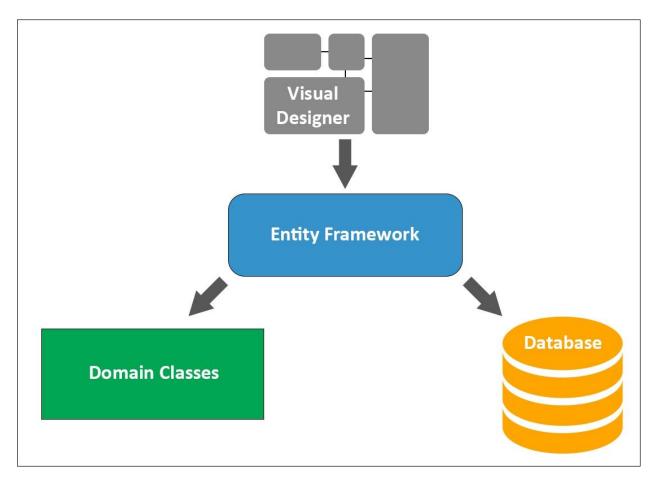


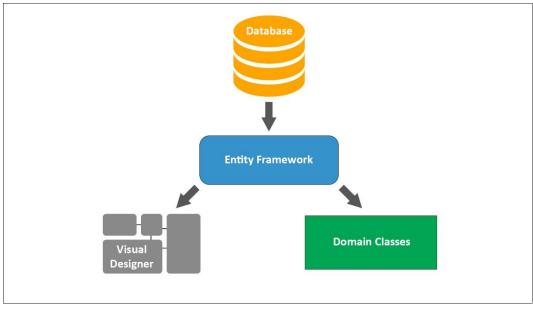


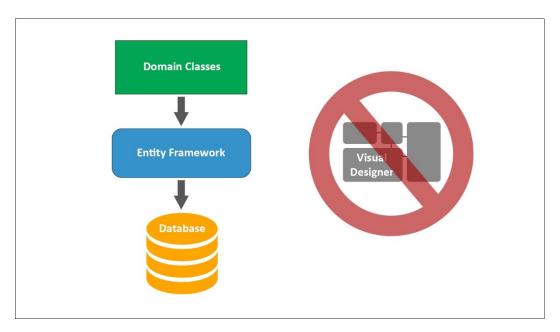


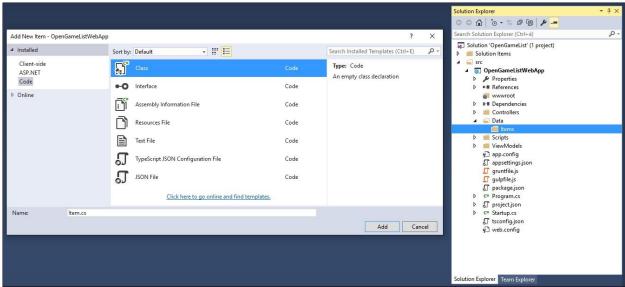
Chapter 4: The Data Model

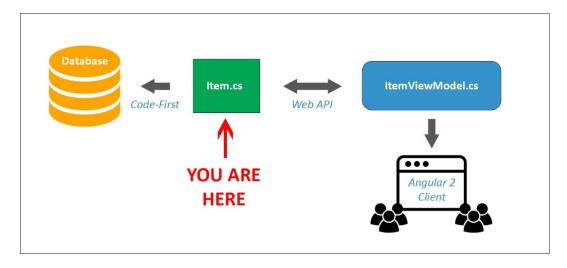


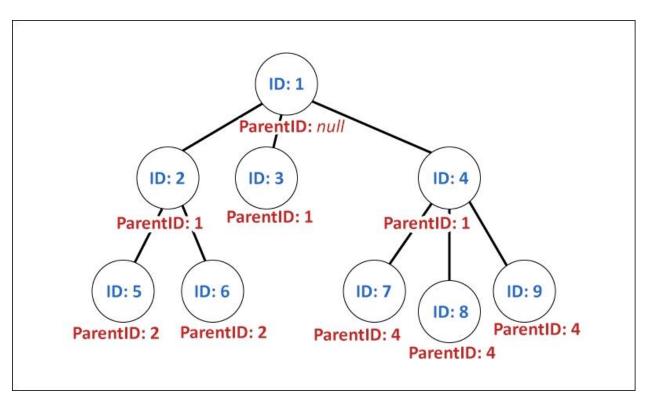


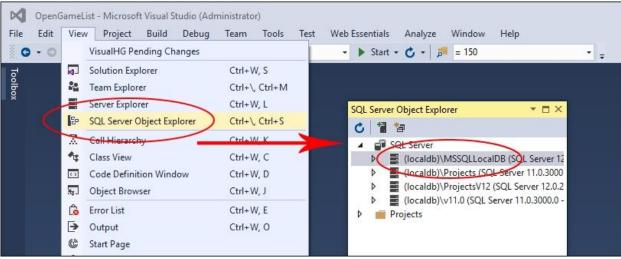


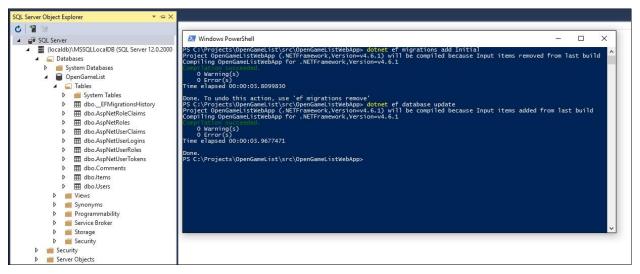


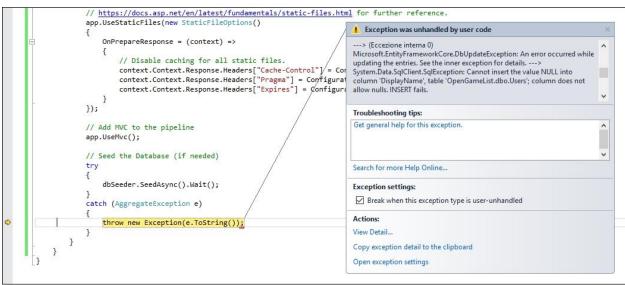


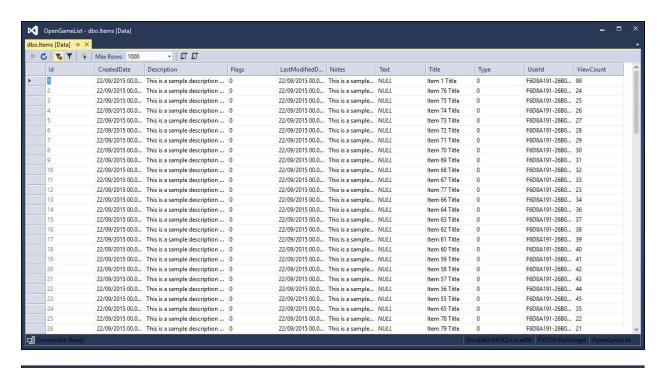


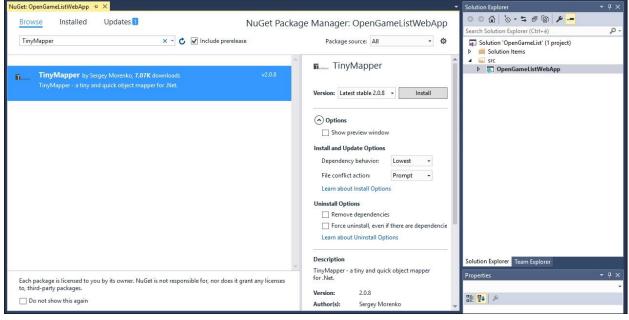


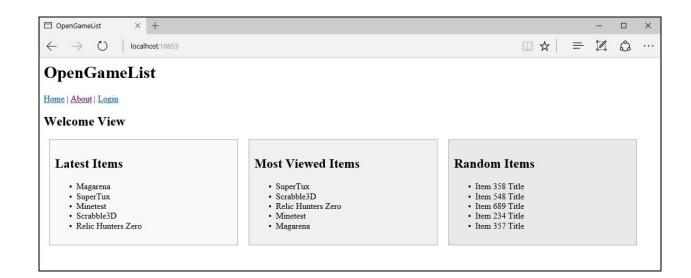




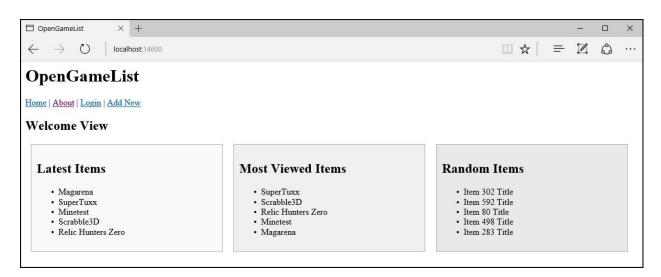


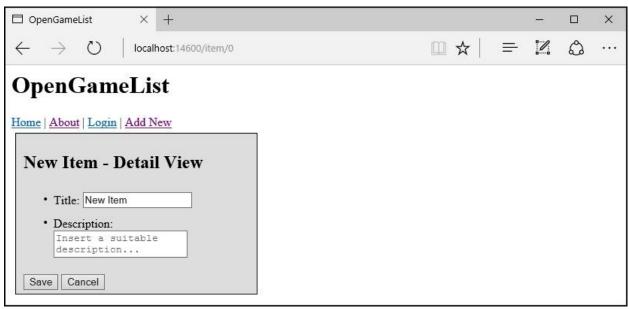


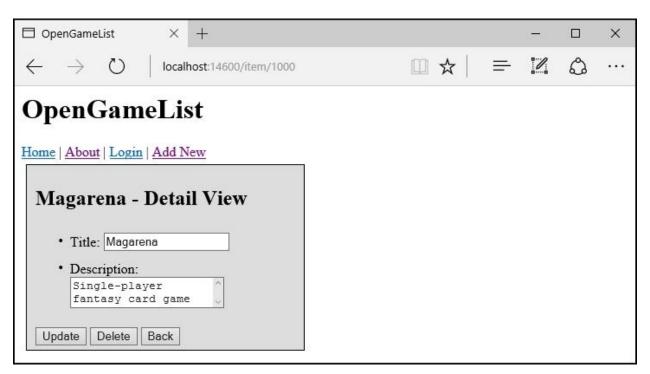


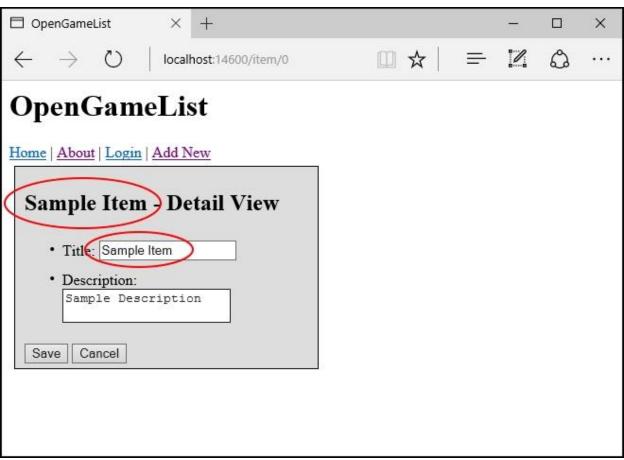


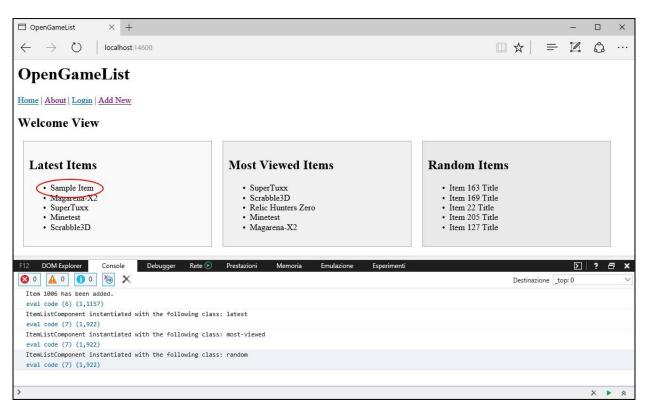
Chapter 5: Persisting Changes

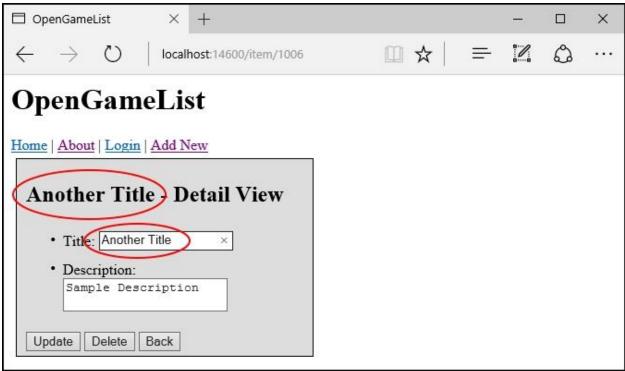


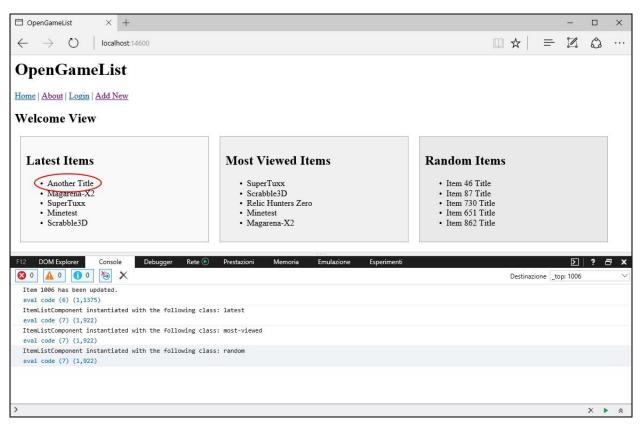


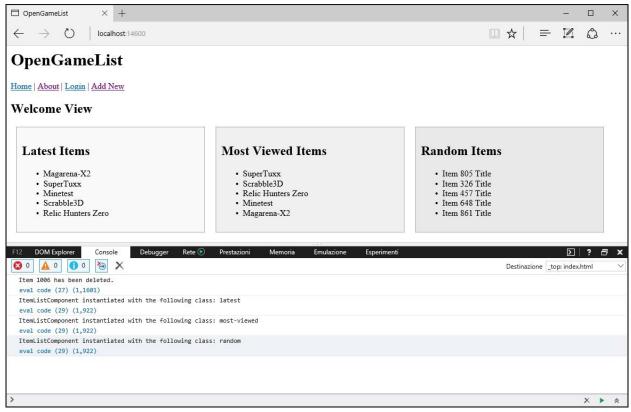


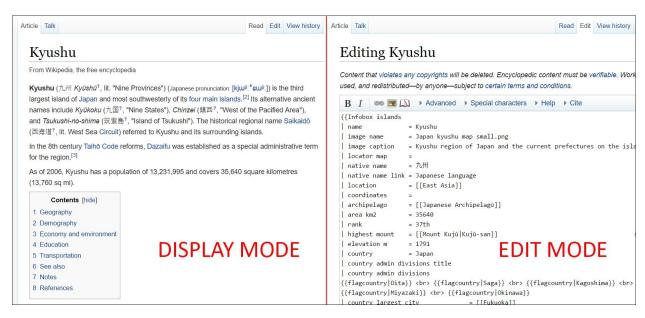


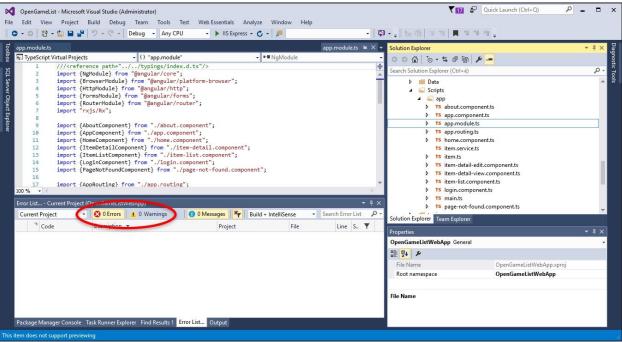


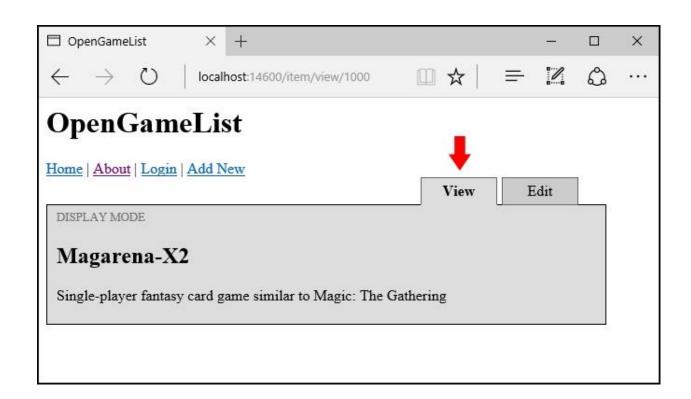


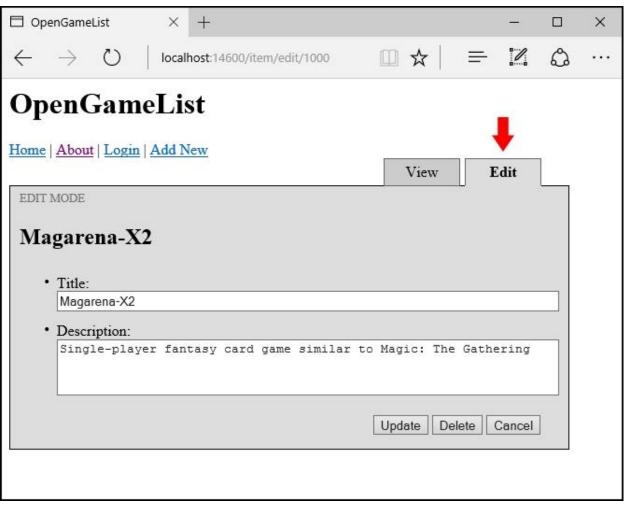


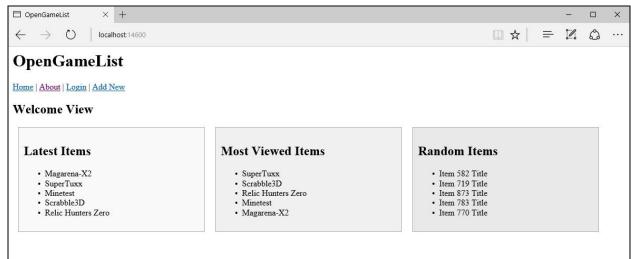


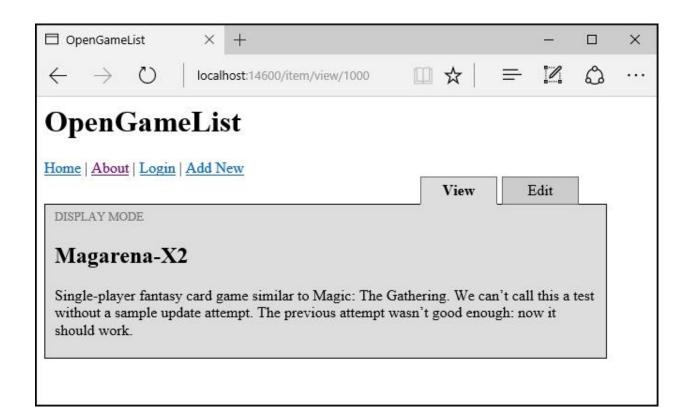












Chapter 6: Applying Styles







- Static content
- Verbose
- Enforces code repetitions
- No Variables
- No Loops / Cycles

- Dynamic content
- Concise
- Enforces code reusage
- Can define Variables
- Allows Loops / Cycles

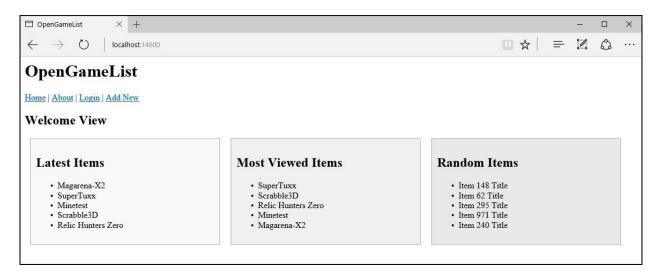


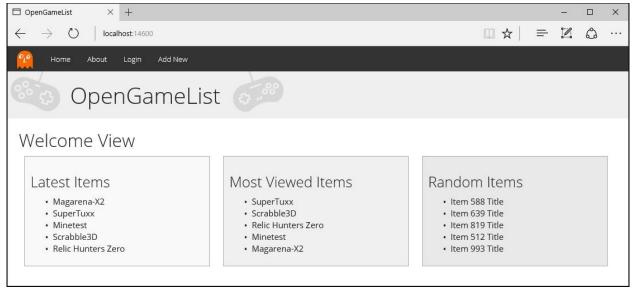


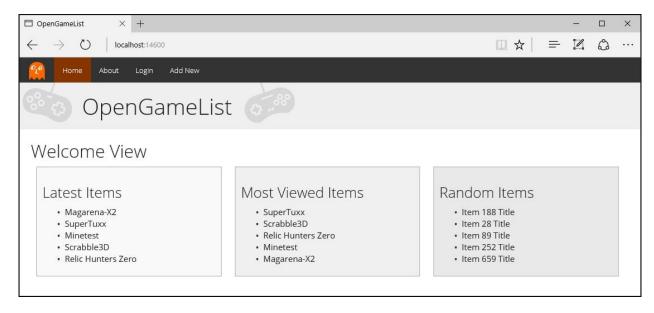


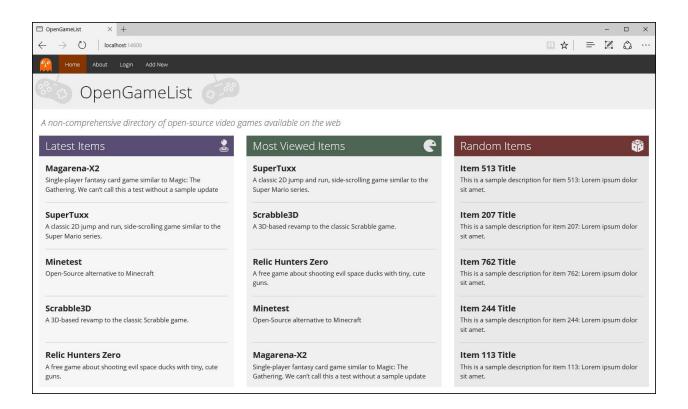
- Dynamic content
- Concise
- Enforces code reuse
- Can define Variables
- Allows Loops / Cycles

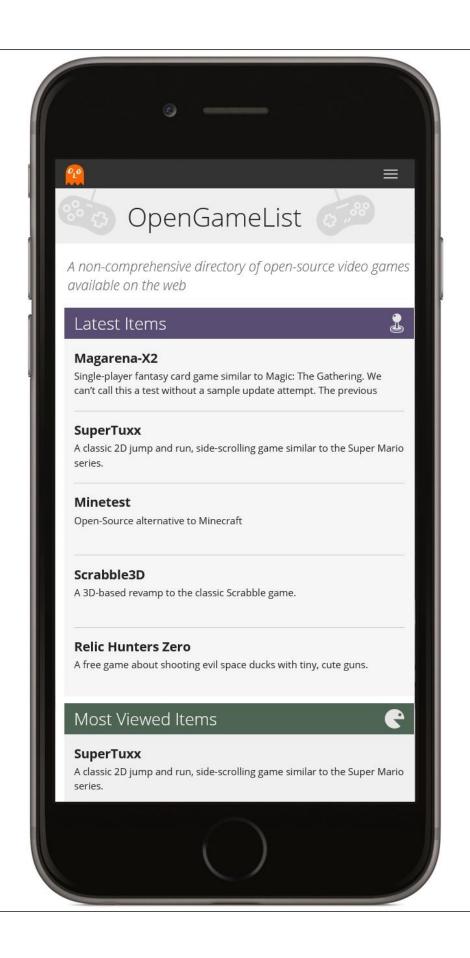
- Static content
- Verbose
- Enforces code repetitions
- No Variables
- No Loops / Cycles

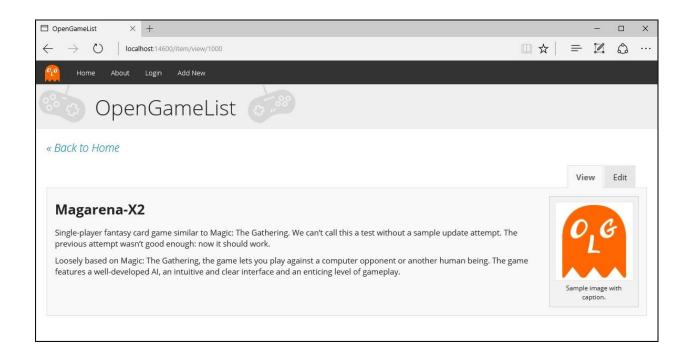


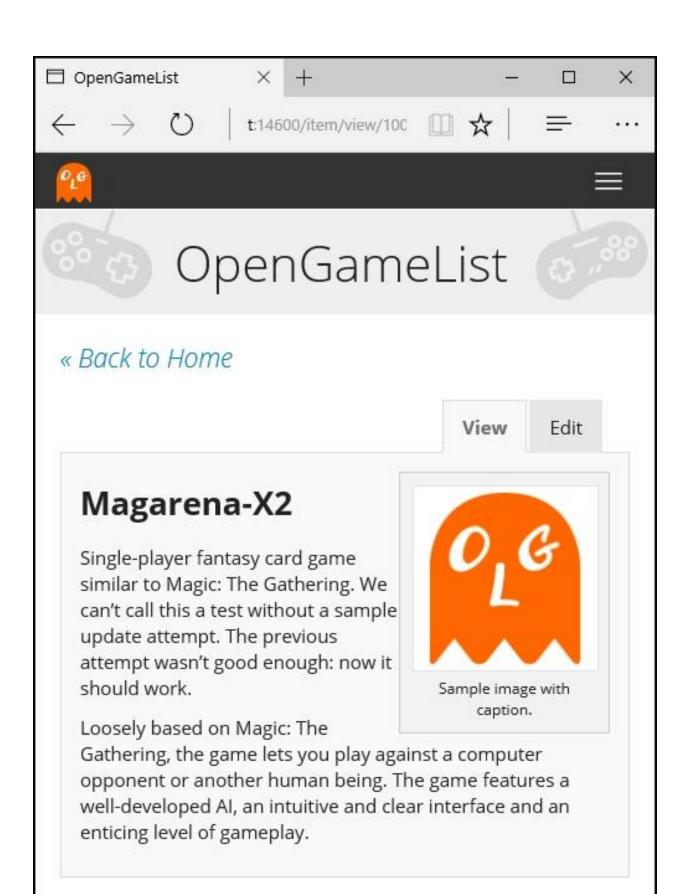


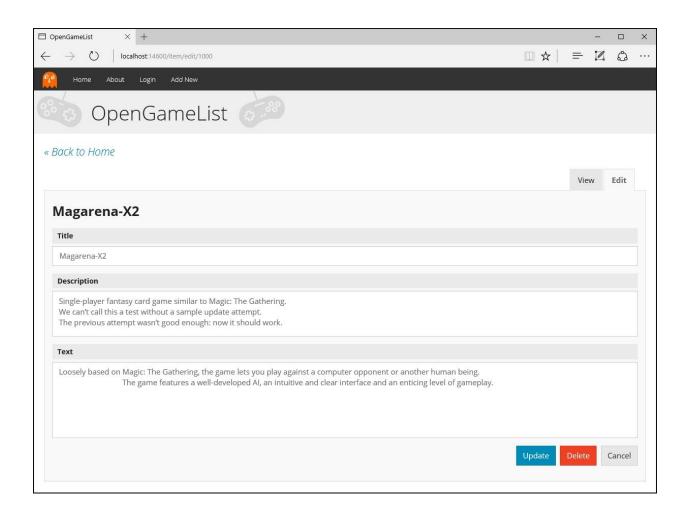


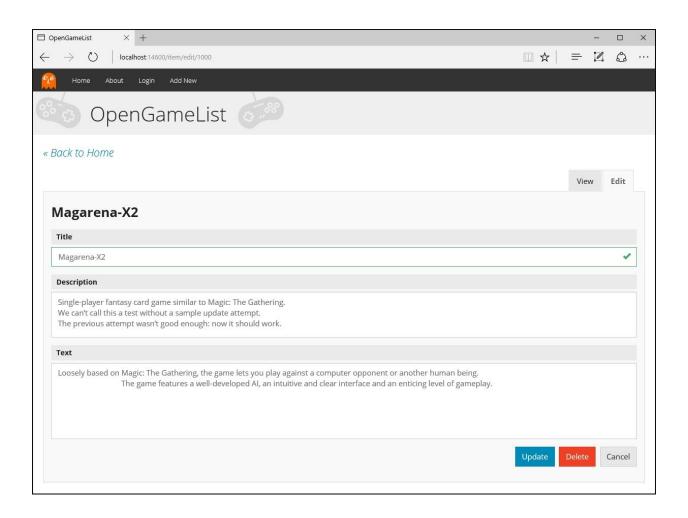


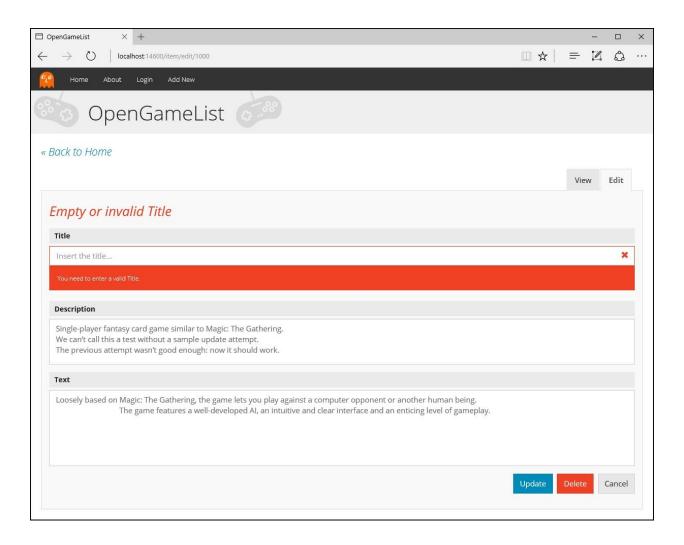






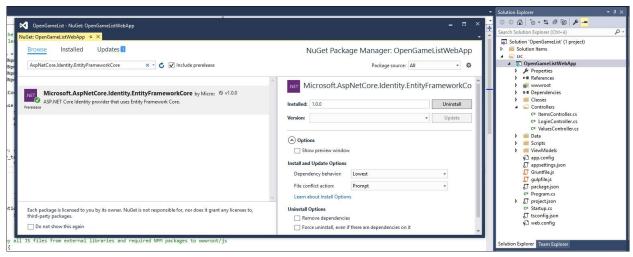






Chapter 7: Authentication and Authorization





```
#region Properties
Key
         [Required]
         public string Id { get } set; }
         [Required]
         [MaxLength(128)]
         public string UserName { | get; set; }
         [Required]
         public string Email { get; set; }
         [Required]
         public int Type { get; set; }
         [Required]
         public int Flags { get; set; }
         [Required]
         public DateTime CreatedDate { get; set; }
         [Required]
         public DateTime LastModifiedDate { get; set; }
         #endregion Properties
```

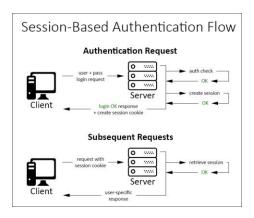
```
PS C:\projects\opengamelist\src\opengamelistwebapp> dotnet ef migrations add "Identity" -o "Data\Migrations"
Project opengamelistwebapp (.NETFramework, Version=v4.6.1) will be compiled because inputs were modified
Compilation Succeeded.

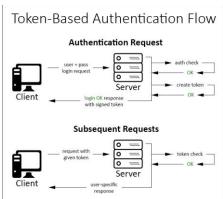
1 Warning(s)
0 Error(s)
Time elapsed 00:00:03.5164621

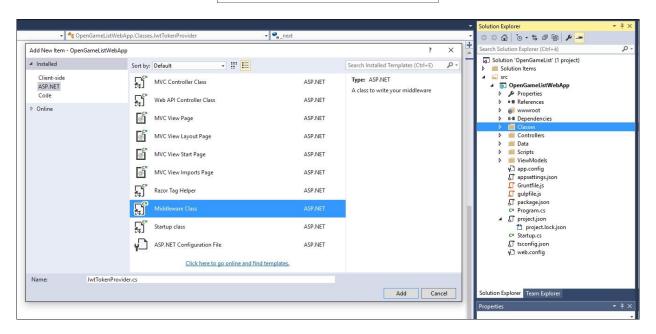
An operation was scaffolded that may result in the loss of data. Please review the migration for accuracy.
Done. To undo this action, use 'ef migrations remove'
PS C:\projects\opengamelist\src\opengamelistwebapp>
```

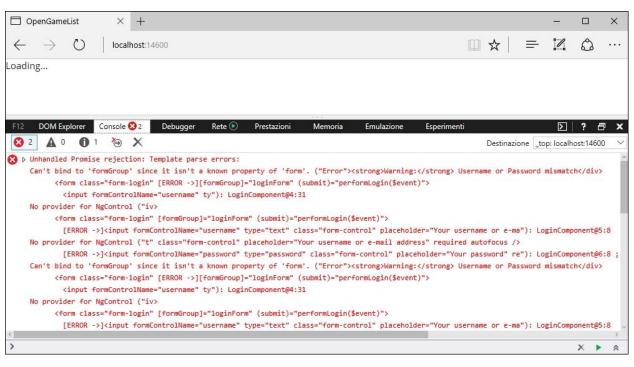
```
PS C:\projects\opengamelist\src\opengamelistwebapp> dotnet ef database drop
Project opengamelistwebapp (.NETFramework, Version=v4. 6.1) was previously compiled. Skipping compilation.
Are you sure you want to drop the database 'OpenGameList' on server '(localdb)\MSSQLLocalDB'? (y/N)

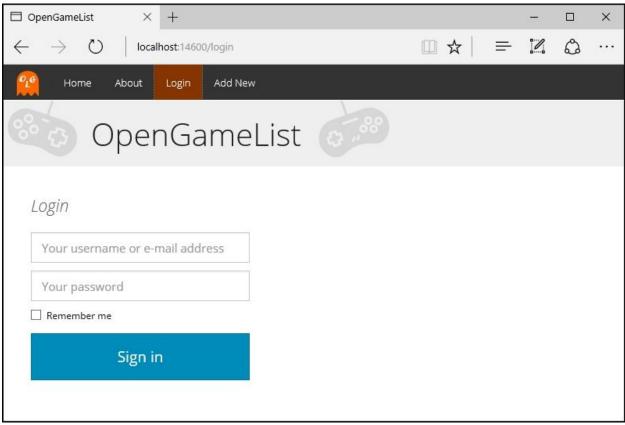
PS C:\projects\opengamelist\src\opengamelistwebapp> dotnet ef database update
Project opengamelistwebapp (.NETFramework, Version=v4. 6.1) was previously compiled. Skipping compilation.
Done.
PS C:\projects\opengamelist\src\opengamelistwebapp>
```

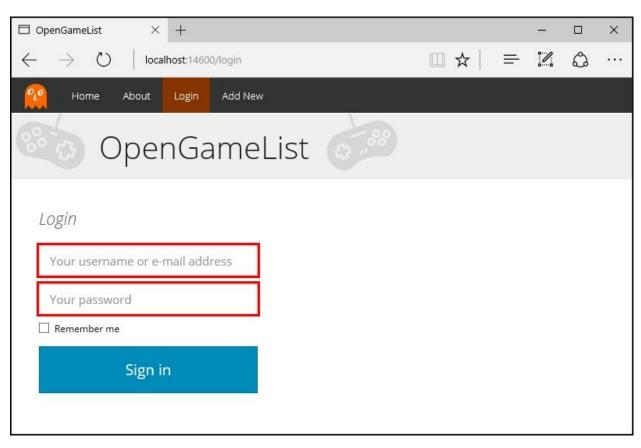


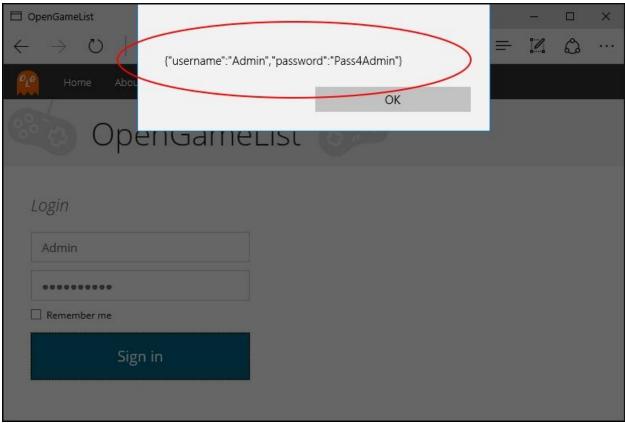


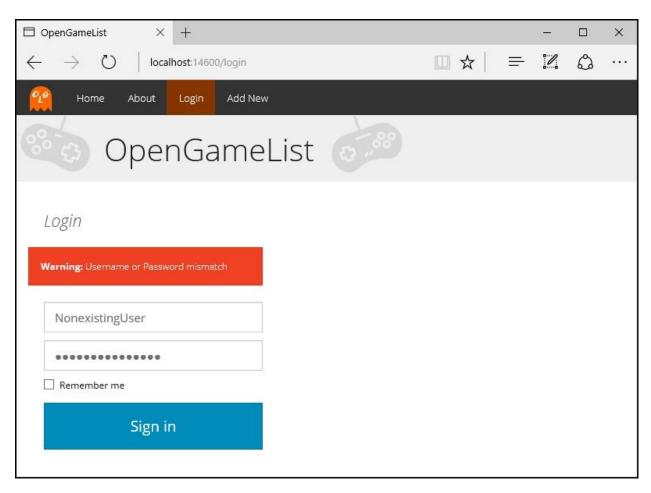


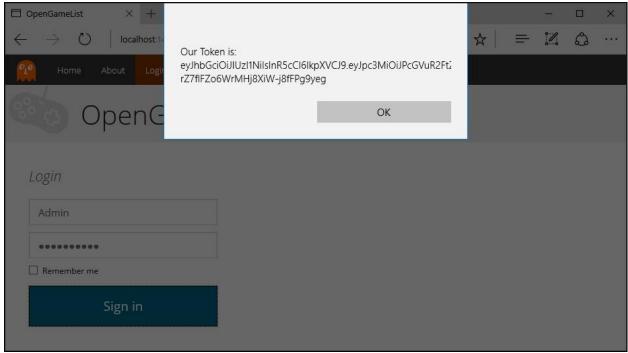


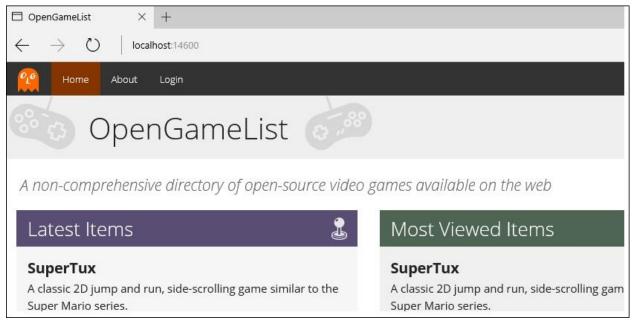


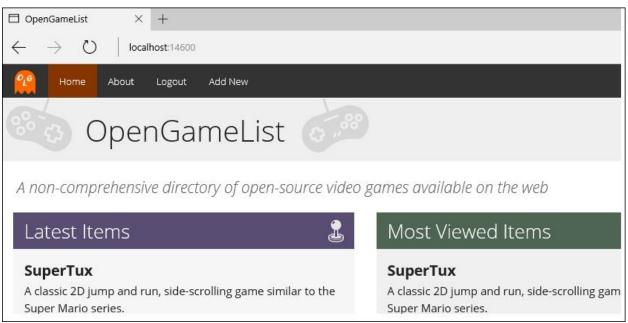












```
/// <summary>
/// POST: api/items
/// </summary>
/// <returns>Creates a new Item and return it accordingly.</returns>
[HttpPost()]
[Authorize]
public IActionResult Add([FromBody]ItemViewModel ivm)
{

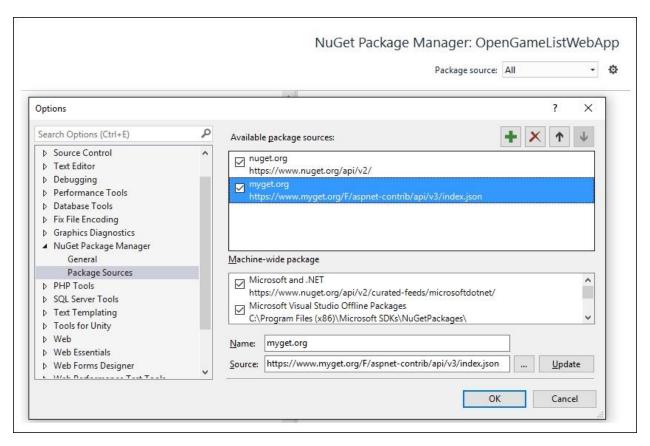
if (ivm != null)
{

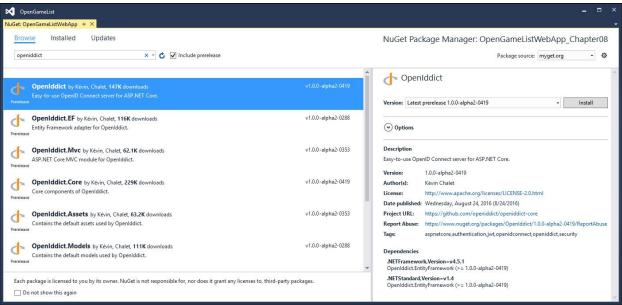
// create a new Item with the client-sent json data
var item = TinyMapper.Map<Item>(ivm);

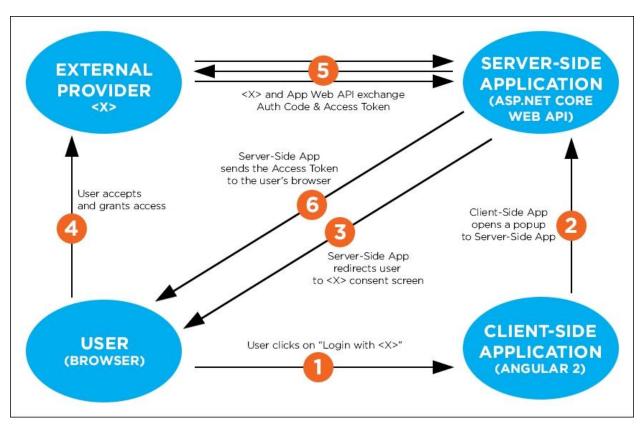
// override any property that could be wise to set from server-side only item.CreatedDate = item.LastModifiedDate = DateTime.Now;
```

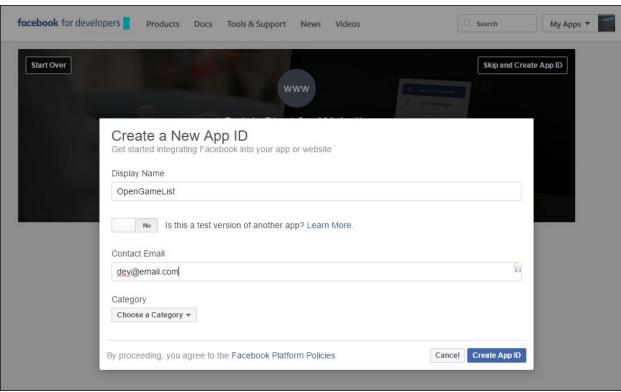
```
/// <summary>
/// POST: api/items
/// </summary>
/// <returns>Creates a new Item and return it accordingly.</returns>
[HttpPost()]
[Authorize]
public IActionResult Add([FromBody]ItemViewModel ivm)
    if (ivm != null)
                         Watch 1
                                                                   Value
                          Name
        // create a new
                            HttpContext.User.Identity.IsAuthenticated
                                                                   true
        var item = Tiny
        // override any
        item.CreatedDate
        item.LastModifie
        // set a suitabl
        // NOTE: we'll
        item.UserId = "F
        // add the new tee
        DbContext.Items.Add(item);
```

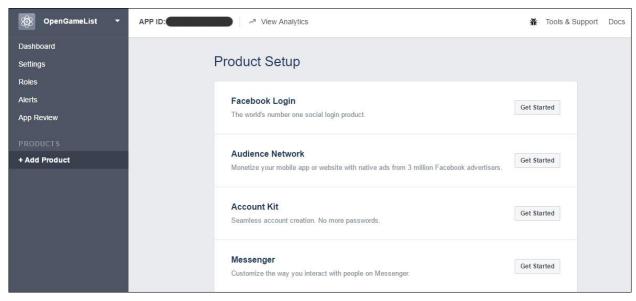
Chapter 8: Third-Party Authentication and External Providers

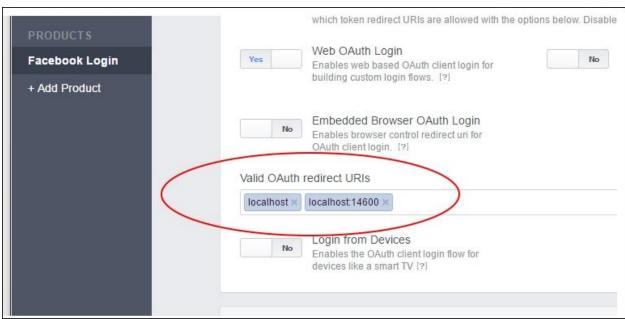


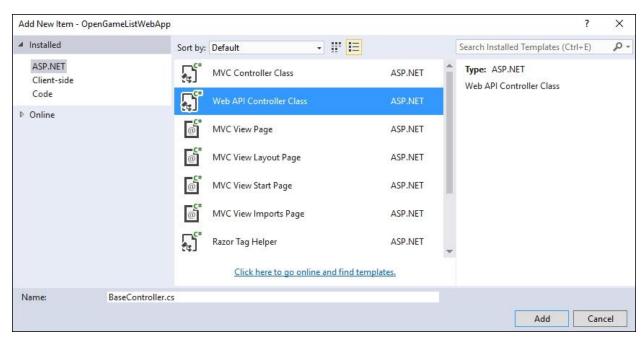


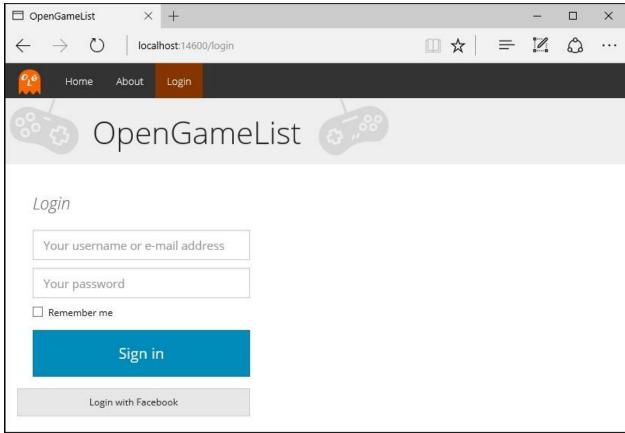


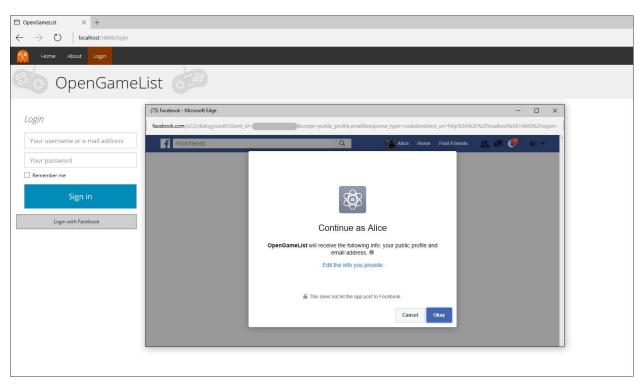


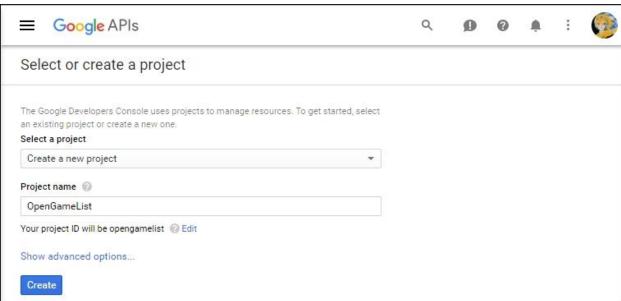


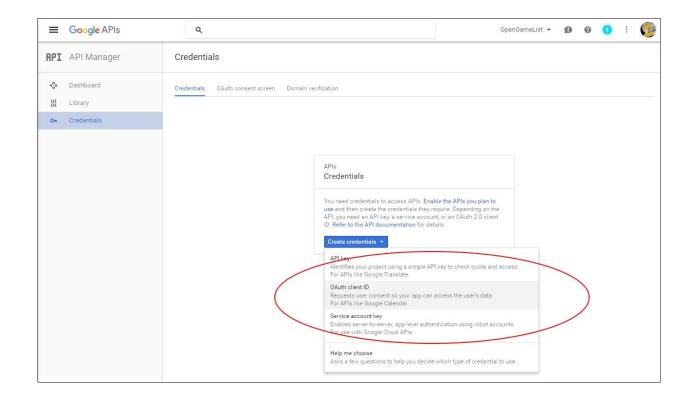


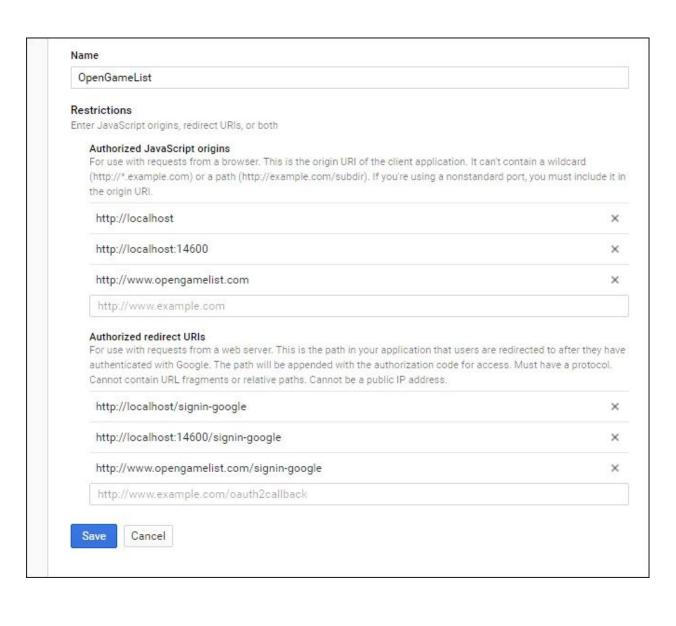


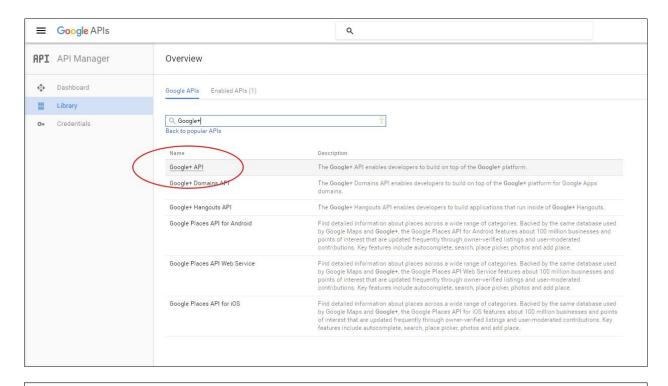




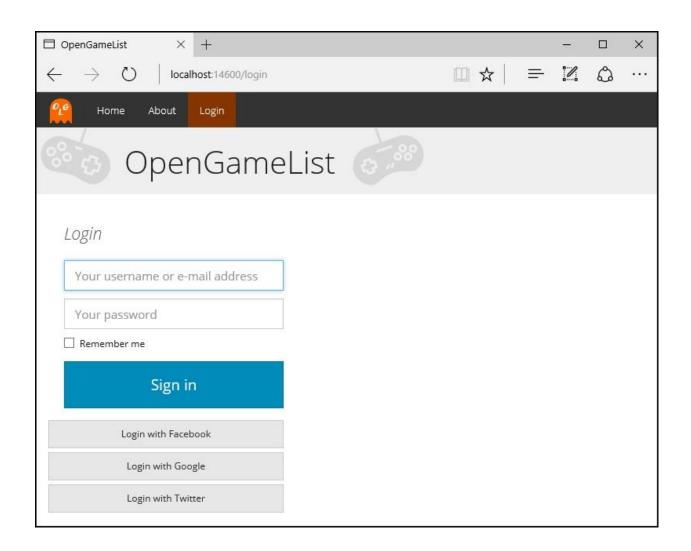




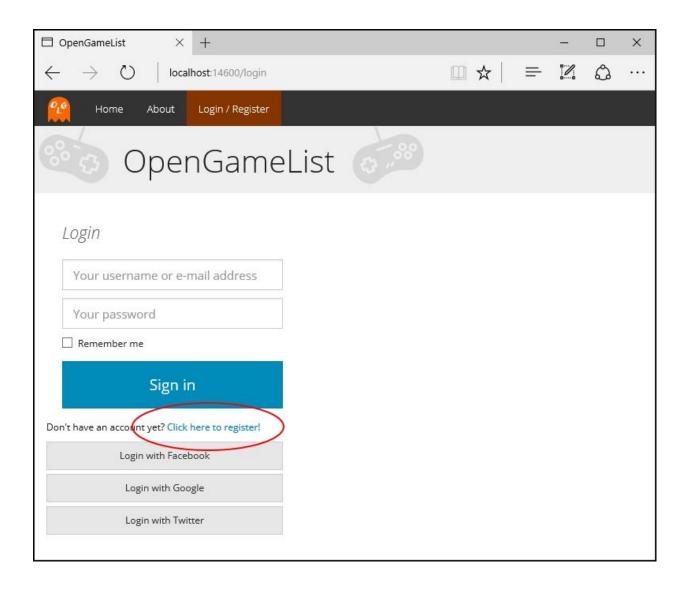


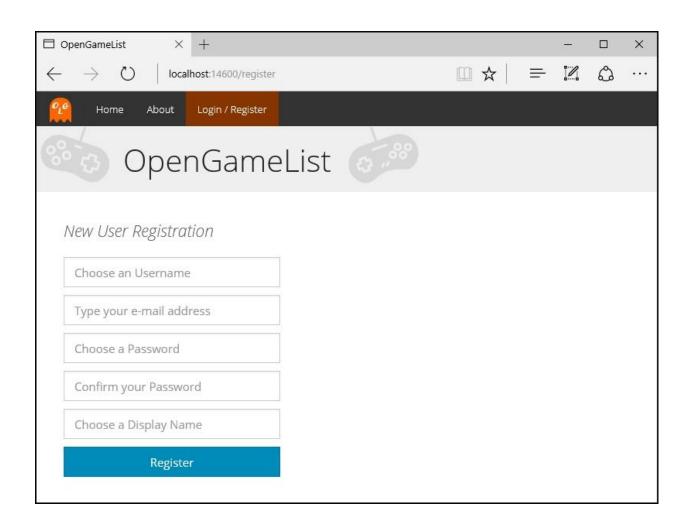


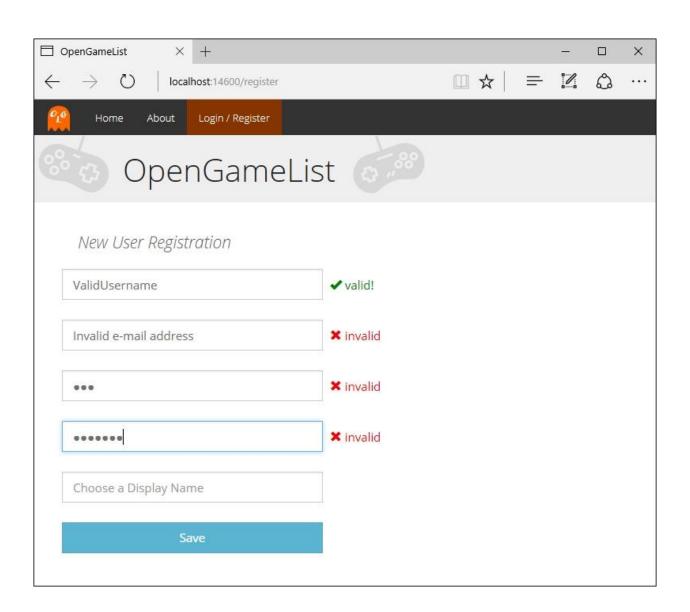
Application Details Name * OpenGameList Your application name. This is used to attribute the source of a tweet and in user-facing authorization screens. 32 characters max. Description * A non-comprehensive directory of open-source video games available on the web Your application description, which will be shown in user-facing authorization screens. Between 10 and 200 characters max. Website * http://www.opengamelist.com/ Your application's publicly accessible home page, where users can go to download, make use of, or find out more information about your application. This fully-qualified URL is used in the source attribution for tweets created by your application and will be shown in user-facing authorization screens. (If you don't have a URL yet, just put a piaceholder here but remember to change it later.) Callback URL Where should we return after successfully authenticating? Obuth 1.0a applications should explicitly specify their oauth_callback URL on the request token step, regardless of the value given here. To restrict your application from using callbacks, leave this field blank.

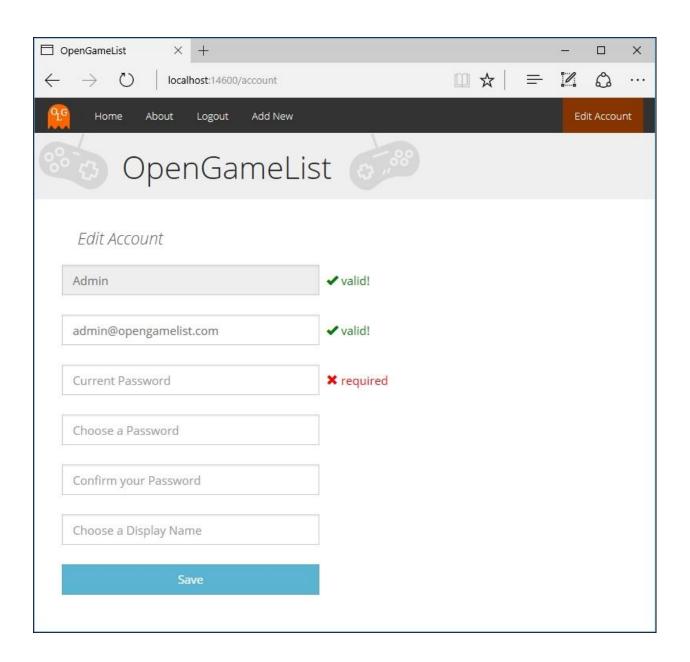


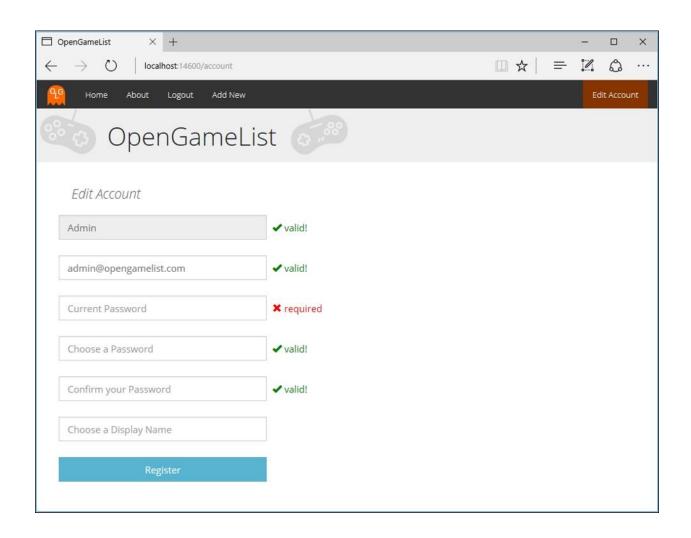
Chapter 9: User Registration and Account Edit











Chapter 10: Finalization and Deployment

