

DevForce provides a mechanism to intercept and either modify or extend the behavior of any property on a DevForce [entity](#). This **property interception** is intended to replace, and expand upon, the technique of marking properties as virtual and overriding them in a subclass. This facility is a lightweight form of what is termed Aspect-Oriented Programming.

Interception can be accomplished either statically, via attributes on developer-defined interception methods, or dynamically, via runtime calls to the [PropertyInterceptorManager](#). [Attribute interception](#) is substantially easier to write and should be the default choice in most cases.

These topics apply both to entities [generated from an EDM](#) and entities coded by hand in "[Code First](#)" style.