

.NET Visual Studio Solution

.NET CORE

NET projects are contained within a solution. A solution is a container for one or more related projects.

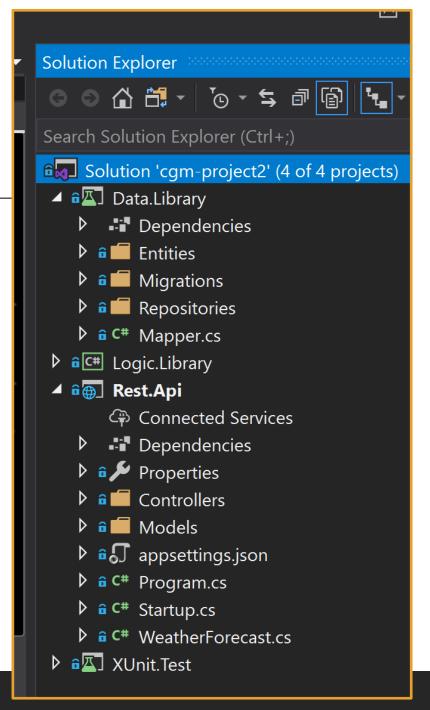
HTTPS://DOCS.MICROSOFT.COM/EN-US/VISUALSTUDIO/IDE/SOLUTIONS-AND-PROJECTS-IN-VISUAL-STUDIO?VIEW=VS-2019

.NET Solution

https://docs.microsoft.com/en-us/visualstudio/ide/solutions-and-projects-in-visual-studio?view=vs-2019#solutions

A Solution is a container for <u>one or more</u> related projects along with build information, Visual Studio window settings, and any miscellaneous files that aren't associated with a particular project.

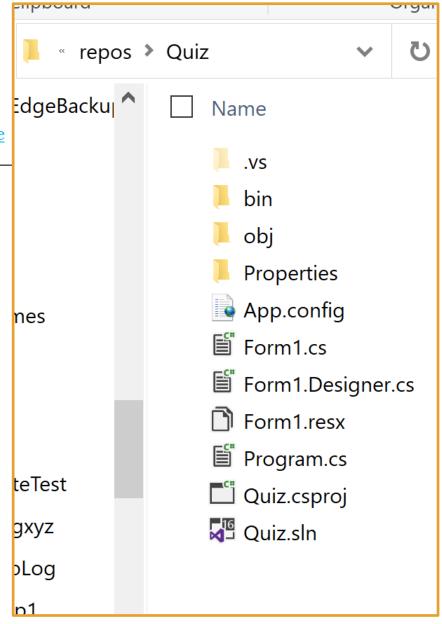
A solution is described by a text file (extension .sln) with its own unique format; it's not intended to be edited by hand.



.NET Solution - Projects

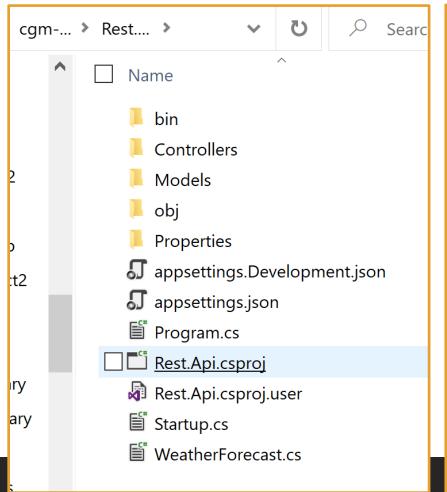
https://docs.microsoft.com/en-us/visualstudio/ide/solutions-and-projects-in-visual-studio?view=vs-2019 https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/program-structure

- An app in Visual Studio starts with a project. A project contains all files that are compiled into an executable or library.
- Files can include source code, icons, images, data files, etc.
- A project contains compiler settings and other configuration files that might be needed by various services or components.
- Visual Studio uses MSBuild to build each project in a solution, and each project contains an MSBuild project file.
- The file extension for a C# project is .csproj.
- The project file is an XML document that contains all the information and instructions that MSBuild needs in order to build a project including the content, platform requirements, versioning information, web server or database server settings, and the tasks to perform.



.NET Solution - Projects

https://docs.microsoft.com/en-us/visualstudio/ide/solutions-and-projects-in-visual-studio?view=vs-2019 https://docs.microsoft.com/en-us/dotnet/csharp/tour-of-csharp/program-structure



```
▶ a C# Mapper.cs
                                                                                        ▶ a C# Logic.Library
                                                                                        ▲ ⊕ Rest.Api
                                                                                             Connected Services
Rest.Api.csproj 🗢 🗙 Logic.Library.csproj
                                Data.Library.csproi
                                                                                          Dependencies
     1 ⊟<Project Sdk="Microsoft.NET.Sdk.Web">
                                                                                          Properties
                                                                                          ▶ a  Controllers
                                                                                          ▶ a ■ Models
            <PropertyGroup>
                                                                                          ▶ a  ppsettings.json
             <TargetFramework>netcoreapp3.0</TargetFramework>
                                                                                          ▶ a C# Program.cs
              <UserSecretsId>d53aec83-0d01-4cab-9f30-cfb9fd362f5a</UserSecretsId</pre>
                                                                                          ▶ a C# Startup.cs
                                                                                          ▶ a C# WeatherForecast.cs
            </PropertyGroup>
                                                                                        ▶ a XUnit Test
           <ItemGroup>
              <PackageReference Include="Microsoft.AspNetCore.Authentication.JwtBearer" Version="3.0.0" />
              <PackageReference Include="Microsoft.EntityFrameworkCore.Design" Version="3.0.0">
    10 🖨
                <PrivateAssets>all</PrivateAssets>
                <IncludeAssets>runtime; build; native; contentfiles; analyzers; buildtransitive</IncludeAssets>
              </PackageReference>
              <PackageReference Include="Microsoft.EntityFrameworkCore.SqlServer" Version="3.0.0" />
              <PackageReference Include="Microsoft.EntityFrameworkCore.Tools" Version="3.0.0">
    15 崫
                <PrivateAssets>all</PrivateAssets>
                <IncludeAssets>runtime; build; native; contentfiles; analyzers; buildtransitive</IncludeAssets>
              </PackageReference>
              <PackageReference Include="Microsoft.Extensions.Logging.Debug" Version="3.0.0" />
              <PackageReference Include="Microsoft.VisualStudio.Web.CodeGeneration.Design" Version="3.0.0" />
            </ItemGroup>
            <ItemGroup>
              <ProjectReference Include="..\Data.Library\Data.Library.csproj" />
              <ProjectReference Include="..\Logic.Library\Logic.Library.csproj" />
            </ItemGroup>
         </Project>
```

Solution Explorer

✓ â ☐ Data.Library

▷ ♣ ☐ Dependencies

▷ â ☐ Entities

▶ **a** Migrations

▶ a ■ Repositories

Solution 'cgm-project2' (4 of 4 projects)

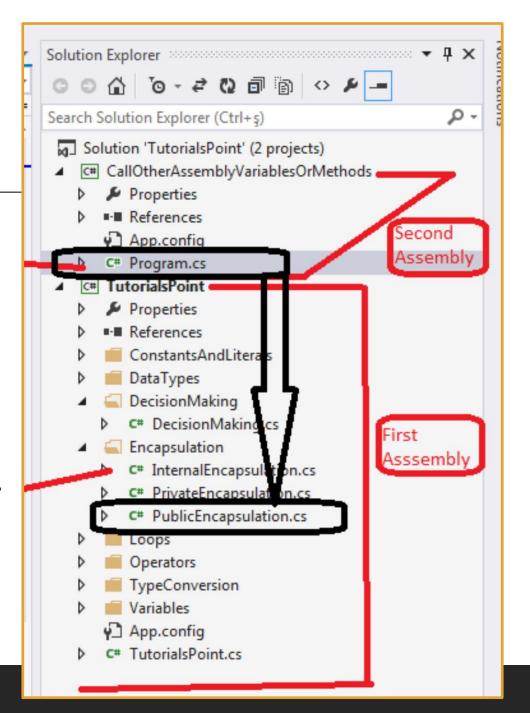
.NET Solution - Assembly

https://docs.microsoft.com/en-us/dotnet/standard/assembly/

Assemblies:

- form the fundamental units of deployment, version control, reuse, activation scoping, and security permissions for *.NET*-based applications.
- are a collection of types and resources that work together and form a logical unit of functionality.
- take the form of executable (.exe) or dynamic link library (.dll) files.
- provide the *Common Language Runtime* with the information it needs to be aware of *type* implementations.

In .NET Core and .NET Framework, you can build an assembly from one or more source code files. Each Projects files are compiled (combined) into one big .dll file called an Assembly.



.NET Solution - Assembly

https://docs.microsoft.com/en-us/dotnet/standard/assembly/

An **assembly** is:

- <u>Code that the CLR executes</u>. Each **assembly** can have only one entry point (Main).
- <u>Security boundary</u>. An *assembly* is the unit at which permissions are requested and granted.
- Version boundary. The assembly is the smallest versionable unit in the CLR. All types and resources in the same assembly are versioned as a unit.
- <u>Deployment unit</u>. When an application starts, only the **assemblies** that the application initially calls must be present. Other **assemblies** are retrieved on demand. This is called Just-In-Time (JIT) compiling.

