

Cheatography

dotnet cli Cheat Sheet

by Olcay Bayram (oba) via cheatography.com/54093/cs/16212/

dotnet new

<code>dotnet new sln</code>	Solution file
<code>dotnet new console</code>	Console application
<code>dotnet new classlib</code>	Class library
<code>dotnet new mvc</code>	ASP.NET Core Web App (Model-View-Controller)
<code>dotnet new xunit</code>	xUnit test project
<code>dotnet new -l</code>	Obtain a list of the available templates

dotnet sln

<code>dotnet sln list</code>	List all projects in a solution file
<code>dotnet sln todo.sln add todo-app/todo-app.csproj</code>	Add a C# project to a solution
<code>dotnet sln todo.sln remove todo-app/todo-app.csproj</code>	Remove a C# project from a solution
<code>dotnet sln todo.sln add **/*.csproj</code>	Add multiple C# projects to a solution using a globbing pattern

dotnet add

<code>dotnet add package Newtonsoft.Json</code>	Add Newtonsoft.Json NuGet package to a project
<code>dotnet add reference lib1/lib1.csproj lib2/lib2.csproj</code>	Add multiple project references to the project in the current directory
<code>dotnet add app/app.csproj reference **/*.csproj</code>	Add multiple project references using a globbing pattern on Linux/Unix

dotnet build

<code>dotnet build</code>	Build a project and all of its dependencies
<code>dotnet build --configuration Release</code>	Build a project and its dependencies using Release configuration
<code>dotnet build --runtime ubuntu.16.04-x64</code>	Build a project and its dependencies for a specific runtime (in this example, Ubuntu 16.04)
Starting with .NET Core 2.0, you don't have to run <code>dotnet restore</code> because it's run implicitly.	

dotnet run

<code>dotnet run</code>	Run the project in the current directory
<code>dotnet run -- ./projects/project1/project1.csproj</code>	Run the specified project
<code>dotnet myapp.dll</code>	Run a framework-dependent app named myapp.dll

dotnet clean

<code>dotnet clean</code>	Clean the output of a project
<code>dotnet clean --configuration Release</code>	Clean a project built using the Release configuration
Only the outputs created during the build are cleaned. Both intermediate (.obj) and final output (.exe) folders are cleaned.	

dotnet publish

<code>dotnet publish</code>	Publish the project in the current directory
<code>dotnet publish --projects/app1/app1.csproj</code>	Publish the application using the specified project file
The <code>dotnet publish</code> command's output is ready for deployment to a hosting system (for example, a server, PC, Mac, laptop) for execution.	

dotnet ef

<code>dotnet ef migrations add</code>	Add a new migration
<code>dotnet ef migrations list</code>	List available migrations
<code>dotnet ef migrations remove</code>	Remove the last migration
<code>dotnet ef migrations script</code>	Generate a SQL script from migrations
<code>dotnet ef database update</code>	Update the database to a specified migration
<code>dotnet ef database drop</code>	Drop the database
<code>dotnet ef dbcontext list</code>	List available DbContext types
<code>dotnet ef dbcontext info</code>	Get information about a DbContext type
<code>dotnet ef dbcontext scaffold</code>	Scaffolds a DbContext and entity types for a database



By Olcay Bayram (oba)
cheatography.com/oba/en/olcaybayram.com

Published 30th June, 2018.
 Last updated 30th June, 2018.
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