



ASP.NET CORE

Documentation

[Abstract](#)

[Draw your reader in with an engaging abstract. It is typically a short summary of the document.
When you're ready to add your content, just click here and start typing.]

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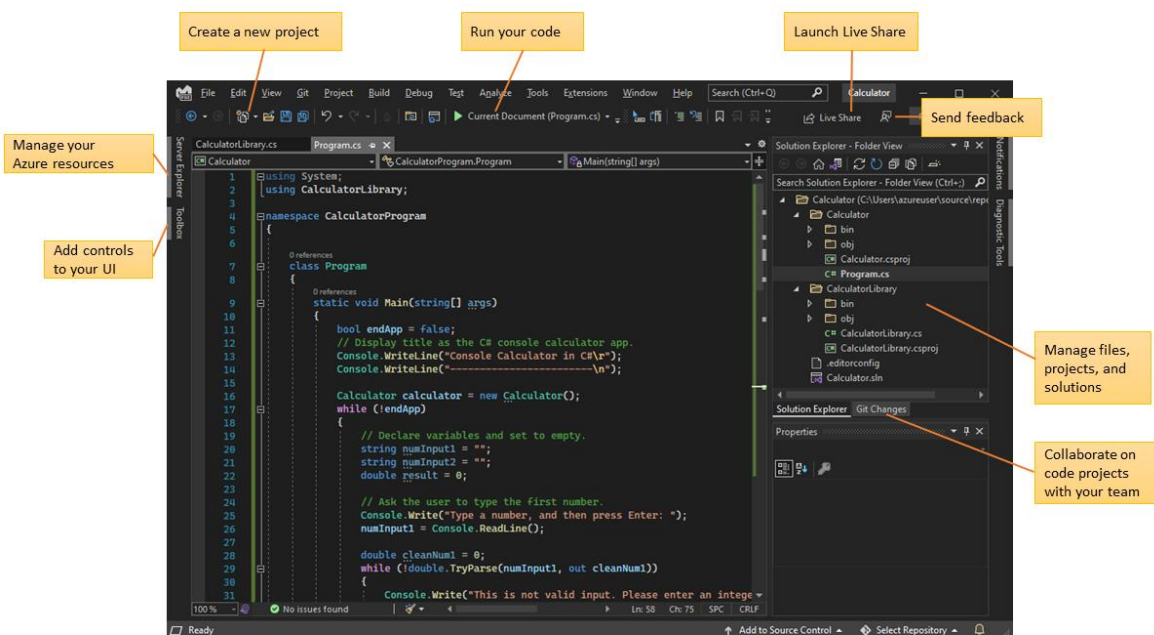
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VISUAL STUDIO 2019 IDE OVERVIEW

1.1 WHAT IS A VISUAL STUDIO?

- Microsoft Visual Studio is an integrated development environment (IDE) from Microsoft. It is used to develop computer programs, as well as websites, web apps, web services and mobile apps.
- Visual Studio supports 36 different programming languages and allows the code editor and debugger to support (to varying degrees) nearly any programming language, provided a language-specific service exists.

1.2 DIFFERENT TYPES OF WINDOWS



- In Solution Explorer, at upper right, you can view, navigate, and manage your code files. Solution Explorer can help organize your code by grouping the files into solutions and projects.
- The central editor window, where you'll probably spend most of your time, displays file contents. In the editor window, you can edit code or design a user interface such as a window with buttons and text boxes.

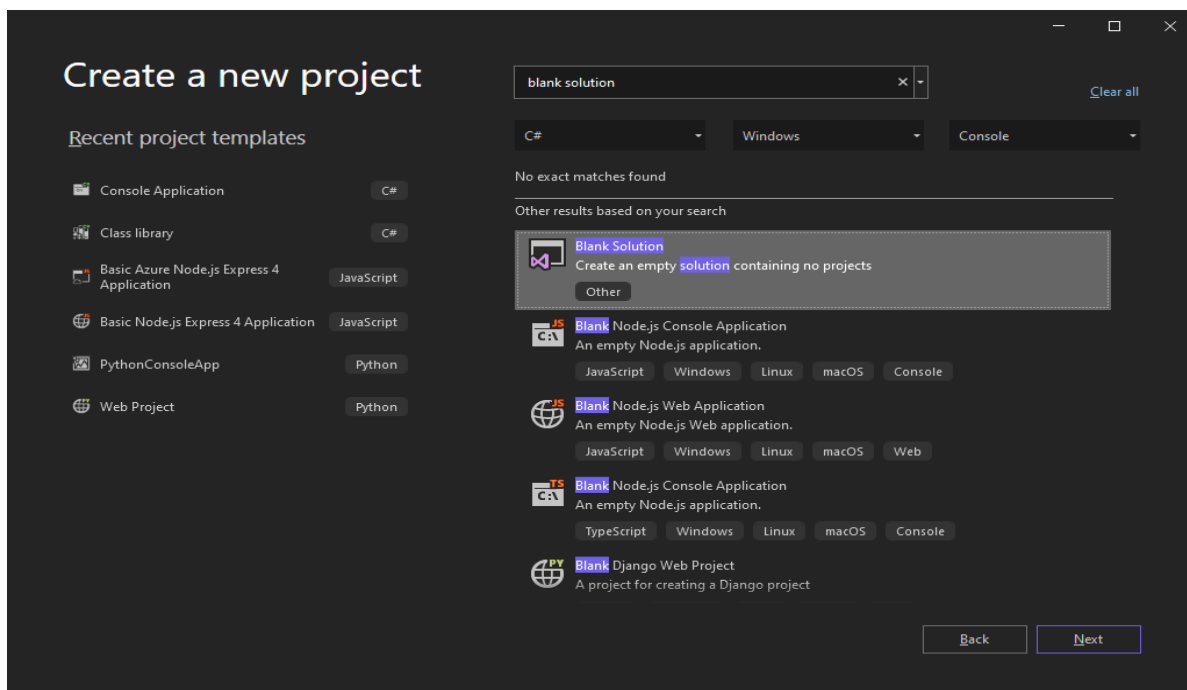
- The central editor window, where you'll probably spend most of your time, displays file contents. In the editor window, you can edit code or design a user interface such as a window with buttons and text boxes.

1.3 SOLUTION AND PROJECT

- We are used Solution Explorer to manage project. Using Solution Explorer we should manage folder structure and navigate different files.
- Solution Explorer have a file which is contain solution details and projects details.
- This file have `'.sln'` extension.
- Solution contain one or more projects.
- Project have one file which contain details about project.
- Which have `'.csproj'` extension(if project base on C#).

1.3.1 CREATE A SOLUTION:

- Open Visual Studio, and on the start window, select Create a new project.



- On the Configure your new project page, give the name of Solution, and then select Create.
- Let say our solution name is 'QuickSolution'.

1.3.2 ADD A PROJECT:

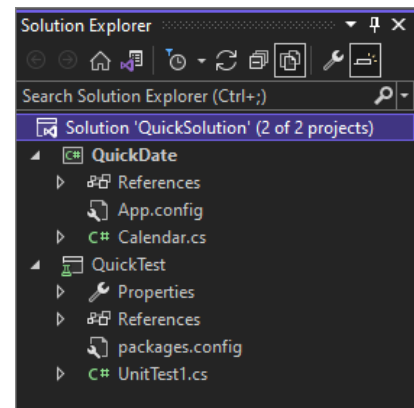
- Right-click Solution '**QuickSolution**' in Solution Explorer, and select Add > New Project from the context menu.
- On the Add a new project page, type empty into the search box at the top, and select C# under All languages.
- Select the C# Empty Project (.NET Framework) template, and then select Next.
- On the Configure your new project page, give the name of Project, and then select Create.
- Let say our solution name is '**QuickDate**'.

1.3.3 ADD AN ITEM TO THE PROJECT:

- From the right-click or context menu of the '**QuickDate**' project in Solution Explorer, select Add > New Item.
- Expand Visual C# Items, and then select Code. In the middle pane, select the Class item template. Under Name, give the name of file, and then select Add.
- Let say our file name is '**Calander.cs**'.

1.3.4 ADD A SECOND PROJECT:

- From the right-click or context menu of Solution '**QuickSolution**' in Solution Explorer, select Add > New Project.
- In the Add a new project dialog box, type unit test into the search box at the top, and then select C# under All languages.
- Select the C# Unit Test Project (.NET Framework) project template, and then select Next.
- On the Configure your new project page, give the name of project, and then select Create.
- Let say our second project name is '**QuickTest**'.
- Add one file inside the second project.
- Let say our file name is '**UnitTest1.cs**'.

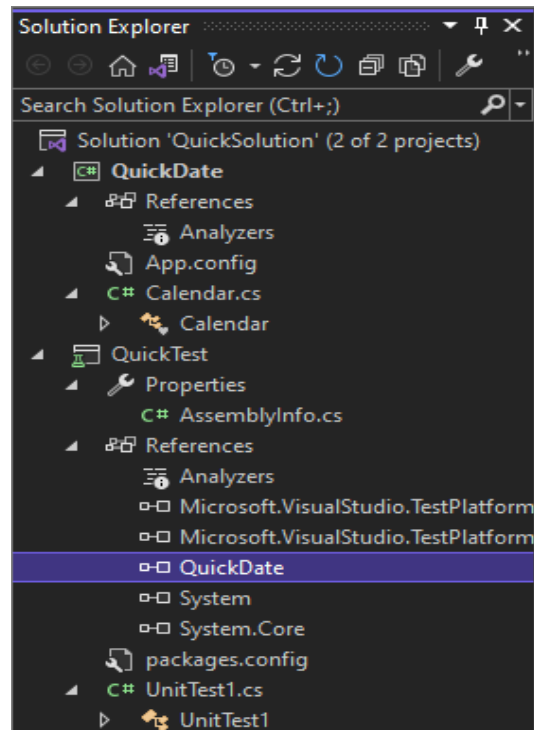


1.3.5 ADD A PROJECT REFERENCE:

- In Solution Explorer, right-click the References node of the '**QuickTest**' project, and select Add Reference from the context menu.
- In the Reference Manager dialog box, under Projects, select the checkbox next to '**QuickDate**', and then select OK.

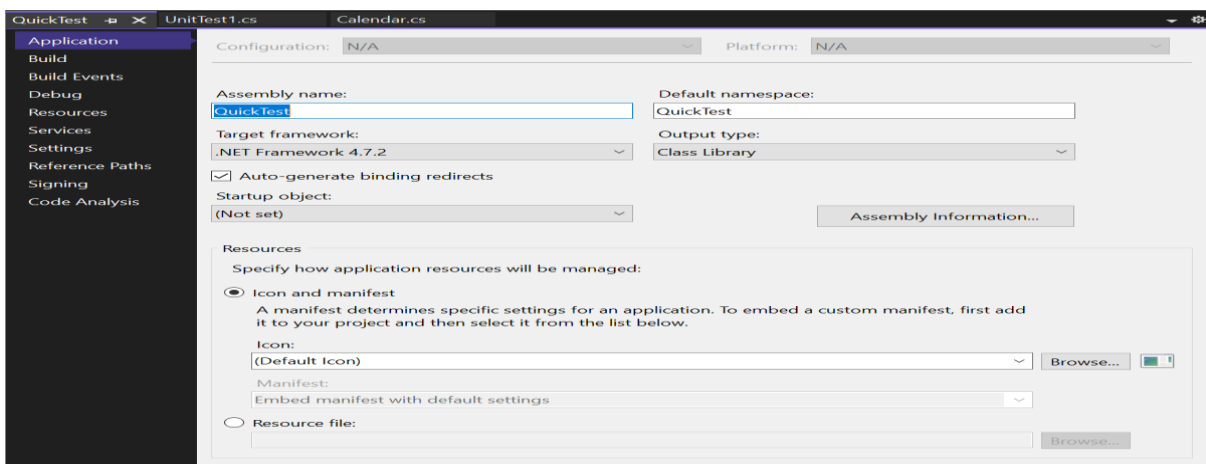
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- Now a reference to the 'QuickDate' project appears under the 'QuickTest' project in Solution Explorer.



1.3.6 PROJECT PROPERTIES:

- In Solution Explorer, right-click the 'QuickTest' project and select Properties, or select the project and press Alt+Enter.

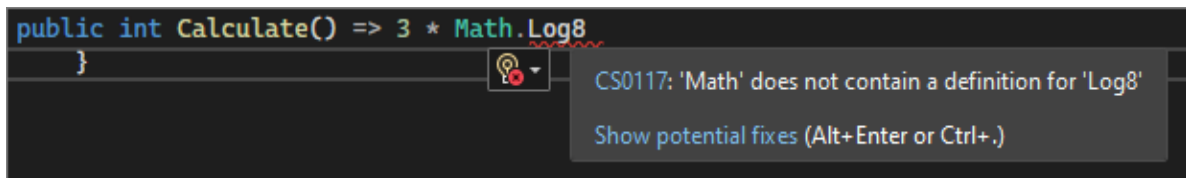


1.4 CODE EDITOR FEATURES

- Some popular features in Visual Studio that improve your productivity when developing software include

1.4.1 SQUIGGLES AND QUICK ACTIONS:

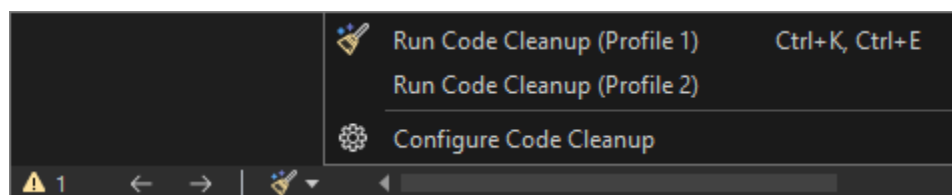
- Squiggles are wavy underlines that alert you to errors or potential problems in your code as you type.
- These visual clues help you fix problems immediately, without waiting to discover errors during build or runtime.



- If you hover over a squiggle, you see more information about the error.
- A lightbulb might also appear in the left margin showing Quick Actions you can take to fix the error.

1.4.2 CODE CLEANUP:

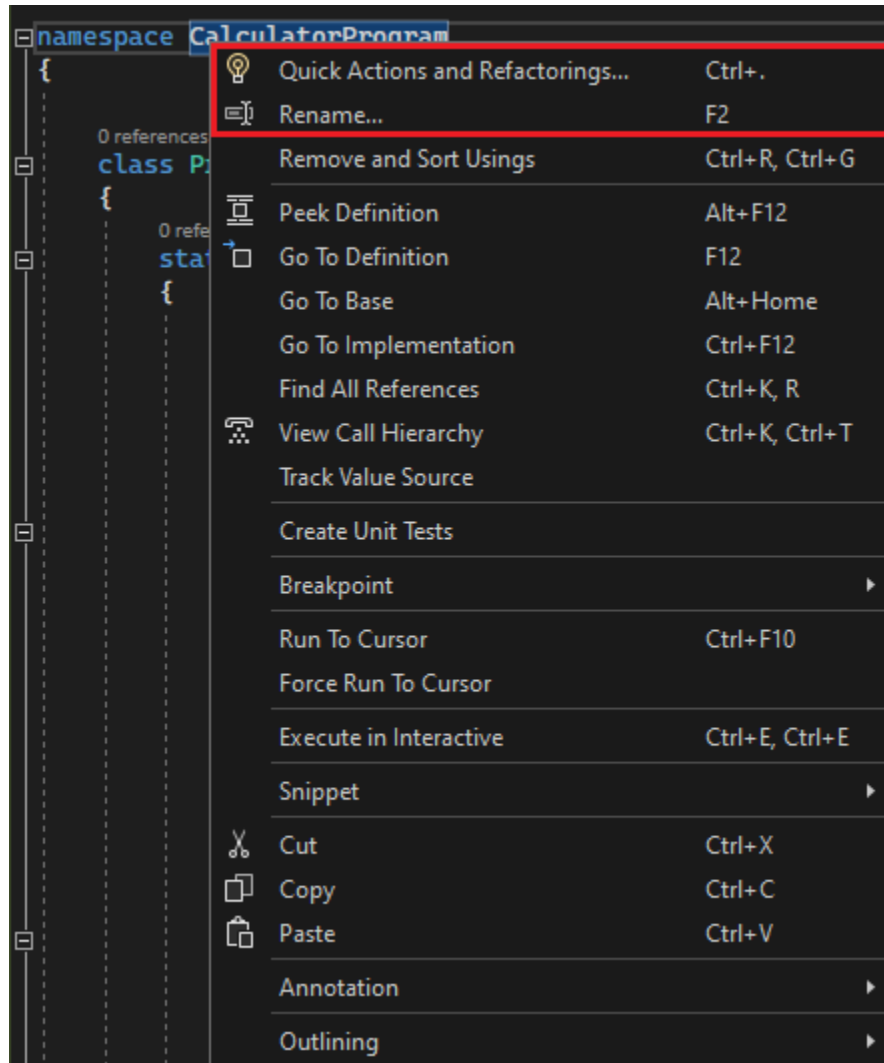
- With the click of a button, you can format your code and apply any code fixes suggested by your code style settings, `.editorconfig` conventions, and Roslyn analyzers.
- Code Cleanup, currently available for C# code only, helps you resolve issues in your code before it goes to code review.



1.4.3 REFACTORING:

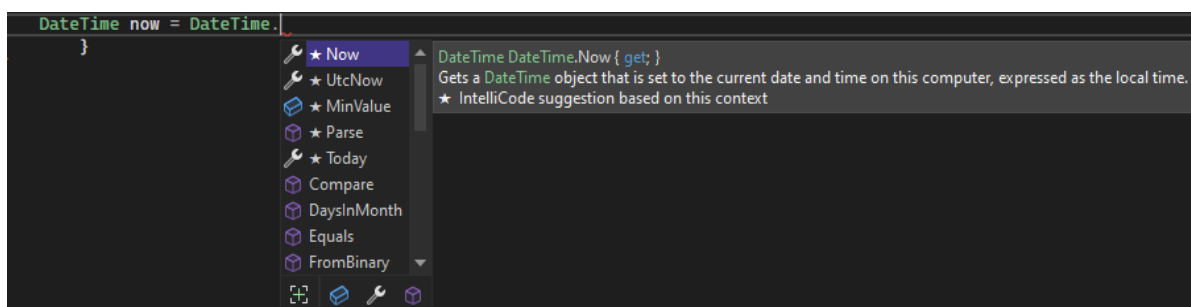
- Refactoring includes operations such as intelligent renaming of variables, extracting one or more lines of code into a new method, and changing the order of method parameters.

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1.4.4 INTELLISENSE:

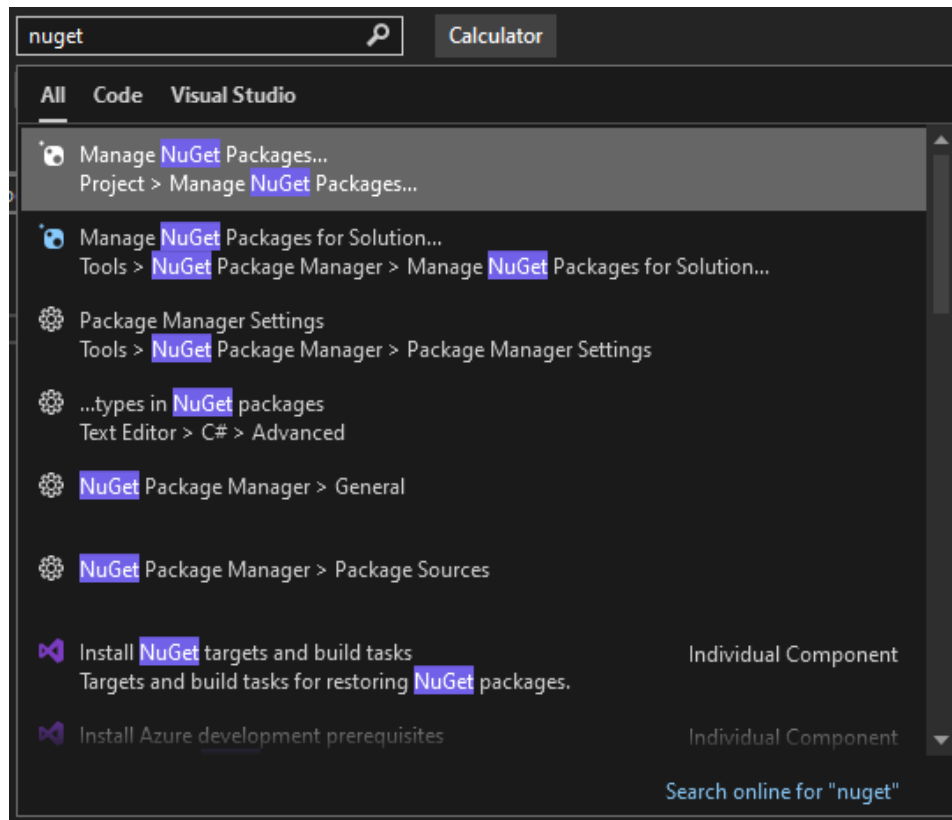
- IntelliSense is a set of features that display information about your code directly in the editor and, in some cases, write small bits of code for you.
- It's like having basic documentation inline in the editor, so you don't have to look up type



information elsewhere.

1.4.5 VISUAL STUDIO SEARCH:

- Visual Studio menus, options, and properties can seem overwhelming at times.
- Visual Studio search, or '**Ctrl+Q**', is a great way to rapidly find IDE features and code in one place.

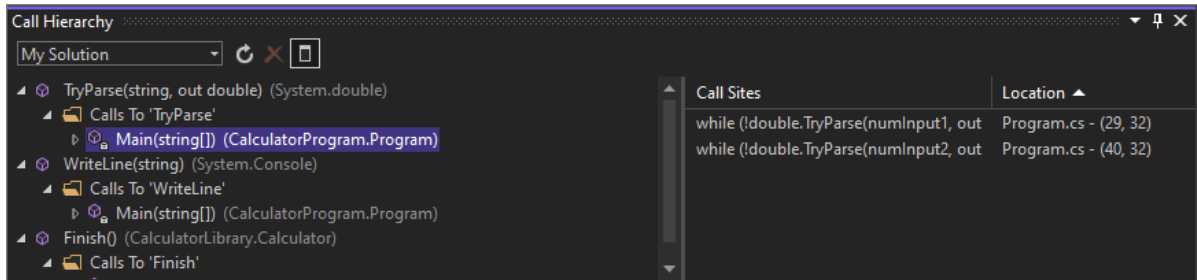


1.4.6 LIVE SHARE:

- Collaboratively edit and debug with others in real time, regardless of your app type or programming language.
- You can instantly and securely share your project. You can also share debugging sessions, terminal instances, localhost web apps, voice calls, and more.

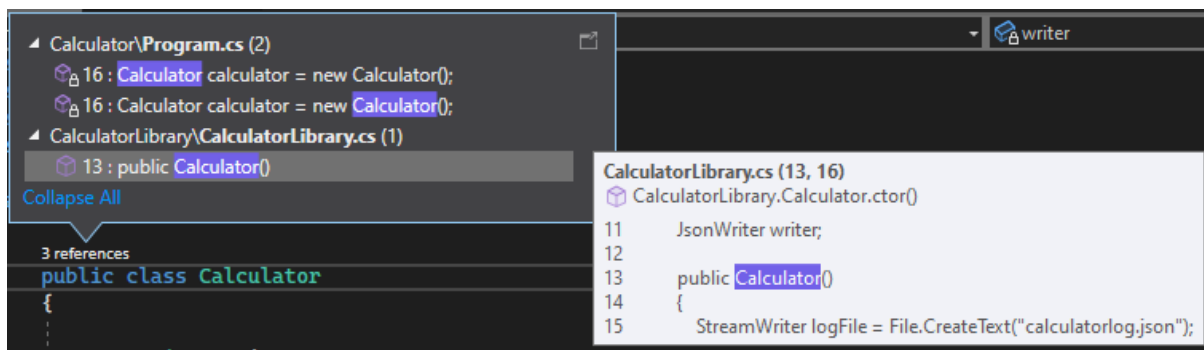
1.4.7 CALL HIERARCHY:

- The Call Hierarchy window shows the methods that call a selected method.
- This information can be useful when you're thinking about changing or removing the method, or when you're trying to track down a bug.



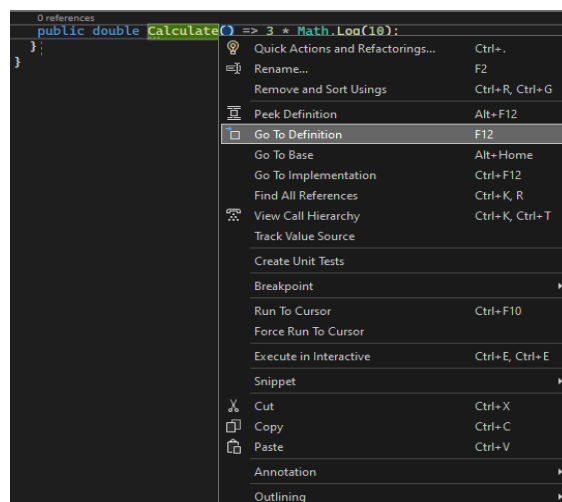
1.4.8 CODELENS:

- CodeLens helps you find code references, code changes, linked bugs, work items, code reviews, and unit tests, without leaving the editor.



1.4.9 GO TO DEFINITION:

- The Go To Definition feature takes you directly to the location of a function or type definition.



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1.4.10 PEEK DEFINITION:

- The Peek Definition window shows a method or type definition without opening a separate file.

```

400 while (!double.TryParse(numInput2, out cleanNum2))
401 {
402     // true if s was converted successfully; otherwise, false.
403     public static bool TryParse([NotNullWhen(true)] string? s, out Double? result)
404     {
405         ...
406         public int CompareTo(object? value);
407         ...
408         public int CompareTo(Double value);
409         ...
410         public override bool Equals([NotNullWhen(true)] object? obj);
411         ...
412         public bool Equals(Double obj);
413         ...
414         public override int GetHashCode();
415         ...
416         public TypeCode GetTypeCode();
417         ...
418         public override string ToString();
419         ...
420         public string ToString(IFormatProvider? provider);
421         ...
422         public string ToString(string? format);
423         ...
424         public string ToString(string? format, IFormatProvider? provider);
425         ...
426         public bool TryFormat(Span<char> destination, out int charsWritten, IFormatProvider? provider, string? format);
427         ...
428         public static bool operator ==(Double left, Double right);
429         ...
430         public static bool operator !=(Double left, Double right);
431     }
432 }
433 Console.WriteLine("This is not valid input. Please enter an integer value.");
434 numInput2 = Console.ReadLine();
  
```

1.5 POPULAR KEYBOARD SHORTCUTS FOR VISUAL STUDIO:

1.5.1 BUILD:

Commands	Keyboard shortcuts	Command ID
Build solution	Ctrl+Shift+B	Build.BuildSolution
Cancel	Ctrl+Break	Build.Cancel
Compile	Ctrl+F7	Build.Compile
Run code analysis on solution	Alt+F11	Build.RunCodeAnalysisonSolution

1.5.2 DEBUG:

Commands	Keyboard shortcuts [Special contexts]	Command ID
Break at function	Ctrl+B	Debug.BreakatFunction
Break all	Ctrl+Alt+Break	Debug.BreakAll

Delete all breakpoints	Ctrl+Shift+F9	Debug.DeleteAllBreakpoints
Exceptions	Ctrl+Alt+E	Debug.Exceptions
Quick watch	Ctrl+Alt+Q or Shift+F9	Debug.QuickWatch
Restart	Ctrl+Shift+F5	Debug.Restart
Run to cursor	Ctrl+F10	Debug.RunToCursor
Set next statement	Ctrl+Shift+F10	Debug.SetNextStatement
Start	F5	Debug.Start
Start without debugging	Ctrl+F5	Debug.StartWithoutDebugging
Step into	F11	Debug.StepInto
Step out	Shift+F11	Debug.StepOut
Step over	F10	Debug.StepOver
Stop debugging	Shift+F5	Debug.StopDebugging
Toggle breakpoint	F9	Debug.ToggleBreakpoint

1.5.3 EDIT:

Commands	Keyboard shortcuts [Special contexts]	Command ID
Break line	Enter [Text Editor, Report Designer, Windows Forms Designer] or Shift+Enter [Text Editor]	Edit.BreakLine
Collapse to definitions	Ctrl+M, Ctrl+O [Text Editor]	Edit.CollapseToDefinitions

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Comment selection	Ctrl+K, Ctrl+C [Text Editor]	Edit.CommentSelection
Complete word	Alt+Right Arrow [Text Editor, Workflow Designer] or Ctrl+Spacebar [Text Editor, Workflow Designer] or Ctrl+K, W [Workflow Designer] or Ctrl+K, Ctrl+W [Workflow Designer]	Edit.CompleteWord
Copy	Ctrl+C or Ctrl+Insert	Edit.Copy
Cut	Ctrl+X or Shift+Delete	Edit.Cut
Delete	Delete [Team Explorer] or Shift+Delete [Sequence Diagram, UML Activity Diagram, Layer Diagram] or Ctrl+Delete [Class Diagram]	Edit.Delete
Find	Ctrl+F	Edit.Find
Find all references	Shift+F12	Edit.FindAllReferences
Find in files	Ctrl+Shift+F	Edit.FindinFiles
Find next	F3	Edit.FindNext
Find next selected	Ctrl+F3	Edit.FindNextSelected
Format document	Ctrl+K, Ctrl+D [Text Editor]	Edit.FormatDocument

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Format selection	Ctrl+K, Ctrl+F [Text Editor]	Edit.FormatSelection
Go to	Ctrl+G	Edit.GoTo
Go to declaration	Ctrl+F12	Edit.GoToDeclaration
Go to definition	F12	Edit.GoToDefinition
Go to find combo	Ctrl+D	Edit.GoToFindCombo
Go to next location	F8	Edit.GoToNextLocation
Insert snippet	Ctrl+K, Ctrl+X	Edit.InsertSnippet
Insert tab	Tab [Report Designer, Windows Forms Designer, Text Editor]	Edit.InsertTab
Line cut	Ctrl+L [Text Editor]	Edit.LineCut
Line down extend column	Shift+Alt+Down Arrow [Text Editor]	Edit.LineDownExtendColumn
Line open above	Ctrl+Enter [Text Editor]	Edit.LineOpenAbove
List members	Ctrl+J [Text Editor, Workflow Designer] or Ctrl+K, Ctrl+L [Workflow Designer] or Ctrl+K, L [Workflow Designer]	Edit.ListMembers
Navigate to	Ctrl+,	Edit.NavigateTo
Open file	Ctrl+Shift+G	Edit.OpenFile
Overtyping mode	Insert [Text Editor]	Edit.OvertypingMode
Parameter info	Ctrl+Shift+Spacebar [Text Editor, Workflow Designer] or Ctrl+K, Ctrl+P [Workflow Designer] or Ctrl+K, P [Workflow Designer]	Edit.ParameterInfo

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Paste	Ctrl+V or Shift+Insert	Edit.Paste
Peek definition	Alt+F12 [Text Editor]	Edit.PEEKDefinition
Redo	Ctrl+Y or Shift+Alt+Backspace or Ctrl+Shift+Z	Edit.Redo
Replace	Ctrl+H	Edit.Replace
Select all	Ctrl+A	Edit.SelectAll
Select current word	Ctrl+W [Text Editor]	Edit.SelectCurrentWord
Selection cancel	Esc [Text Editor, Report Designer, Settings Designer, Windows Forms Designer, Managed Resources Editor]	Edit.SelectionCancel
Surround with	Ctrl+K, Ctrl+S (available only in Visual Studio 2019 and earlier)	Edit.SurroundWith
Tab left	Shift+Tab [Text Editor, Report Designer, Windows Forms Editor]	Edit.TabLeft
Toggle all outlining	Ctrl+M, Ctrl+L [Text Editor]	Edit.ToggleAllOutlining
Toggle bookmark	Ctrl+K, Ctrl+K [Text Editor]	Edit.ToggleBookmark
Toggle completion mode	Ctrl+Alt+Space [Text Editor]	Edit.ToggleCompletionMode
Toggle outlining expansion	Ctrl+M, Ctrl+M [Text Editor]	Edit.ToggleOutliningExpansion
Uncomment selection	Ctrl+K, Ctrl+U [Text Editor]	Edit.UncommentSelection
Undo	Ctrl+Z or Alt+Backspace	Edit.Undo
Word delete to end	Ctrl+Delete [Text Editor]	Edit.WordDeleteToEnd

Word delete to start	Ctrl+Backspace [Text Editor]	Edit.WordDeleteToStart
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1.5.4 FILE: POPULAR SHORTCUTS:

Commands	Keyboard shortcuts [Special contexts]	Command ID
Exit	Alt+F4	File.Exit
New file	Ctrl+N	File.NewFile
New project	Ctrl+Shift+N	File.NewProject
New web site	Shift+Alt+N	File.NewWebSite
Open file	Ctrl+O	File.OpenFile
Open project	Ctrl+Shift+O	File.OpenProject
Open web site	Shift+Alt+O	File.OpenWebSite
Rename	F2 [Team Explorer]	File.Rename
Save all	Ctrl+Shift+S	File.SaveAll
Save selected items	Ctrl+S	File.SaveSelectedItems
View in browser	Ctrl+Shift+W	File.ViewinBrowser

1.5.5 PROJECT:

Commands	Keyboard shortcuts [Special contexts]	Command ID
Add existing item	Shift+Alt+A	Project.AddExistingItem
Add new item	Ctrl+Shift+A	Project.AddNewItem

1.5.6 REFACTOR:

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Command	Keyboard shortcut [Special contexts]	Command ID
Extract method	Ctrl+R, Ctrl+M	Refactor.ExtractMethod

1.5.7 TOOLS:

Command	Keyboard shortcut [Special contexts]	Command ID
Attach to process	Ctrl+Alt+P	Tools.AttachtoProcess

1.5.8 VIEW:

Commands	Keyboard shortcuts [Special contexts]	Command ID
Class view	Ctrl+Shift+C	View.ClassView
Edit label	F2	View.EditLabel
Error list	Ctrl+\, Ctrl+E or Ctrl+\, E	View.ErrorList
Navigate backward	Ctrl+-	View.NavigateBackward
Navigate forward	Ctrl+Shift+-	View.NavigateForward
Object browser	Ctrl+Alt+J	View.ObjectBrowser
Output	Ctrl+Alt+O	View.Output
Properties window	F4	View.PropertiesWindow
Refresh	F5 [Team Explorer]	View.Refresh
Server explorer	Ctrl+Alt+S	View.ServerExplorer
Show smart tag	Ctrl+. or Shift+Alt+F10 [HTML Editor Design View]	View.ShowSmartTag
Solution explorer	Ctrl+Alt+L	View.SolutionExplorer
TFS Team Explorer	Ctrl+\, Ctrl+M	View.TfsTeamExplorer
Toolbox	Ctrl+Alt+X	View.Toolbox
View code	Enter [Class Diagram] or F7 [Settings Designer]	View.ViewCode

View designer	Shift+F7 [HTML Editor Source View]	View.ViewDesigner
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1.5.9 WINDOW:

Commands	Keyboard shortcuts [Special contexts]	Command ID
Activate document window	Esc	Window.ActivateDocumentWindow
Close document window	Ctrl+F4	Window.CloseDocumentWindow
Next document window	Ctrl+F6	Window.NextDocumentWindow
Next document window nav	Ctrl+Tab	Window.NextDocumentWindowNav
Next split pane	F6	Window.NextSplitPane

PROJECT TYPES

2.1 WINDOWS DEVELOPMENT

- There are three main application framework available in .Net Framework for developing windows application.
 - Windows Forms
 - Windows Presentation Foundation (WPF)
 - Universal Windows Platform (UWP)

2.1.1 WINDOWS FORMS:

- The first version of Windows Forms was released in 2002 at the same time as .NET framework 1.0.
- The code was written in an event-driven manner.
- Here application contain multiple windows, called as a forms.
- Business logic of application spread across the many event handlers in multiple forms.
- So it's difficult to manage large application.
- So for the avoid this issue we are used MVP (model-view-presenter) design pattern architecture.
- But, all of this makes Windows Forms not very suitable for creating new applications.

2.1.2 WINDOWS PRESENTATION FOUNDATION (WPF):

- Windows Presentation Foundation (WPF) was released as a part of .NET framework 3.5 in 2007.
- It is saved as an XML file using a special syntax named XAML (Extensible Application Markup Language).
- Unlike the Windows forms, this XML file is much easier to understand and edit manually.
- Also, the synchronization between the designer and the XML file is bidirectional.
- Any changes made directly to the XML file are immediately visible in the designer.
- This allows for greater flexibility when editing the layout.
- But, the code is still event driven.
- But, here the data property and event handler can be bound to control using XAML markup.
- So taking advantage of this and introduce the MVVM (model-view-viewmodel) design pattern.

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- Even today, WPF is the most versatile and flexible framework for creating Windows desktop applications and as such the recommended choice for most new Windows desktop applications.

2.1.3 UNIVERSAL WINDOWS PLATFORM (UWP):

- The origin of Universal Windows Platform (UWP) can be traced back to the release of Windows 8 in 2012.
- This is used to accompanying framework for development of touch-first applications, called Metro applications.
- With the release of Windows 10 in 2015, the framework got its final name and eventually supported development of applications like...
 - Windows desktop
 - Windows Mobile
 - Windows IoT Core
 - Windows Mixed Reality
 - Xbox Ones
- It is very similar to WPF.
- User interfaces are save as a XAML files.
- It used MVVM design pattern.
- UWP applications can call some Win32 APIs when their code is written in C++/CX.
- Windows API and WinAPI, Win32 is the main set of Microsoft Windows APIs used for developing 32-bit applications.
- These APIs are responsible for functions in the following categories:
 - Administration
 - Management – Install
 - Configure
 - Service applications or systems
- UWP applications are your only choice if you want to target any non-desktop Windows devices.
- You might also prefer them over WPF for Windows desktop applications if you want to target other Windows devices with the same application or want to publish your application in Microsoft Store as long as you don't need any Win32 APIs not available to you in UWP applications.

2.2 CLASS LIBRARY

- Class library is a type of project in .Net which is help use to manage application in different types of modules.

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- It will also used to share code across the multiple projects.
- There are three types of class libraries that you can use:
 - Platform-specific class libraries
 - Portable class library
 - .Net Standard class library

2.2.1 PLATFORM-SPECIFIC CLASS LIBRARIES:

- It have access to all the APIs in a given platform (for example, .NET Framework on Windows, Xamarin iOS), but can only be used by apps and libraries that target that platform.
- Platform-specific libraries are bound to a single .NET platform and can therefore take significant dependencies on a known execution environment.
- Platform-specific libraries have been the primary class library type for the .NET Framework.

2.2.2 PORTABLE CLASS LIBRARIES:

- It have access to a subset of APIs, and can be used by apps and libraries that target multiple platforms.

2.2.3 .NET STANDARD CLASS LIBRARIES:

- It is a combination of the platform-specific and portable library concept into a single model that provides the best of both.
- .NET Standard exposes a set of library contracts.
- .NET implementations must support each contract fully or not at all.
- Each implementation supports a set of .NET Standard contracts.
- .NET Standard class library is supported on the platforms that support its contract dependencies.
- These libraries do expose many more APIs than Portable Class Libraries.
- The following implementations support .NET Standard libraries:
 - .NET Core
 - .NET Framework
 - Mono
 - Universal Windows Platform (UWP)

2.3 MOBILE DEVELOPMENT

- In .Net we have two mobile development frameworks:
 - Xamarin

- .Net MAUI

2.3.1 XAMARIN:

- Xamarin extends the .NET developer platform with tools and libraries specifically for building apps for Android, iOS, tvOS, watchOS, macOS, and Windows.
- Xamarin apps are native apps! Whether you're designing a uniform UI across platforms.

2.3.2 .NET MAUI:

- .NET Multi-platform App UI (.NET MAUI) is a framework for building modern, multi-platform, natively compiled iOS, Android, macOS, and Windows apps using C# and XAML in a single codebase.
- This is support in .Net 6 and above.
- We can also use .Net Blazor Native, Which is help use to develop hybrid applications with C# instead of JavaScript.
- Also you can share youre Blazor web components directly in .NET MAUI apps while having access to native device capabilities and packaging.

2.4 WEB DEVELOPMENT

- ASP.NET offers many frameworks for creating web applications:
 - Web Forms
 - ASP.NET MVC
 - ASP.NET Web Pages
- Many other new framework launched .Net like Blazor, .Net MAUI, Microservices.

2.4.1 WEB FORMS:

- With ASP.NET Web Forms, we can build dynamic websites using a familiar drag-and-drop, event-driven model.
- This is only available in .Net Framework.

2.4.2 ASP.NET MVC:

- This is used to create powerful web application based on MVC design pattern with full control and using agile methodology.
- It is available in both .Net Framework and .Net Core.

2.4.3 ASP.NET WEB PAGES:

- ASP.NET Web Pages and the Razor syntax provide a fast, approachable, and lightweight way to combine server code with HTML to create dynamic web content.

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- Connect to databases, add video, link to social networking sites, and include many more features that help you create beautiful sites that conform to the latest web standards.
- It is also available in both .Net Framework and .Net Core.

2.4.4 ASP.NET WEB API:

- It is used to create HTTP services that reach a broad range of clients, including browsers and mobile devices.
- It is available in both .Net Framework and .Net Core.

2.4.5 BLAZOR WEBASSEMBLY:

- It is used to develop single page client side web application with the help of Html, Css and C#.
- Because it's real .NET running on WebAssembly, you can re-use code and libraries from server-side parts of your application.
- It is only available in .Net Core.

2.4.6 BLAZOR SERVER:

- It is used to develop real time web application with the SignalR concept.
- It is only available in .Net Core.

INTRODUCTION TO C#

3.1 WHAT IS A C#?

- C# is a general purpose object oriented programming language.
- It developed by Microsoft.
- C# was developed by Anders Hejlsberg and his team during the development of .Net Framework.
- C# is designed for Common Language Infrastructure (CLI), which consists of the executable code and runtime environment that allows use of various high-level languages on different computer platforms and architectures.

3.1.1 FEATURES OF C#:

- It is a modern, general-purpose programming language
- It is object oriented.
- It is component oriented.
- It is easy to learn.
- It is a structured language.
- It produces efficient programs.
- It can be compiled on a variety of computer platforms.
- It is a part of .Net Technology.

3.2 “HELLO WORLD” PROGRAM

- C# Contain following part in a program:
 - Namespace declaration
 - A class
 - Class methods
 - Class attributes or properties
 - A Main Method
 - Statements and Expressions
 - Comments
- C# is case sensitive.
- All statements and expression must end with a semicolon (;).
- The program execution starts at the Main method.
- Unlike Java, program file name could be different from the class name.


```
using System;

namespace HelloWorldAPP
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```

Output : Hello World

3.3 NAMESPACE:

- Namespace is a collection of classes.
- It helps to archive level of separation of classes.
- Namespace have a following type as a member
 - Namespace (Nested)
 - Classes
 - Interfaces
 - Structures
 - Delegates
 - Enum
- It is not **mandatory to declare in program**, but they do play an important role to manage large project.
- Namespace also solve a naming conflict problem, we can put two same class name inside different namespace.
- We have following types of namespace declaration formats
 - Block level namespace
 - File Scoped namespace
 - Nested namespace

3.3.1 BLOCK LEVEL NAMESPACE:

- In this namespace have scope inside two parentheses.

```
namespace Namespace1
{
```

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```
class Program
{
    //Code
}
```

3.3.2 FILE SCOPED LEVEL NAMESPACE:

- It have file level scope.
- It support C# 10 or above.

```
namespace Namespace;
class Program
{
    //Code
}
```

3.3.3 NESTED NAMESPACE:

- Namespace inside namespace is called nested namespace.

```
namespace OuterNamespace
{
    class Program
    {
        //Code
    }
    namespace InnerNamespace
    {
        class InnerClass
        {
            //Code
        }
    }
}
```

3.4 THE “USING” KEYWORD

- If we want to import some namespace inside the program, then we use “using” keyword.
- For Ex : We want to print something, so We are use “Console.WriteLine();”
- Here is the “Console” is the class which is contain “System” namespace.

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- So we need to import “System” namespace inside the Program.
- So using “using” keyword we can import “System” namespace inside the Program.

```
using System;

namespace HelloWorldAPP
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```

3.5 CLASS

- Class is a user define type which is describe how certain object look.
- In C# we are use “class” key word to define any class.
- Class have a property and behavior.
- Class contain following members
 - methods
 - variables
- Structure of class:

```
[Access Specifier] class [ClassName]
{
    //Code
}
```

3.5.1 NAMING CONVENTIONS OF CLASS:

- It should begin with an alphabet.
- It should being Pascal casing.
- There may be more than one alphabet, but without any spaces between them.
- Digits may be used but only after alphabet.
- No special symbol can be used except the underscore (_) and currency (\$) symbol. When multiple words are needed, an underscore should separate them.
- No keywords or command can be used as a variable name.

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3.5.2 ACCESS SPECIFIERS:

- In a C# we have a following access specifiers

Caller's location	public	protected internal	protected	internal	private protected	private
Within the class	✓	✓	✓	✓	✓	✓
Derived class (same assembly)	✓	✓	✓	✓	✓	✗
Non-derived class (same assembly)	✓	✓	✗	✓	✗	✗
Derived class (different assembly)	✓	✓	✓	✗	✗	✗
Non-derived class (different assembly)	✓	✗	✗	✗	✗	✗

3.5.3 NESTED CLASSES:

- Class inside the class called nested class.

```
namespace HelloWorldAPP
{
    class Program
    {
        class InnerClass
        {
            //Code
        }

        //Code
    }
}
```

3.6 METHODS

- Method is a block code which is contain a series of statement.
- Method declare inside class, struct or interface.

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```
[Access Specifier] [return datatype] [Method Name]([datatype of args] args)
{
    //Code
    return [return member]
}
```

3.7 VARIABLES

- It is used to represent storage locations.

Type	Example
Integral types	sbyte, byte, short, ushort, int, uint, long, ulong, and char
Floating point types	float and double
Decimal types	decimal
Boolean types	true or false values, as assigned
Nullable types	Nullable data types

```
[datatype] [name of variable]
```

- For Ex:

```
class A
{
    public static int x;
    int y;

    void F(int[] v, int a, ref int b, out int c)
    {
        int i = 1;
        c = a + b++;
    }
}
```

UNDERSTANDING C# PROGRAM

4.1 PROGRAM FLOW

- Let us understand the flow of hello world program.

```
using System;

namespace HelloWorldAPP
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```

- .Net compiler platform also known as Roslyn.
- It is open source compiler and code analysis API for C# and VB.
- Compiler enter in program from **Main** method.
- Compiler follow code execution process.
- We can use different way to compile program.
 - Using Visual Studio
 - Using Command Line
 - For Ex : **csc Program.cs** and enter (if unsafe code in program then use **csc /unsafe Program.cs**)
 - Then **Program** enter
- Program compile using CLR.

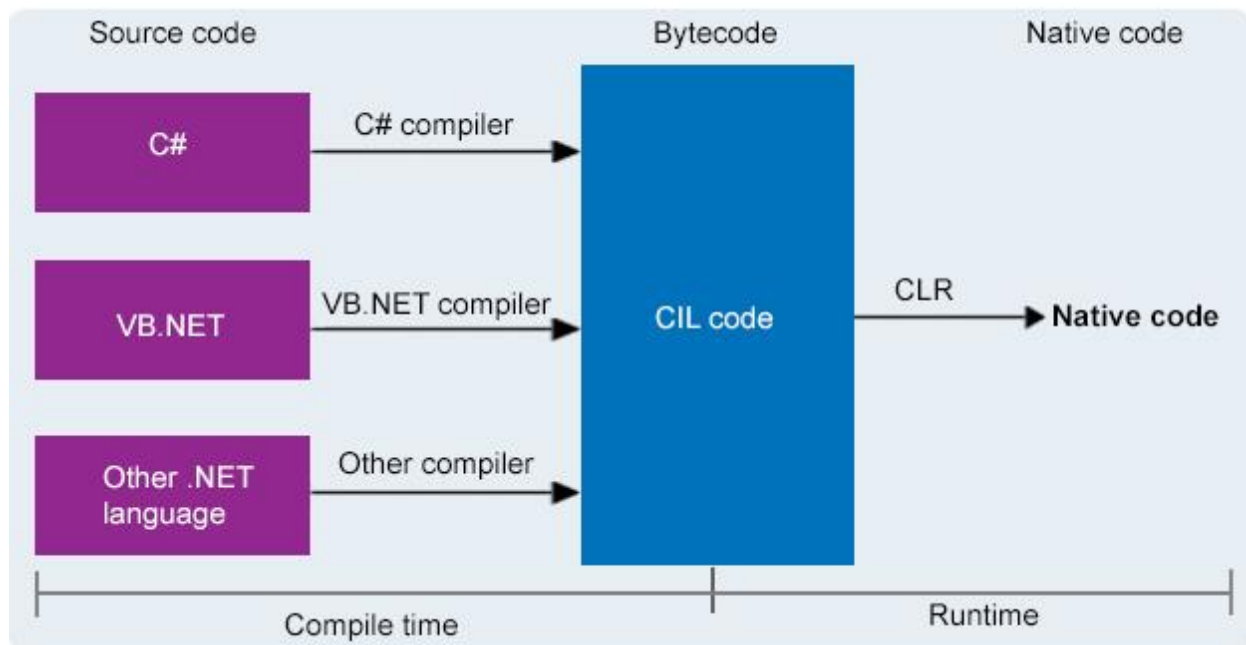
4.2 UNDERSTANDING SYNTAX

- First of all we import some namespace using “using” keyword.
- Then we define namespace of program
- Then we should define class of program which contain **Main** method.
- Then inside class we should define **Main** method.
- **Main** method must static.
- Under the **Main** method we should write program.
- **Main** method return nothing and take array of string as an argument.

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4.3 COMMON LANGUAGE RUNTIME (CLR)

- It is a runtime environment.
- It manages life cycle and execution of .Net.
- It also provide easy service for deployment.
- Developer should write program in any language like C#, VB or F#, It convert into intermediate language.
- Intermediate language generated code which is in byte form is converted into native code using CLR



WORKING WITH CODE FILES, PROJECTS & SOLUTIONS

5.1 STRUCTURE OF SOLUTION

- A project is contained within a solution.
- It's simply a container for one or more related projects, along with build information, Visual Studio window settings, and any miscellaneous files that aren't associated with a particular project.
- Visual Studio uses two file types (.sln and .suo) to store settings for solutions:

Extension	Name	Description
.sln	Visual Studio Solution	Organizes projects, project items, and solution items in the solution.
.suo	Solution User Option	Stores user-level settings and customizations, such as breakpoints.

- A "solution folder" is a virtual folder that's only in Solution Explorer, where you can use it to group projects in a solution.
- If you want to locate a solution file on a computer, go to Tools > Options > Projects and Solutions > Locations.

5.2 UNDERSTANDING STRUCTURE OF PROJECT

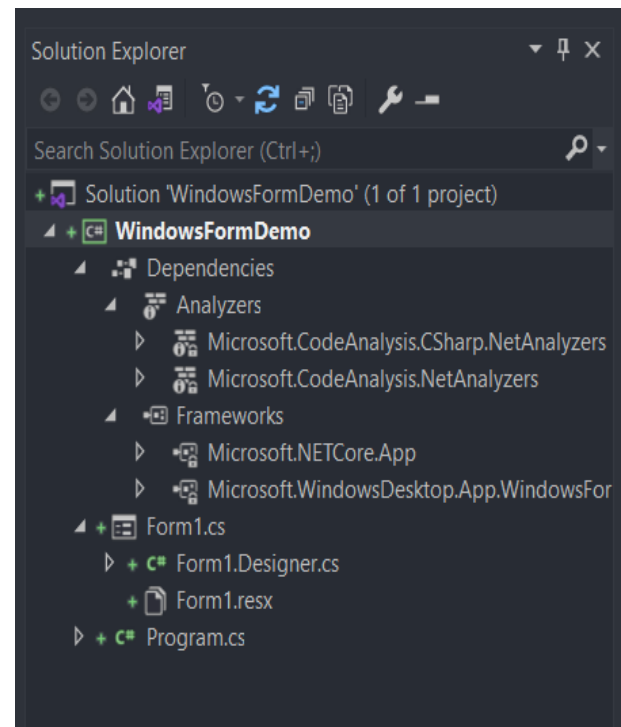
- We have two common folders which exist in all projects of .Net
- bin :
 - The bin folder holds binary files, which are the actual executable code for your application or library.
- obj :
 - The obj folder holds object, or intermediate, files, which are compiled binary files that haven't been linked yet.
 - They're essentially fragments that will be combined to produce the final executable.
 - The compiler generates one object file for each source file, and those files are placed into the obj folder.

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- Each of these folders are further subdivided into Debug and Release folders, which simply correspond to the project's build configurations.
- Dependency :
 - It contain dependency of project like framework and NuGet packages and other things which is helps to create and run .Net project.
- .csproj file :
 - It tells dotnet how to build the application.
 - It's one of the most important files in an project.
- .csproj.user :
 - csproj.user files Is made for storing your settings in your VS Project, can be understood as personal settings.

5.2.1 WINDOWS FORMS APP:

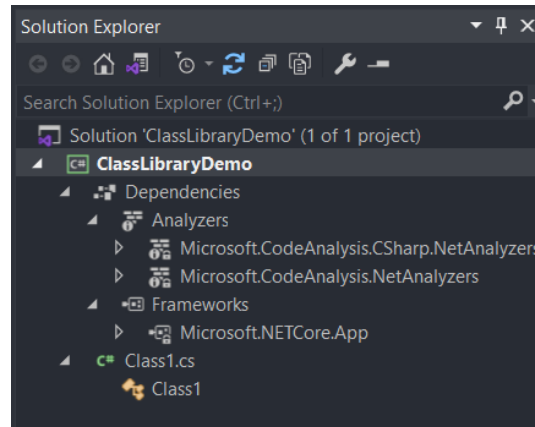
- Program.cs is a entry point of application.
- This will execute the first when application run.
- It also contain dependency injections and filters which is used in projects.
- Forms: It have two file one is Form1.cs which is used to develop UI and bind business logic with UI.
- Second is Form1.Designer.cs which is contain any control existing on the ,Form1.cs markup page is represented here. Most important are the name and type of the control.
- Form1.resx which is consists of XML entries, which specify objects and strings inside XML tags.
- It contains a standard set of header information, which describes the format of the resource entries and specifies the versioning information for the XML used to parse the data.



5.2.2 CLASS LIBRARY:

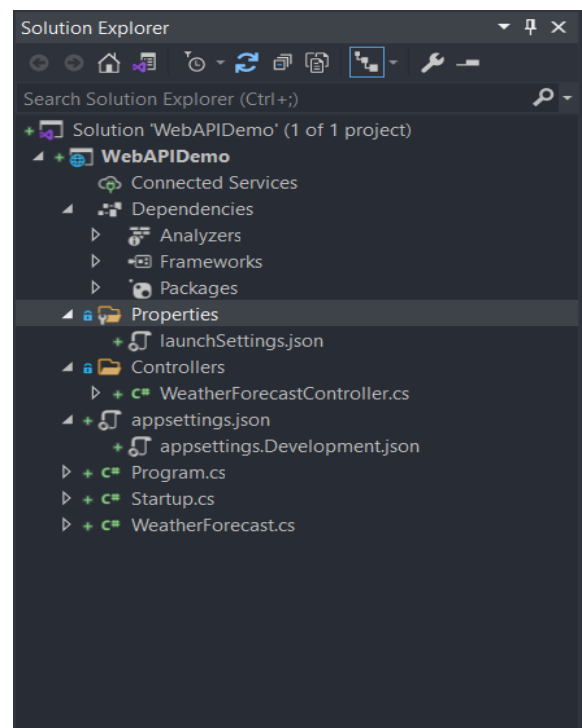
- It is used to create class library, so we should improve reusability of our project.
- It contain C# file which is only class file which contain different type of logic.
- We can attach or detach this class library in different projects.

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5.2.3 WEB API:

- **Properties:** The Properties Folder in ASP.NET Core Web Application by default contains one JSON file called as launchSettings.json file as shown in the below image.
- **launchSetting.json:** The launchsettings.json file contains some settings that are going to be used by .NET Core when we run the application either from Visual Studio or by using .NET Core CLI.
- The launchSettings.json file is only used within the local development machine. So, this file is not required when we publishing our ASP.NET Core Web API application into the production server.
- Now, open the launchSettings.json file, by default you will see the following settings.
- If you are running your application from the visual studio then IIS Express Profile will be used (for HTTP the port number will be 63044 and for HTTPS the port number will be 44395).
- if you are running your application using .NET Core CLI, then WebAPIDemo profile will be used which is nothing but using Kestrel Web Server and for HTTP protocol it uses the port number 5000 and for HTTPS protocol it uses the port number 5001.s



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```
{
  "$schema": "http://json.schemastore.org/launchsettings.json",
  "iisSettings": {
    "windowsAuthentication": false,
    "anonymousAuthentication": true,
    "iisExpress": {
      "applicationUrl": "http://localhost:63044",
      "sslPort": 44395
    }
  },
  "profiles": {
    "IIS Express": {
      "commandName": "IISExpress",
      "launchBrowser": true,
      "launchUrl": "swagger",
      "environmentVariables": {
        "ASPNETCORE_ENVIRONMENT": "Development"
      }
    },
    "MyFirstWebAPIProject": {
      "commandName": "Project",
      "dotnetRunMessages": "true",
      "launchBrowser": true,
      "launchUrl": "swagger",
      "applicationUrl": "https://localhost:5001;http://localhost:5000",
      "environmentVariables": {
        "ASPNETCORE_ENVIRONMENT": "Development"
      }
    }
  }
}
```

← This URL will be used when we use IIS Express Profile to run our Application

← This setting is for IIS Express

← This setting is for Kestrel Web Server

Controllers:

- The ASP.NET Core Web API is a controller-based approach.
- All the controllers of your ASP.NET Core Web API Application should and must reside inside the Controllers folder.
- It contain business logic of Web API, It handles all requests and give corresponding response.
- This File inherited from **“Controller”** class or **“ControllerBase”** class.
- **“Controller”** class is derived from the **“ControllerBase”** class.
- **“Controller”** should use when we want to return View from **“ActionMethod”**, Because when we use **“ControllerBase”** class then we can't render View.

appsettings.json file:

- This is the same as web.config or app.config of our traditional .NET Application.

- The appsettings.json file is the application configuration file in ASP.NET Core Web Application used to store the configuration settings such as database connections strings, any application scope global variables, etc.

appsettings.Development.json:

- If you want to configure some settings based on the environments then you can do such settings in appsettings.{Environment}.json file.
- You can create n number of environments like development, staging, production, etc.
- If you set some settings in the appsettings.Development.json file, then such settings can only be used in the development environment, can not be used in other environments.

Program.cs:

- It has a public static void Main() method.
- The Main method is the entry point of our Application.
- Each ASP.NET Core Web API Application initially starts as a Console Application and the Main() method is the entry point to the application.
- So, when we execute the ASP.NET Core Web API application, it first looks for the Main() method and this is the method from where the execution starts for the application.
- The Main() method then configures ASP.NET Core and starts it. At this point, the application becomes an ASP.NET Core Web API application.

Startup.cs:

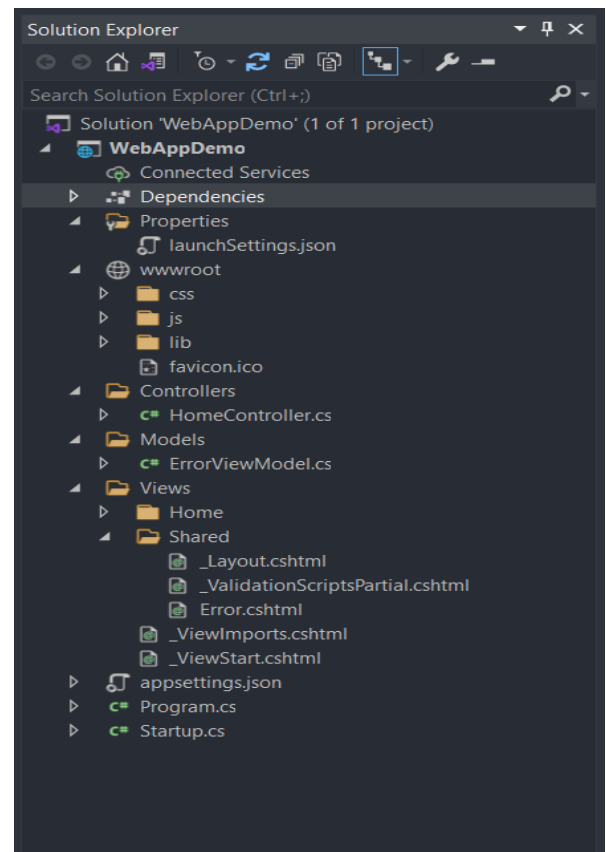
- The Startup class is like the Global.asax file of our traditional .NET application.
- As the name suggests, it is executed when the application starts.
- Startup class includes two public methods:
 - ConfigureServices
 - Configure
- ConfigureServices():
 - The ConfigureServices method of the Startup class is the place where we can register our dependent classes with the built-in IoC container.
 - Once we register the dependent classes, they can be used anywhere within the application.
 - The ConfigureServices method includes the IServiceCollection parameter to register services to the IoC container.
- Configure:

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- The Configure method of the Startup class is the place where we configure the application request pipeline using the IApplicationBuilder instance that is provided by the built-in IoC container.
- ASP.NET Core introduced the middleware components to define a request pipeline, which will be executed on every request.
- If you look at the Configure method, it registered UseDeveloperExceptionPage, UseSwagger, UseSwaggerUI, UseHttpsRedirection, UseRouting, UseAuthorization, and UseEndpoints middleware components to the request processing pipeline.
- After coming .Net 6 “Startup.cs” file was removed and combine the functionality with the “Program.cs” file.
- So now after .Net 6 we have only “Program.cs”.

5.2.4 WEB APPLICATION:

- Web application contain all folder and files which have a web api and it have additional file and folders.
- **wwwroot:** The “wwwroot” folder in the ASP.NET Core project is treated as a web root folder.
- Static files can be stored in any folder under the web root and accessed with a relative path to that root.
- **Libmen.json:** This file contains the list of libraries for static file to download.
- Each library has a name, a version, a list of files to download, and the location where the file will be copied.
- **Models:** The Models folder of an ASP.NET Core MVC application contains the class files which are used to store the domain data (you can also say business data) as well as business logic to manage the data.
- **View:** The Views Folder of an ASP.NET Core MVC application contains all the “.cshtml” files of your application.
- In MVC, the .cshtml file is a file where we need to write the HTML code along with the C# code.



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- The Views folder also includes separate folders for each and every controller for your application.
- For example: all the .cshtml files of the HomeController will be in the View => Home folder.
- We also have the Shared folder under the Views folder.
- The Shared Folder contains all the views which are needed to be shared by different controllers.
- For example: error files, layout files, etc.

UNDERSTANDING DATATYPES & VARIABLES WITH CONVERSION

6.1 DATA TYPE:

- It specify type of data.
- In C# we have following types of datatypes
 - Value Data Type
 - Reference Data Type
 - Pointer Data Type

6.1.1 VALUE DATA TYPE:

- It directly store value in a memory.
- It accepts both signed and unsigned literals.
- It belongs to **System.ValueType** namespace.

Signed and Unsigned Integer Data Type:

Alias	Type Name	Type	Size(bits)	Range	Default Value
sbyte	System.Sbyte	signed integer	8	-128 to 127	0
short	System.Int16	signed integer	16	-32768 to 32767	0
int	System.Int32	signed integer	32	-2^{31} to $2^{31}-1$	0
long	System.Int64	signed integer	64	-2^{63} to $2^{63}-1$	0L
byte	System.byte	unsigned integer	8	0 to 255	0
ushort	System.UInt16	unsigned integer	16	0 to 65535	0
uint	System.UInt32	unsigned integer	32	0 to 2^{32}	0
ulong	System.UInt64	unsigned integer	64	0 to 2^{63}	0

Floating Point Type:

Alias	Type name	Size(bits)	Range (aprox)	Default Value
-------	-----------	------------	---------------	---------------

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float	System.Single	32	$\pm 1.5 \times 10^{-45}$ to $\pm 3.4 \times 10^{38}$	0.0F
double	System.Double	64	$\pm 5.0 \times 10^{-324}$ to $\pm 1.7 \times 10^{308}$	0.0D

Character Type:

Alias	Type name	Size In(Bits)	Range	Default value
char	System.Char	16	U +0000 to U +ffff	'\0'

Boolean Type:

Alias	Type name	Values
bool	System.Boolean	True / False

6.1.2 REFERENCE DATA TYPE:

- The reference data type will contain memory address of data because reference don't store value of data directly.
- The built in reference type are...
 - String
 - Object

String:

- It represents a sequence of Unicode characters and its type name is **System.String**. So, string and String are equivalent.

```
string s1 = "Dhruvil"; // creating through string keyword
String s1 = "Dobariya"; // creating through String class
```

Object:

- In C#, all types, predefined and user-defined, reference types and value types, inherit directly or indirectly from Object.
- So basically it is the base class for all the data types in C#.
- Before assigning values, it needs type conversion.
- **Boxing:** When a variable of a value type is converted to object, it's called boxing.

Dhruvil A. Dobariya

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- **Unboxing:** When a variable of type object is converted to a value type, it's called unboxing.
- Its type name is **System.Object**.

```
using System;

namespace DatatypeDemo
{
    class BoxingUnboxing
    {
        static void Main(string[] args)
        {
            //Intialization
            int a = 10;
            Console.WriteLine(a.GetType());

            //Boxing
            Object boxingA = a;
            Console.WriteLine(boxingA.GetType());

            //Unboxing
            int unboxingA = (int)(boxingA);
            Console.WriteLine(unboxingA.GetType());
        }
    }
}
```

Output :

```
System.Int32
System.Int32
System.Int32
```

- **GetType()** method give datatype of variable.

6.1.3 POINTER DATATYPE:

- The Pointer Data Types will contain a memory address of the variable value.
- To get the pointer details we have a two symbols
 - ampersand (&)
 - asterisk (*).

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- Ampersand (&): It is Known as Address Operator. It is used to determine the address of a variable.
- Asterisk (*): It also known as Indirection Operator. It is used to access the value of an address.

Syntax:

```
type* identifier;
```

Example:

```
int* p1, p;    // Valid syntax
int *p1, *p;   // Invalid
```

Program:

```
// Error: Unsafe code requires the 'unsafe'
// command line option to be specified
// For its solution:
// Go to your project properties page and
// check under Build the checkbox Allow
// unsafe code.
using System;

namespace DatatypeDemo
{
    class Pointer
    {
        static void Main(string[] args)
        {
            unsafe
            {

                // declare variable
                int n = 10;

                // store variable n address
                // location in pointer variable p
                int* p = &n;
                Console.WriteLine("Value :{0}", n);
                Console.WriteLine("Address :{0}", (int)p);

            }
        }
    }
}
```

```
}  
}
```

Output :

```
Value :10  
Address :-805837108
```

6.2 DATATYPE CONVERSION

- We have two type of technique to type conversion
 - Implicit type conversion
 - Explicit type conversion

Implicit type conversion:

- These conversions are performed by C# in a type-safe manner.
- For example: conversions from smaller to larger integral types and conversions from derived classes to base classes.

Explicit type conversion:

- These conversions are done explicitly by users using the pre-defined functions.
- Explicit conversions require a cast operator.

```
using System;  
  
namespace DatatypeDemo  
{  
    class TypeConversion  
    {  
        static void Main(string[] args)  
        {  
            //Initialization  
            int a = 20;  
            Console.WriteLine(a);  
            Console.WriteLine(a.GetType());  
  
            //Implicit conversion  
            double implicitlyA = a;  
            Console.WriteLine(implicitlyA);  
        }  
    }  
}
```

```
        Console.WriteLine(implicitlyA.GetType());

        //Explicit conversion
        int explicitA = (int)(implicitlyA);
        Console.WriteLine(explicitA);
        Console.WriteLine(explicitA.GetType());
    }
}
```

Output :

```
20
System.Int32
20
System.Double
20
System.Int32
```

Data Type Conversion Method:

Sr.No.	Methods & Description
1	ToBoolean Converts a type to a Boolean value, where possible.
2	ToByte Converts a type to a byte.
3	ToChar Converts a type to a single Unicode character, where possible.
4	ToDateTime Converts a type (integer or string type) to date-time structures.
5	ToDecimal Converts a floating point or integer type to a decimal type.

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6	ToDouble Converts a type to a double type.
7	ToInt16 Converts a type to a 16-bit integer.
8	ToInt32 Converts a type to a 32-bit integer.
9	ToInt64 Converts a type to a 64-bit integer.
10	ToSbyte Converts a type to a signed byte type.
11	ToSingle Converts a type to a small floating point number.
12	ToString Converts a type to a string.
13	ToType Converts a type to a specified type.
14	ToUInt16 Converts a type to an unsigned int type.
15	ToUInt32 Converts a type to an unsigned long type.
16	ToUInt64 Converts a type to an unsigned big integer.

```
using System;

namespace DatatypeDemo
{
    class DataTypeConversionMethod
    {
        static void Main(string[] args)
        {
            //Initialization
            int a = 20;
            double b = 21.20;
            bool c = true;
            Console.WriteLine("On Initialization");
            Console.WriteLine("Type of a: " + a.GetType());
            Console.WriteLine("Type of b: " + b.GetType());
            Console.WriteLine("Type of c: " + c.GetType());
            Console.WriteLine();

            //Covert into string
            Console.WriteLine("After Conversation in String");
            string stringA = a.ToString();
            string stringB = b.ToString();
            string stringC = c.ToString();

            Console.WriteLine("Type of stringA: " + stringA.GetType());
            Console.WriteLine("Type of stringB: " + stringB.GetType());
            Console.WriteLine("Type of stringC: " + stringC.GetType());
            Console.WriteLine();

            //Convert into main datatype
            Console.WriteLine("After Conversation in main datatype");

            Console.WriteLine("Type of stringA: " +
Convert.ToInt32(stringA).GetType());
            Console.WriteLine("Type of stringB: " +
Convert.ToDouble(stringB).GetType());
            Console.WriteLine("Type of stringC: " +
Convert.ToBoolean(stringC).GetType());

        }
    }
}
```

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Output :

On Initialization

Type of a: System.Int32

Type of b: System.Double

Type of c: System.Boolean

After Conversation in String

Type of stringA: System.String

Type of stringB: System.String

Type of stringC: System.String

After Conversation in main datatype

Type of stringA: System.Int32

Type of stringB: System.Double

Type of stringC: System.Boolean