

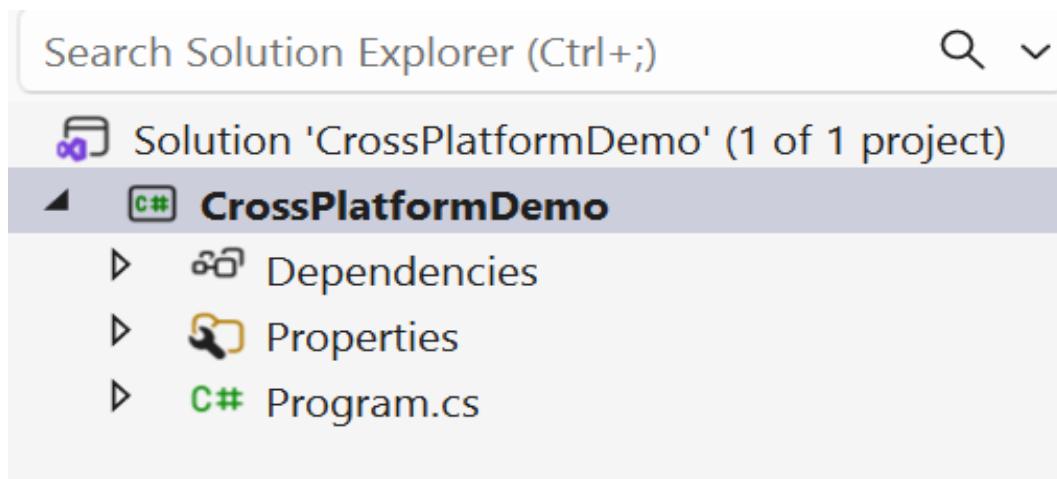
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Batch: 4

Steps for publishing a project on local folder

1. Create a project on visual studio with any name like, CrossPlatformDemo.



2. Write the code in Program.cs file that you want to publish.

A screenshot of the Visual Studio Code editor. The file "Program.cs" is open, showing the following C# code:

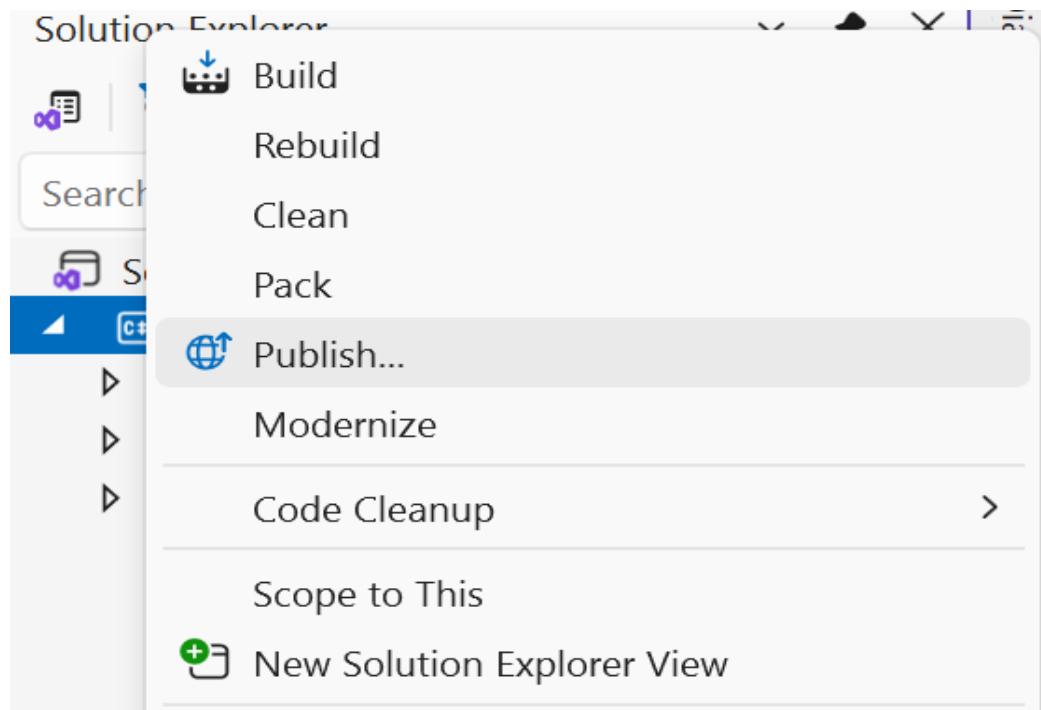
```
1  using System.Runtime.InteropServices;
2
3  namespace CrossPlatformDemo
4  {
5      internal class Program
6      {
7          static void Main(string[] args)
8          {
9              Console.WriteLine("Cross-Platform .NET Application");
10             Console.WriteLine($"OS: {RuntimeInformation.OSDescription}");
11             Console.WriteLine($"Architecture: {RuntimeInformation.ProcessArchitecture}");
12         }
13     }
14 }
```

3. Now execute (debug) the code and check the output is coming or not.

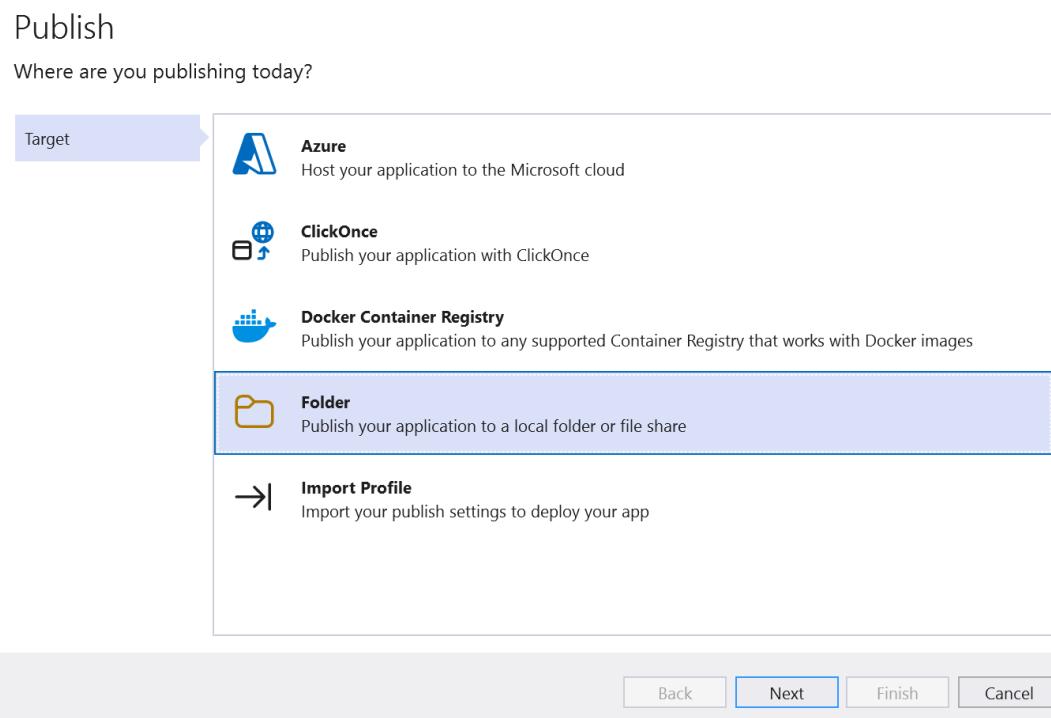
A screenshot of the Microsoft Visual Studio Debug Console window. It displays the output of the application's main method:

```
Cross-Platform .NET Application
OS: Microsoft Windows 10.0.19045
Architecture: X64
```

4. Right click on project and click publish.



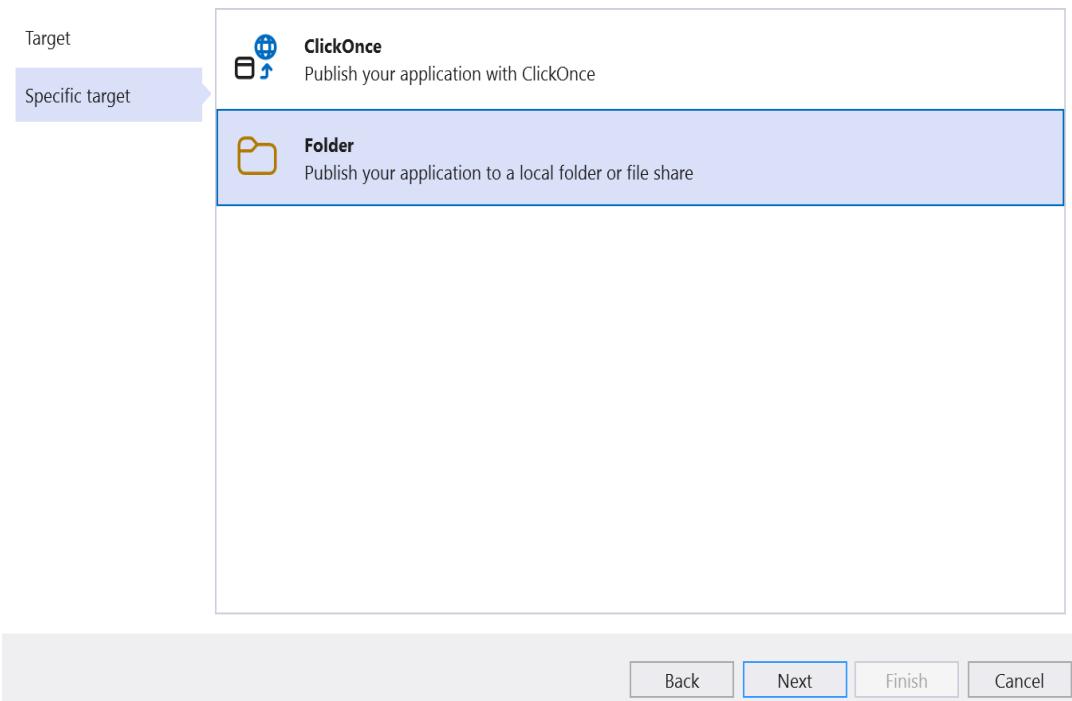
5. Select Folder and then click on next.



6. Again select folder and click on next.

Publish

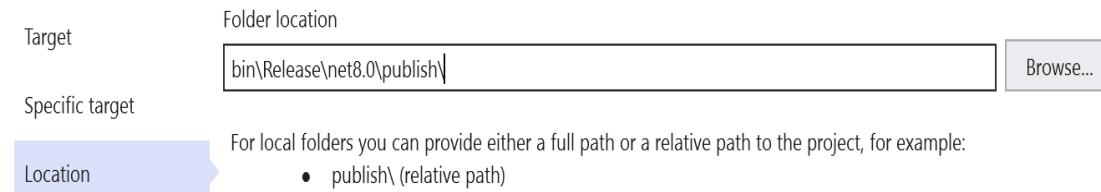
Which local target would you like to publish to?



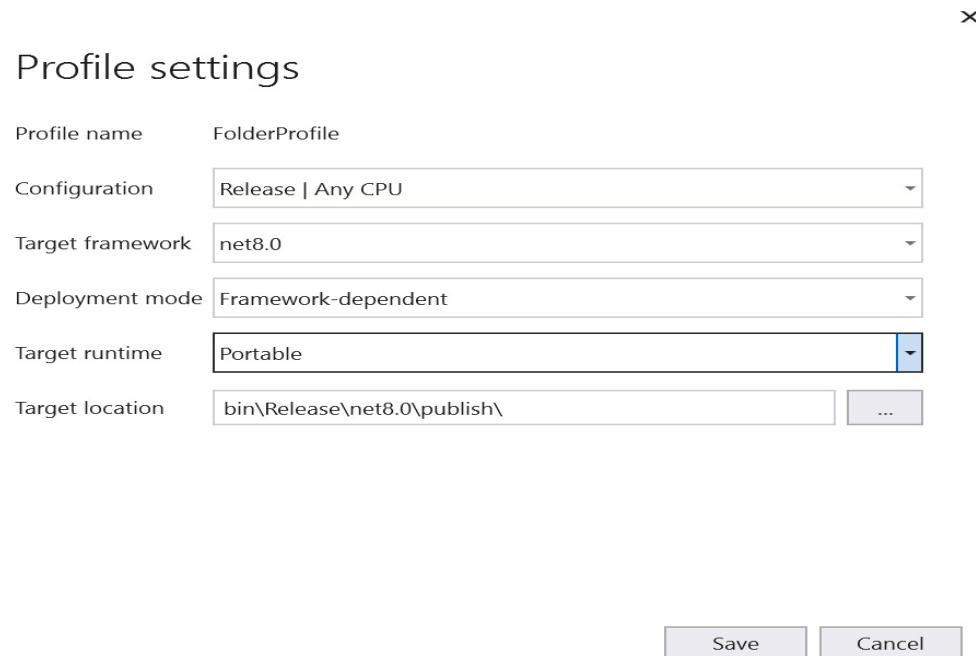
7. Check folder location and click on Finish.

Publish

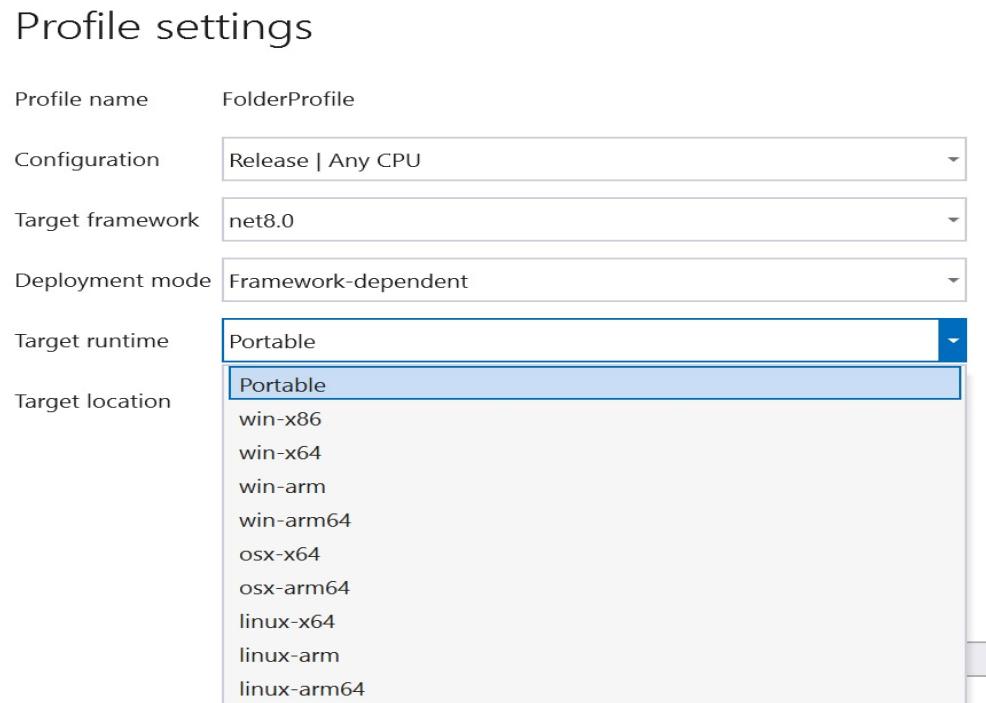
Provide the path to a local or network folder



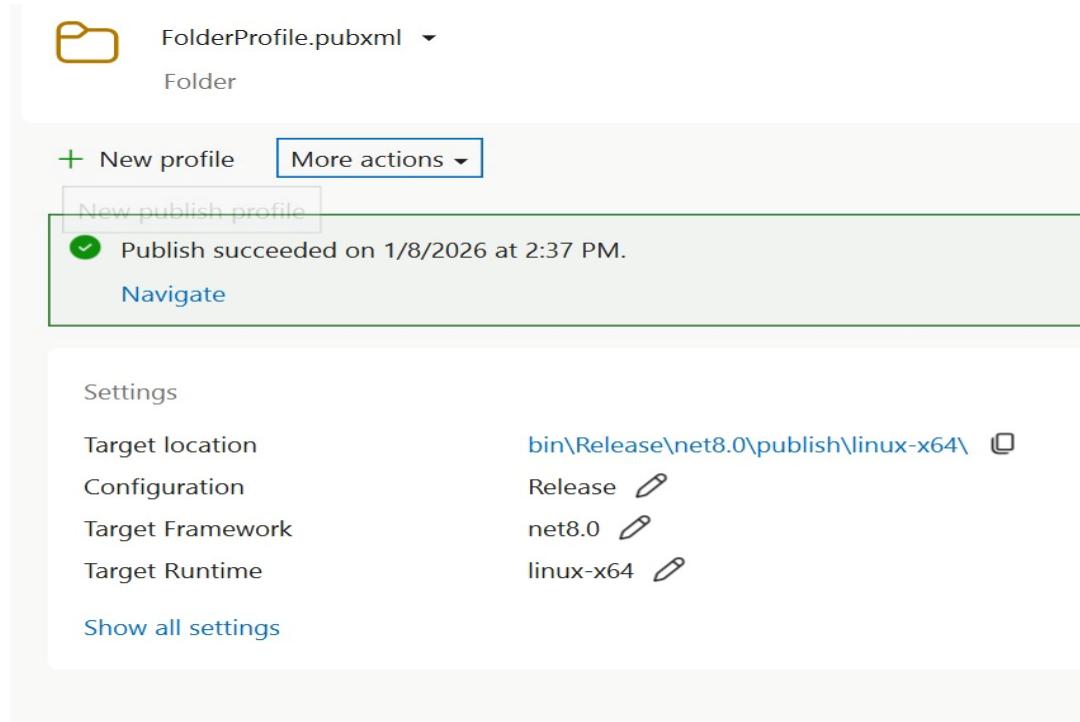
8. Now edit the desired setting before publishing the project.



9. Confirm the target runtime that you are aiming for.



10. Save and click on “Publish”.



11. You can check the location where the project has been published by clicking on this.

Target location <bin\Release\net8.0\publish\linux-x64\>