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What is new in .NET 5 and the future of .NET

involved



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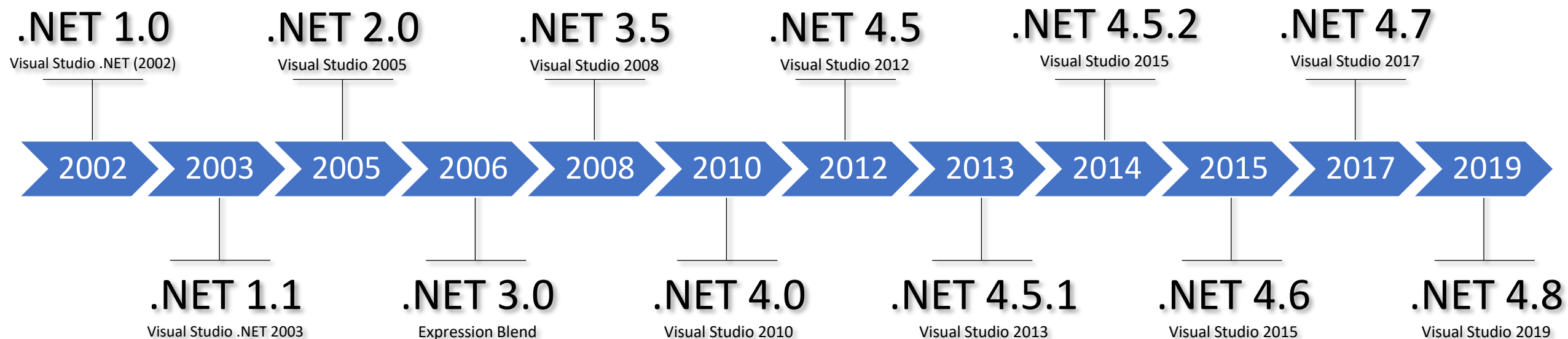
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What is new in .NET 5 and the future of .NET

.NET: a quick history



.NET Core: a quick history

.NET Core 1.0

Visual Studio 2015 Update 3

.NET Core 1.1

Visual Studio 2017 Version 15.0

.NET Core 2.0

Visual Studio 2017 Version 15.3

.NET Core 2.1

Visual Studio 2017 Version 15.7

.NET Core 2.2

Visual Studio 2019 Version 16.0

.NET Core 3.0

Visual Studio 2019 Version 16.3

.NET Core 3.1

Visual Studio 2019 Version 16.4

2016

2016

2017

2018

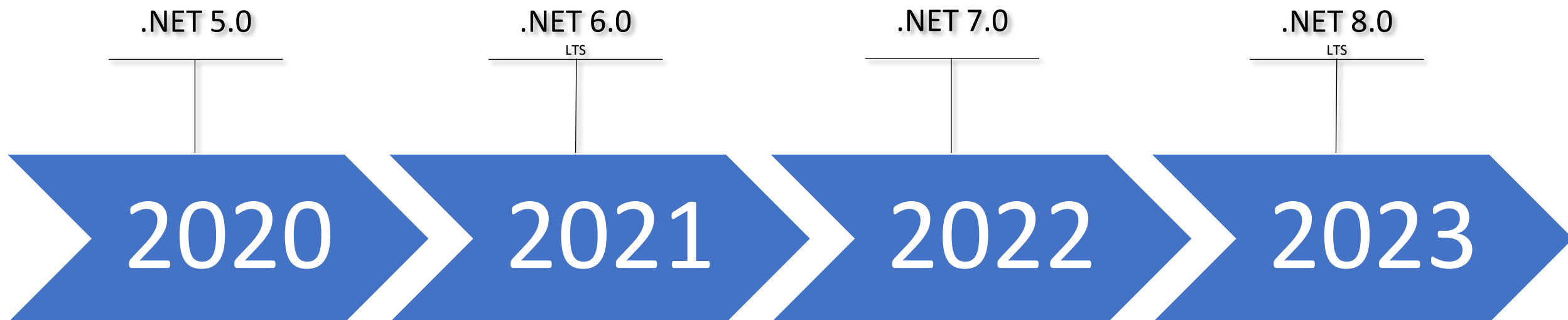
2018

2019

2019

.NET Core 1.0	June 27, 2019
.NET Core 1.1	June 27, 2019
.NET Core 2.0	October 1, 2018
.NET Core 2.1	August 21, 2021
.NET Core 2.2	December 23, 2019
.NET Core 3.0	March 3, 2020
.NET Core 3.1	Supported

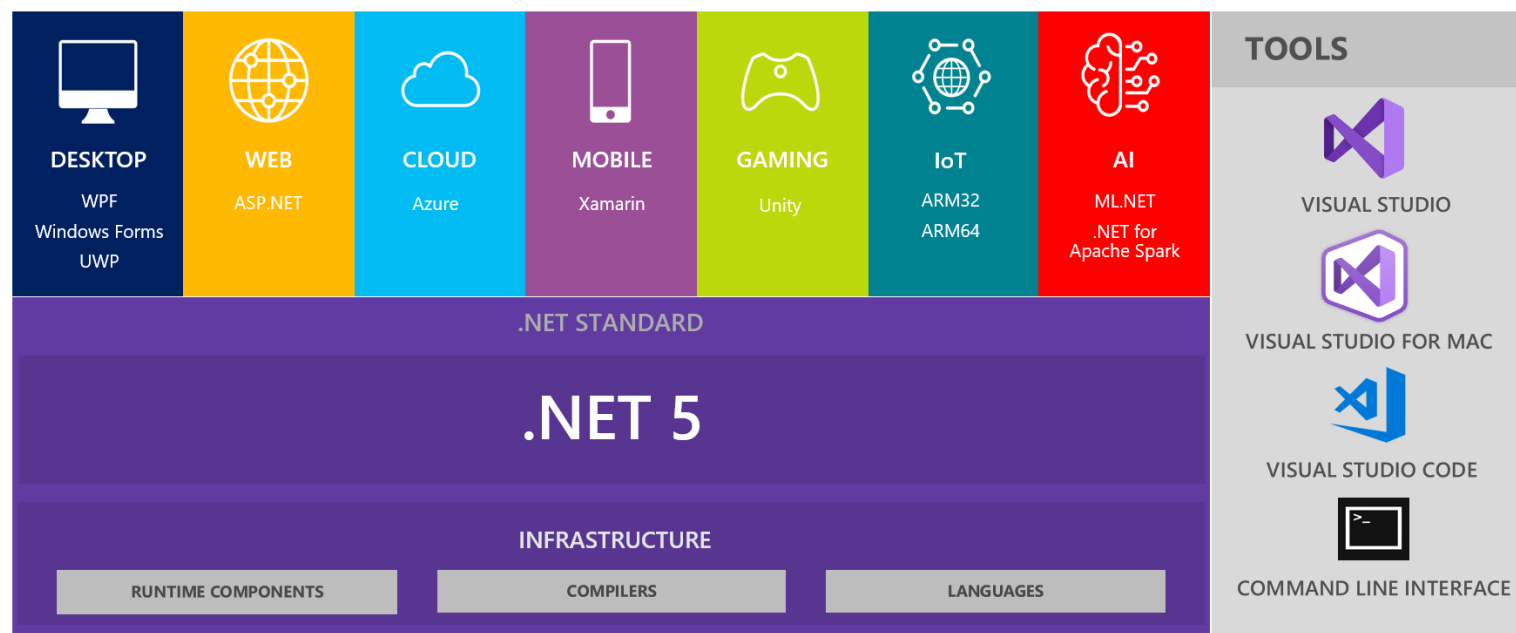
.NET: what about the future?



.NET as multi-platform

- Portable Class Libraries
- .NET Standard
- .NET 5

.NET = A unified platform



<https://devblogs.microsoft.com/dotnet/introducing-net-5/>

.NET 5 = .NET Core vNext

- Single runtime and BCL
- Unified developer experience
- Expand .NET with capabilities of .NET Core, .NET Framework, Xamarin and Mono
- Single open-source code base

.NET Framework, .NET Core or .NET 5?



- .NET Framework will NOT get new features but will stay supported with every new version of Windows (.NET 4.8 is part of Windows)
- .NET Core 3.1 is LTS (12/2022) but will NOT get new features
- .NET Standard 2.1 will be the last version
- .NET 5 supports .NET Standard 2.1
- .NET Standard 2.0 is the last supported by .NET Framework

THIS DEMO USES

**"PRODUCTION-READY
CODE"**

Example 1 – Single SDK Experience

- Single CLI
- Single *.csproj format
- Target framework names (TFM)
- “net5.0” replaces and combines “netcoreapp” and “netstandard”
- “net5.0-windows” is OS-specific and includes OS-specific bindings
 - “net6.0-android”, “net6.0-ios”

Example 1 – Single SDK Experience

```
<PropertyGroup>  
  <OutputType>Exe</OutputType>  
  <TargetFramework>net5.0</TargetFramework>  
  <RootNamespace>_01_SingleSdkExperience.DotNet5</RootNamespace>  
</PropertyGroup>
```

Example 1 – Single SDK Experience

```
<PropertyGroup>  
  <OutputType>WinExe</OutputType>  
  <TargetFramework>net5.0-windows</TargetFramework>  
  <RootNamespace>_01_SingleSdkExperience.WinForms</RootNamespace>  
  <UseWindowsForms>true</UseWindowsForms>  
</PropertyGroup>
```

Example 1 – Single SDK Experience

```
<PropertyGroup>  
  <OutputType>WinExe</OutputType>  
  <TargetFramework>net5.0-windows</TargetFramework>  
  <RootNamespace>_01_SingleSdkExperience.Wpf</RootNamespace>  
  <UseWPF>true</UseWPF>  
</PropertyGroup>
```

Example 2 – Default Executables

- Since .NET Core 3.0
- `<OutputType>Exe</OutputType>` for executable project templates
- Generates *.exe (wrapper) next to .NET DLL

```
<PropertyGroup>  
  <OutputType>Exe</OutputType>  
  <TargetFramework>net5.0</TargetFramework>  
  <RootNamespace>_02_DefaultExecutables</RootNamespace>  
</PropertyGroup>
```


Example 3 – Single file applications

- Since .NET Core 3.0
- Publish feature
- Includes runtime and dependencies
- Platform SDK decides how to build native executable

```
<RuntimeIdentifier>win10-x64</RuntimeIdentifier>  
<PublishSingleFile>true</PublishSingleFile>
```

Example 3 – Single file applications

```
<PropertyGroup>  
  <OutputType>Exe</OutputType>  
  <TargetFramework>net5.0</TargetFramework>  
  <RootNamespace>_03_SingleFileApplications</RootNamespace>  
  <RuntimeIdentifier>win10-x64</RuntimeIdentifier>  
  <PublishSingleFile>true</PublishSingleFile>  
</PropertyGroup>
```

Example 4 – Assembly Linking

- Since .NET Core 3.0
- Publish feature
- Includes runtime and dependencies
- Strips unused dependencies as much as possible
- Platform SDK decides how to build native executable

```
<RuntimeIdentifier>win10-x64</RuntimeIdentifier>  
<PublishSingleFile>true</PublishSingleFile>  
<PublishTrimmed>true</PublishTrimmed>
```

Example 4 – Assembly Linking

```
<PropertyGroup>
  <OutputType>Exe</OutputType>
  <TargetFramework>net5.0</TargetFramework>
  <RootNamespace>_04_AssemblyLinking</RootNamespace>
  <RuntimeIdentifier>win10-x64</RuntimeIdentifier>
  <PublishSingleFile>true</PublishSingleFile>
  <PublishTrimmed>true</PublishTrimmed>
</PropertyGroup>
```

Example 5 – Hardware Intrinsic

- Since .NET Core 1.0 (SIMD, System.Numerics)
- Since .NET Core 3.0 (System.Runtime.Intrinsics)
- Since .NET 5 (support for ARM)
- SIMD has fallback if not supported on CPU
- Intrinsics does NOT have fallback if not supported on CPU

```
using System.Numerics;  
using System.Runtime.Intrinsics;  
using System.Runtime.Intrinsics.Arm;  
using System.Runtime.Intrinsics.X86;
```

Example 5 – Hardware Intrinsics

```
while (i < lastBlockIndex)
{
    resultVector = Sse2.Add(resultVector, Sse2.LoadVector128(sourcePointer + i));
    i += 4;
}
resultVector = Ssse3.HorizontalAdd(resultVector, resultVector);
resultVector = Ssse3.HorizontalAdd(resultVector, resultVector);

while (i < lastBlockIndex)
{
    resultVector = AdvSimd.Add(resultVector, AdvSimd.LoadVector128(sourcePointer + i));
    i += 4;
}
resultVector = AdvSimd.Add(resultVector, resultVector);
resultVector = AdvSimd.Add(resultVector, resultVector);
```

Example 6 – New dev templates

- Since .NET Core 2.0 and 3.0, also supported in .NET 5
- Worker Service (Comparable: Windows Service in .NET Framework)
- gRPC Service (Comparable: WCF Service in .NET Framework)
- WPF template
- WinForms template

Example 6 – New dev templates



Example 7 – C# 9.0 features

- Top-level programs
- Target typed new()-expressions
- Init-only properties
- Records
- (No language support for the new System.Half type)

Example 7 – C# 9.0 – Top-level

```
using System;  
using System.Runtime.InteropServices;  
  
Console.WriteLine("Hello World!");  
FromWhom();  
Show.Excitement("Top-level programs can be brief", 8);
```

Example 7 – C# 9.0 – new()

```
using System.Collections.Generic;
```

```
Dictionary<string, string> dictionary1 = new Dictionary<string, string>();
```

```
var dictionary2 = new Dictionary<string, string>();
```

```
Dictionary<string, string> dictionary3 = new();
```

Example 7 – C# 9.0 – init

```
public class Person
{
    public string Name { get; init; }
    public string FirstName { get; init; }
}
```

Example 7 – C# 9.0 – records

```
public record Person(string Name, string FirstName);  
  
Person person1 = new("Hooyberghs", "Johnny");  
Person person2 = person1 with { FirstName = "Marina" };
```

Example 7 – C# 9.0 – Half

```
Half half1 = 0;
```

```
Half half2 = 0.0;
```

```
Half half = (Half)0;
```

```
float f = (float)half;
```

```
Half h = (Half)f;
```

Example 8 – Windows Api's

- Windows API's are automatically available based on the TFM
- TFM net5.0-windows including minimum supported version
- net5.0-windows10.0.17763.0

```
<PropertyGroup>  
  <OutputType>WinExe</OutputType>  
  <TargetFramework>net5.0-windows10.0.17763.0</TargetFramework>  
  <RootNamespace>_08_WindowsApis.WinForms</RootNamespace>  
  <UseWindowsForms>true</UseWindowsForms>  
</PropertyGroup>
```

Example 8 – Windows Api's

```
private async void button1_Click(object sender, EventArgs e)
{
    // Initialize the webcam
    MediaCapture captureManager = new MediaCapture();
    await captureManager.InitializeAsync();

    ImageEncodingProperties imgFormat = ImageEncodingProperties.CreateJpeg();
    // create storage file in local app storage
    StorageFile file = await KnownFolders.CameraRoll.CreateFileAsync("TestPhoto.jpg",
                                                                    CreationCollisionOption.GenerateUniqueName);

    // take photo
    await captureManager.CapturePhotoToStorageFileAsync(imgFormat, file);

    var image = Image.FromFile(file.Path);
    pictureBox1.Image = image;
}
```


Example 9 – Source Generators

- Autogenerate source-code during compilation step
- Based on Roslyn Analyzers
- Generated source-code is not part of your project, but is added to the compiled binary
- Source generators can be redistributed using NuGet packages

Example 9 – Source Generators

```
[Generator]
public class Generator : ISourceGenerator
{
    public void Initialize(GeneratorInitializationContext context)
    {
    }

    public void Execute(GeneratorExecutionContext context)
    {
    }
}
```

Example 10 – Project Tye

- Experimental developer tool
- Better support for developing and testing distributed applications
- Run multiple services with a single command
- Service-address discovery
- Custom single-file configuration
- Support for .NET Core 3.1 onwards

Example 10 – Project Tye

name: projecttye

services:

- name: projecttye-backend

 - project: 10-ProjectTye.Backend/10-ProjectTye.Backend.csproj

- name: projecttye-worker

 - project: 10-ProjectTye.Worker/10-ProjectTye.Worker.csproj

- name: redis

 - image: redis

 - bindings:

 - port: 6379

 - connectionString: "\${host}:\${port}"

- name: redis-cli

 - image: redis

 - args: "redis-cli -h redis MONITOR"

Thank you, be professional, and have fun out there!



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