**DOTNET5.0**

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**.NET5.0 released in Nov 2020.**

1. **Single File applications**
2. **Smaller container images**
3. **Web and Cloud Investments**
4. **Windows ARM64 support**
5. **Performance improvements**
6. **New C#9.0 and F#5.0**
7. **.NET for Apache Spark1.0**

**One .NET Vision**

1. **.NET framework**
2. **.NET Core**
3. **Mono/Xamarin**

**Merge all together calling as .NET5.0**

**Single SDK, one BCL and unified toolchain**

**With one SDK we can build Mobile, Wed, Desktop and console applications.**

**Cross platform native UI => If we want build application which can run on platform like windows, mac, linux as well as on android and ios platforms.**

**Cross Platform Web UI => .Net blazor**

**NO Longer support for WCF =>** Even WCF, the traditional communication framework for Windows, is going to be deprecated. This may appear a bit shocking for the developers that have used it to build their service-oriented applications. However, it is pretty understandable if you realize that the primary goal of .NET 5 is becoming a cross-platform framework.

The alternative to WCF recommended by Microsoft is to migrate to gRPC. you can give the CoreWCF open-source project a try.