Notes no. 01

video link [here](https://youtu.be/AhAxLiGC7Pc?si=GqaQrTJSnFiAg6Wd):

Program.cs is an entry point C# file

.csproj is project file that contain all the dependencies, files, system assemblies needed for the project

Assemblies are basic building blocks of .NET code they are basically chunks of compiled code usuallt in .exe or .dll that can be used in runtime of .NET

They are basically JAR (java) files of C#

2 types:

1. Private Assembly: The dll or exe which is sole property of one application only. It is generally stored in application root folder
2. Public/Shared assembly: It is a dll which can be used by multiple applications at a time. A shared assembly is stored in GAC i.e Global Assembly Cache.

appsettings.json is the config file for production env

launchSetting.json is the development config file for declaring some profiles specific to web

obj contains intermediate temporary files for compiling

bin contains compiled level assemblies after compilation/build

namespaces are equivalent of packages in java

DTOs are also called contracts in .NET env (they are linking objects bw clietn and server)

create extension methods in /Endpoints/

add nuget package for validations

for Entity Framework COre (added 2 local packages and 1 global package(dotnet-ef)):

1. create Entiites (Models)
2. create Data and the DatabaseContext
3. must create a DB configuration file (like .env or application.properties of spring) to hold some values for db

one way is appsettings.json (only for sqlite and local DB)

other ways are Command Line Args, Environment Variables, user secrets, cloud sources

use user secret to store db credentials of like (MySQL, or Postgresql)

ASP.net maps all these ways onto IConfiguration

4. in program.css

builder.Services.AddSqlite<GameStoreContext>(connString);

where connString is the connection source of sqlite

5. for sqlite only; making migration:

dotnet ef migrations add [migrationName] [--output-dir Data\Migrations]\*optional

dotnet ef database update