

## DAY 3 ASSIGNMENT

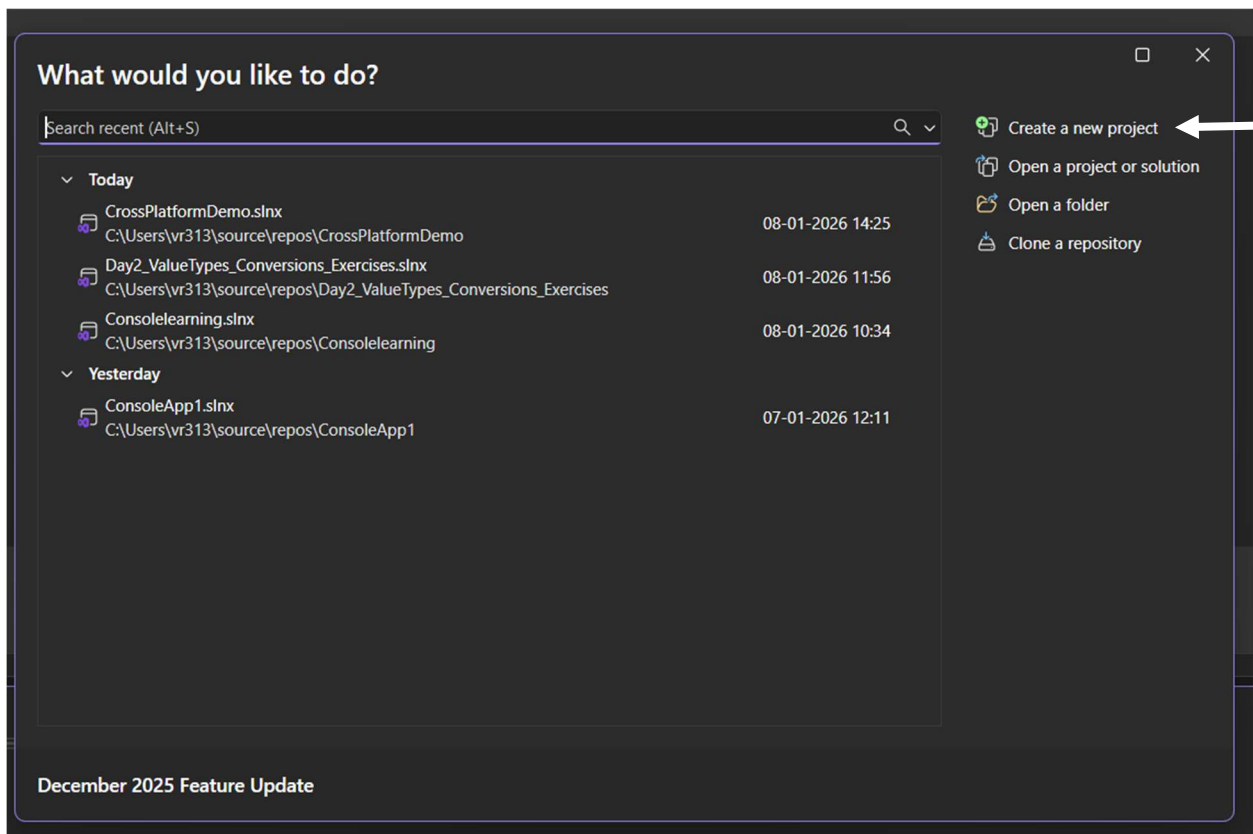
Jai Aggarwal

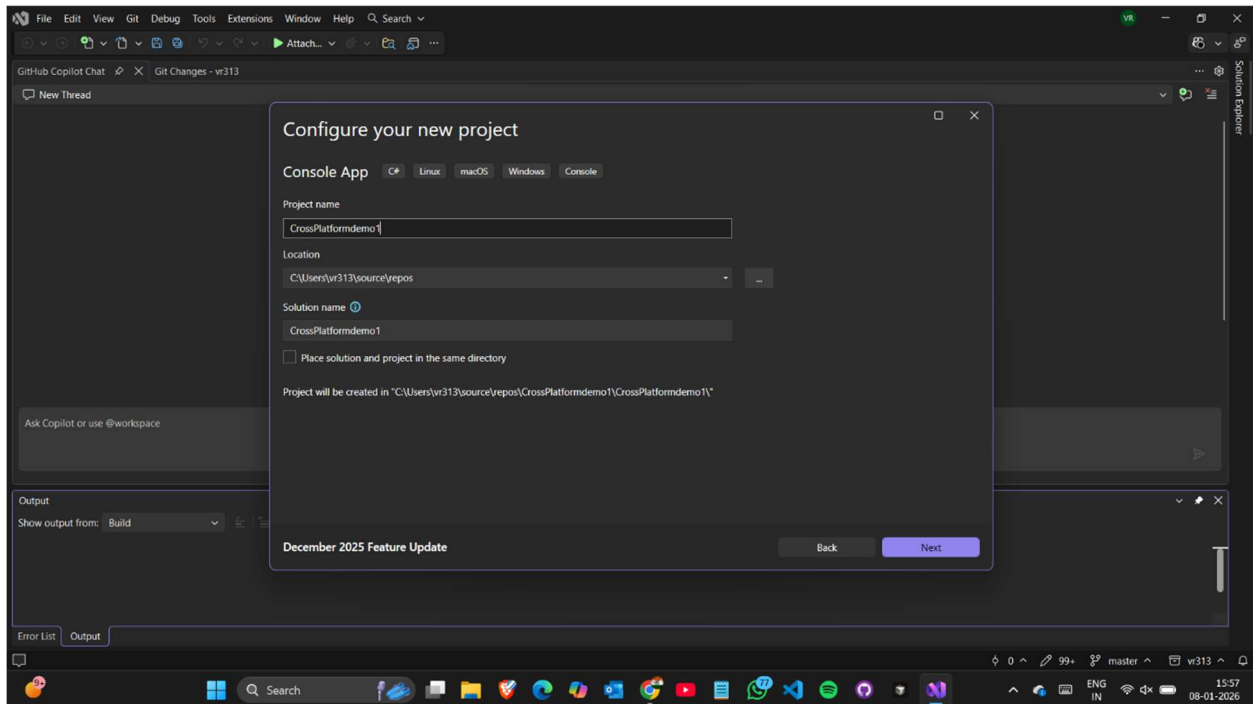
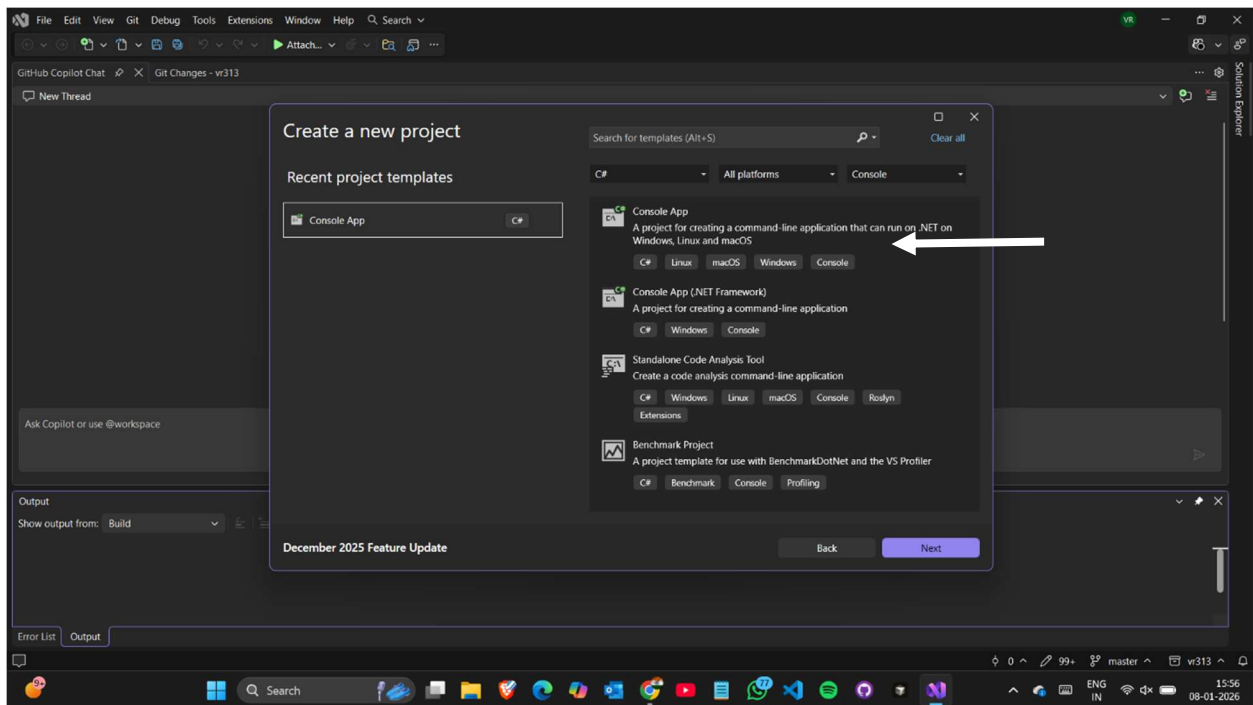
It is a Screenshot-containing document which provides all the steps for publishing project using self contained and dependent mode.

### STAGES:

1. Create a new project by following the given steps on **Visual Studio Community 2026**:

- Click on New Project-> Console App Template and click Next.
- Name it as “CrossPlatformDemo1” and click Next.
- Select “Do not use Top level statements” and create the project.





## Additional information

Console App C# Linux macOS Windows Console

Framework i  
.NET 8.0 (Long Term Support)

☐ Enable container support i

Container OS i  
Linux

Container build type i  
Dockerfile

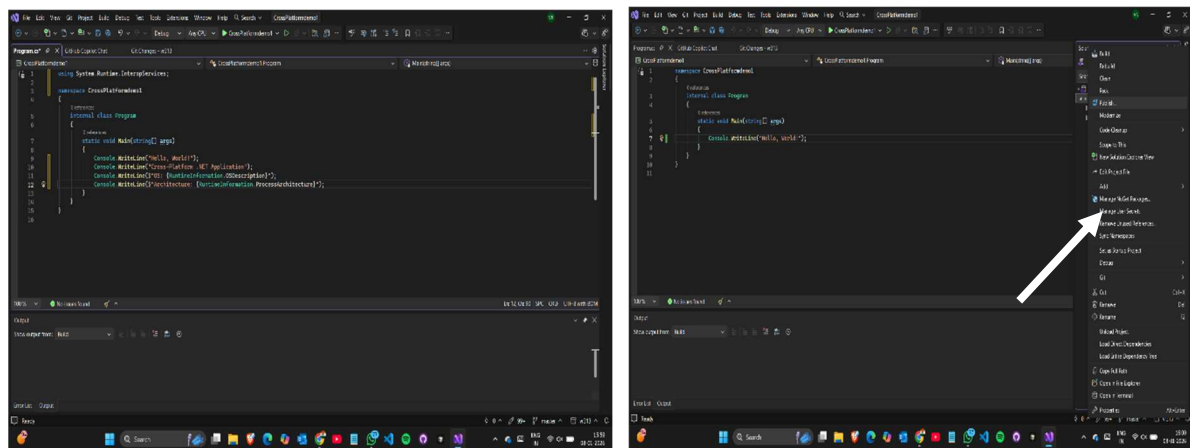
☒ Do not use top-level statements i

☐ Enable native AOT publish i

December 2025 Feature Update

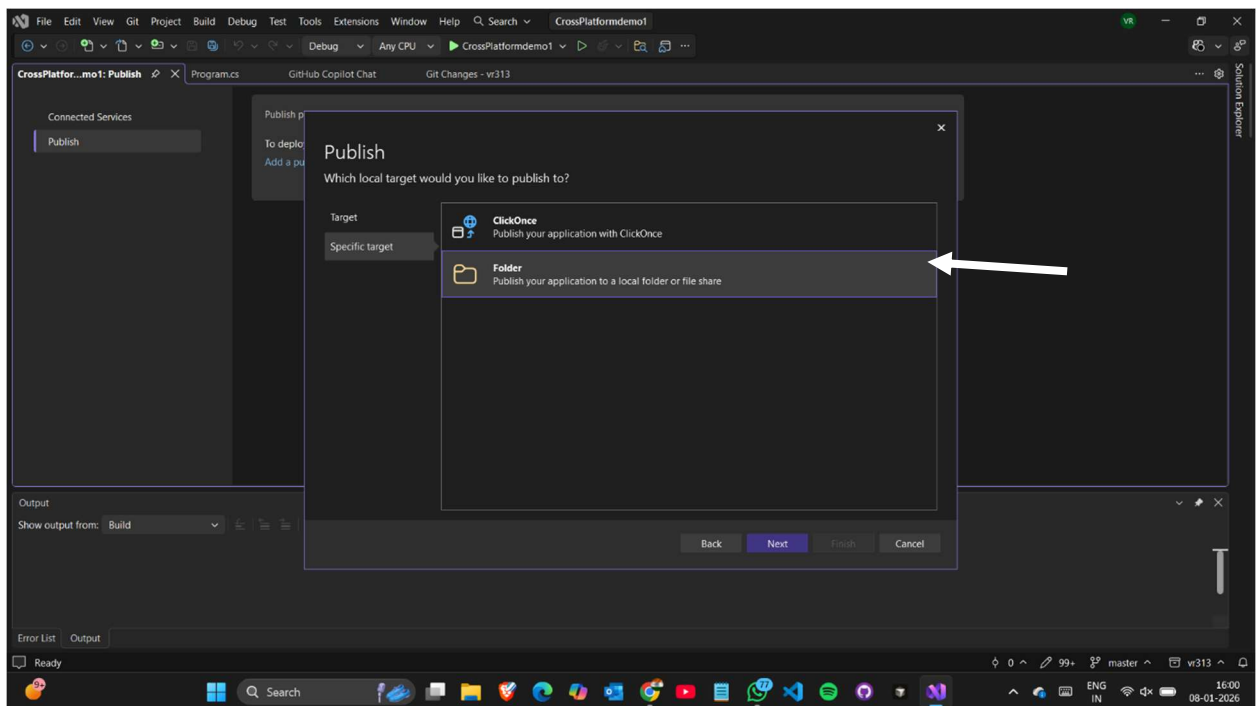
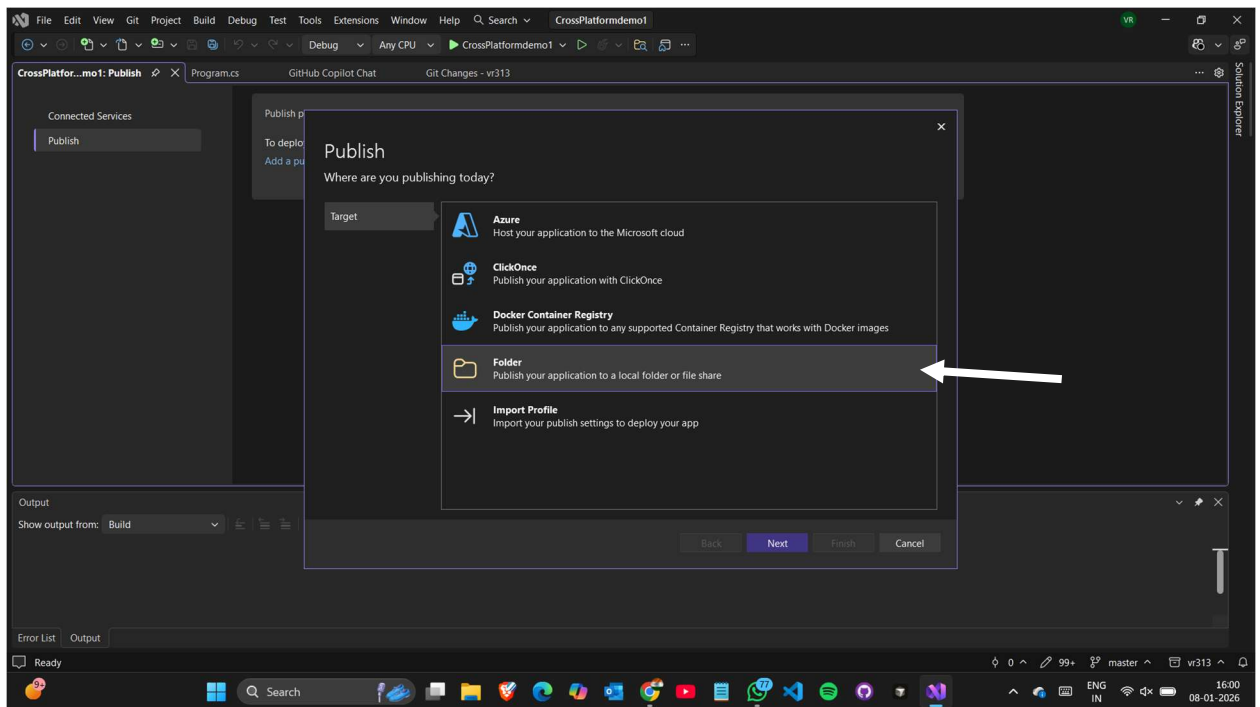
Back Create

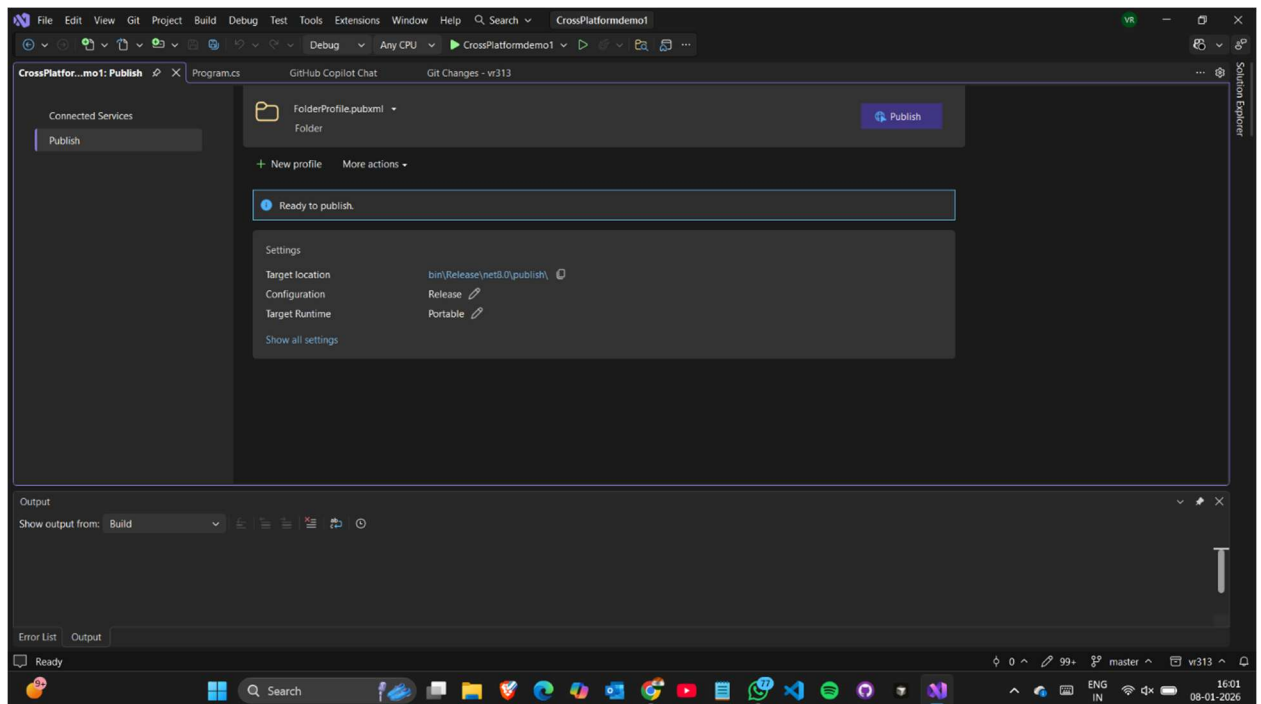
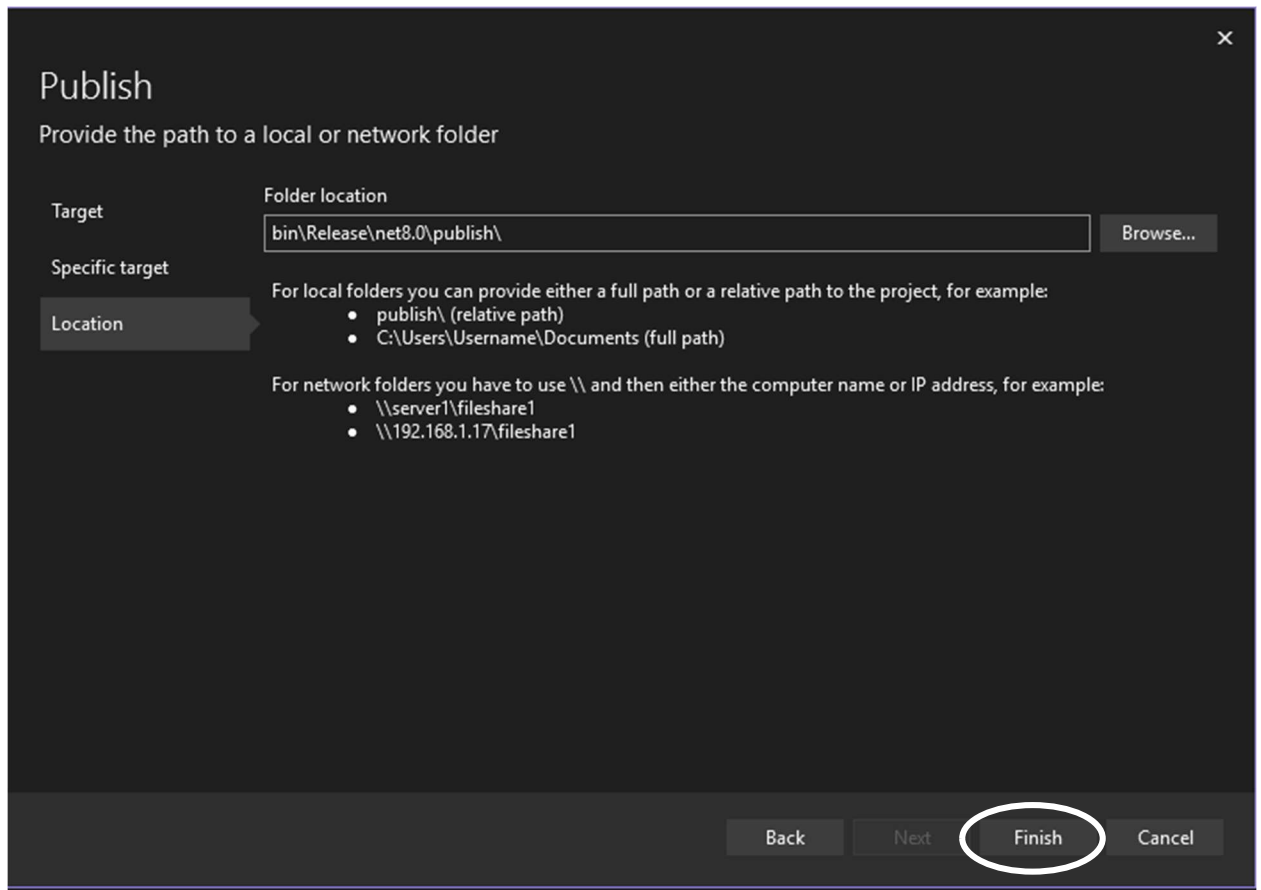
- Write the following code in the editor as shown and then run it.
- Click on the Solution Explorer.
- Right Click on the project name and select "Publish" from the drop-down menu.



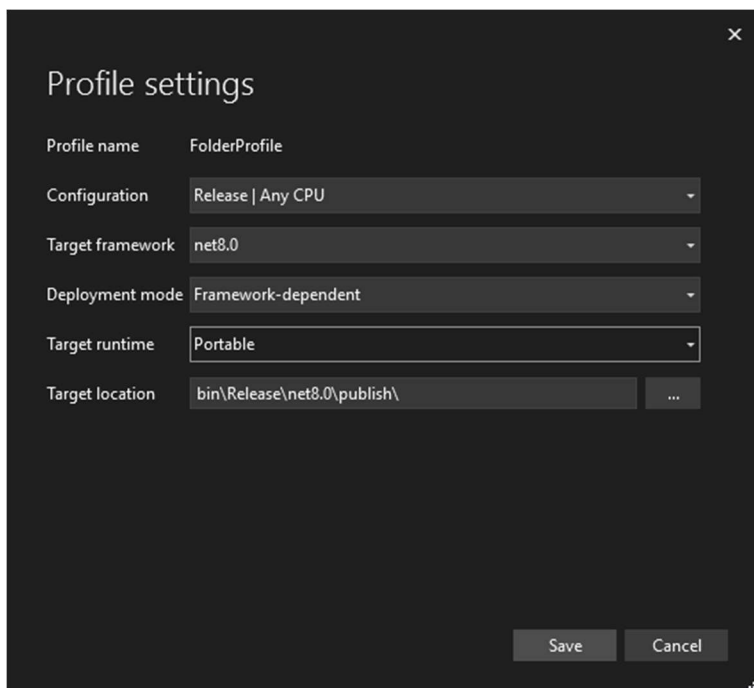
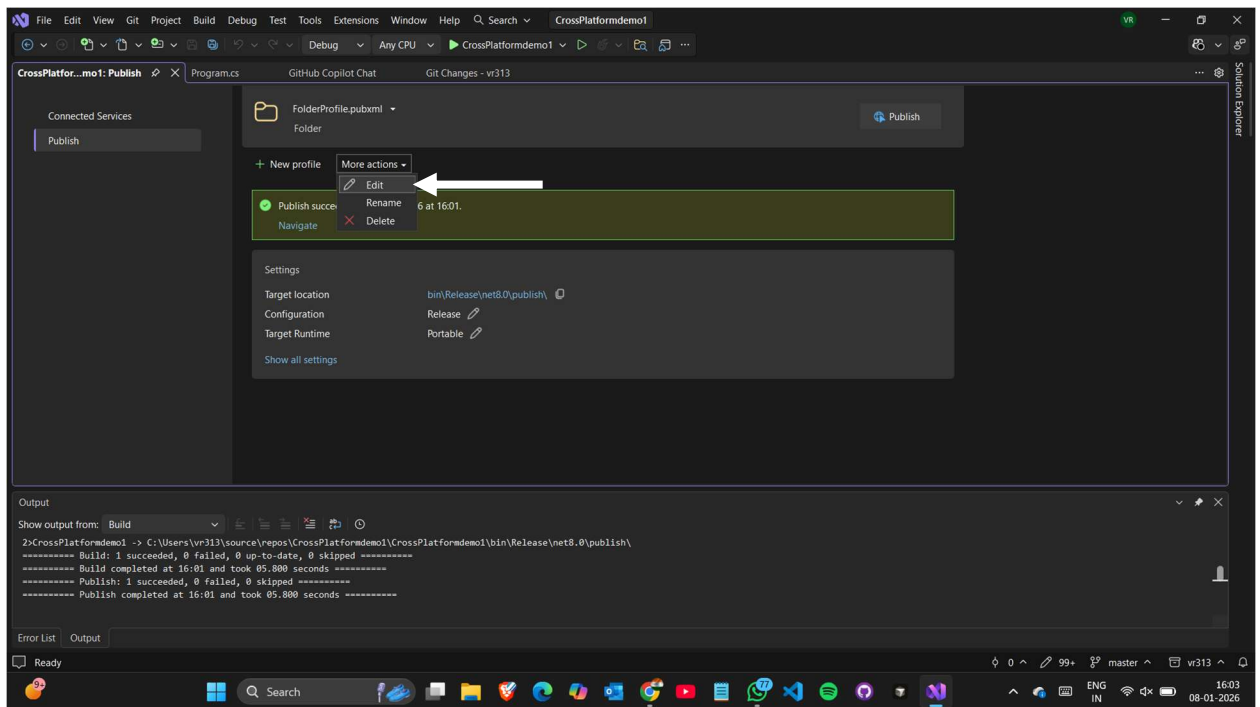
- Select "Folder" and click Next.

6. Repeat the same step and then Click “Finish” and then close the window.



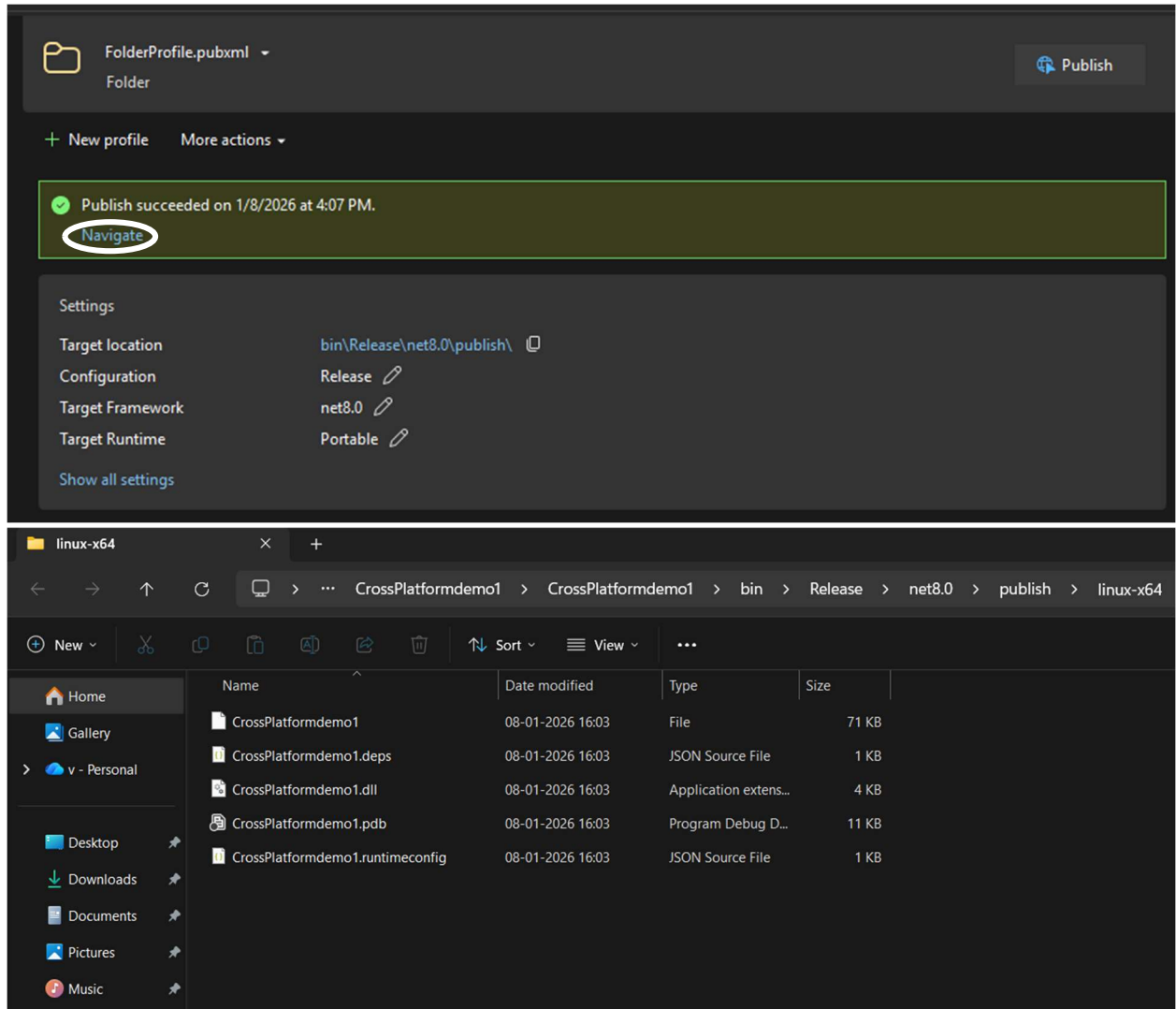


7. Click on “More actions” -> Edit, you will see a new window with Profile Settings.



8. Save the work and then click on Publish.

9. Click on Navigate, you will get to see the following files located/created in the file explorer.



**NOTE: By default, Visual Studio uses a framework-dependent, portable publish profile. So, OS options (win-x64 / linux-x64) and Self-Contained mode are not visible. Therefore, follow the given steps to change the configurations.**

10. Again, go back to the same Publish window and select "More actions" -> Edit.  
11. Select "linux-x64" in Target Runtime and "Self-contained" in the Deployment Mode.  
12. Save the settings. Publish the project and Navigate to the file explorer to see the files.

