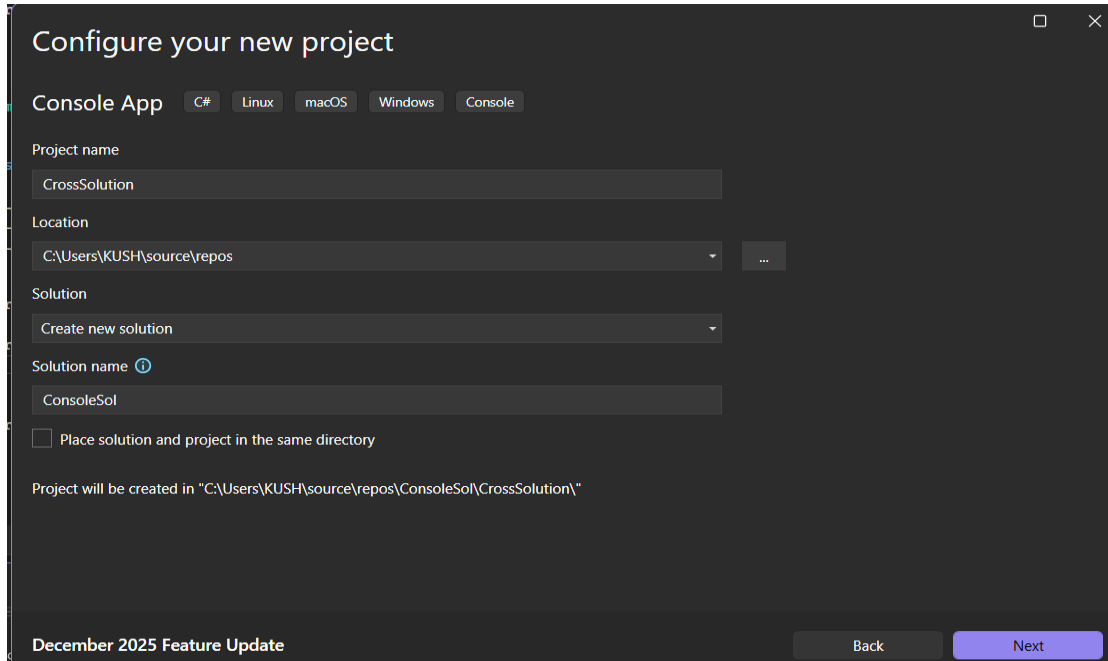


DAY-3: Create a document providing all steps for publishing using the self-contained and dependent modes

Step 1: Create a new Project with the name CrossSolution



Configure your new project

Console App C# Linux macOS Windows Console

Project name
CrossSolution

Location
C:\Users\KUSH\source\repos

Solution
Create new solution

Solution name ⓘ
ConsoleSol

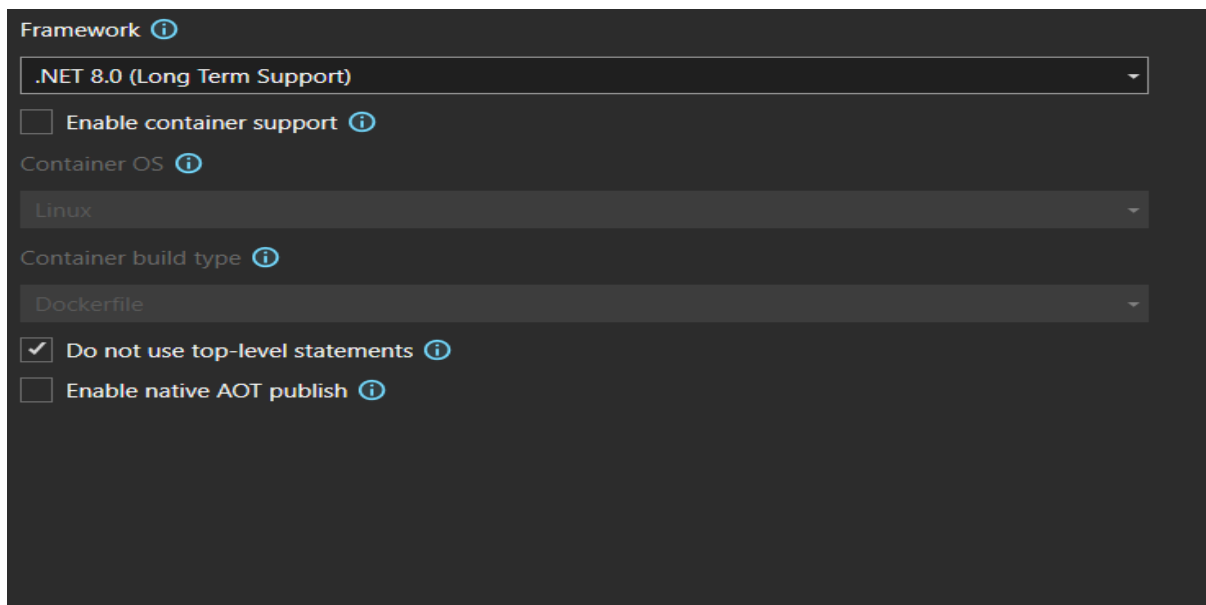
☐ Place solution and project in the same directory

Project will be created in "C:\Users\KUSH\source\repos\ConsoleSol\CrossSolution\"

December 2025 Feature Update

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Step 2: Make sure to select the do not add top-level statement and select .NET Framework version 8.0



Framework ⓘ

.NET 8.0 (Long Term Support)

☐ Enable container support ⓘ

Container OS ⓘ
Linux

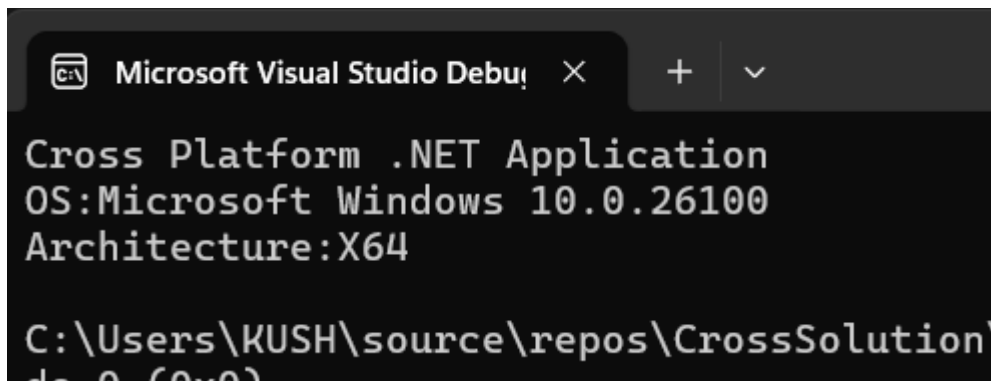
Container build type ⓘ
Dockerfile

☒ Do not use top-level statements ⓘ

☐ Enable native AOT publish ⓘ

Step 3: In the Main Method, add these three lines of code that will print the Windows version and Architecture of your device

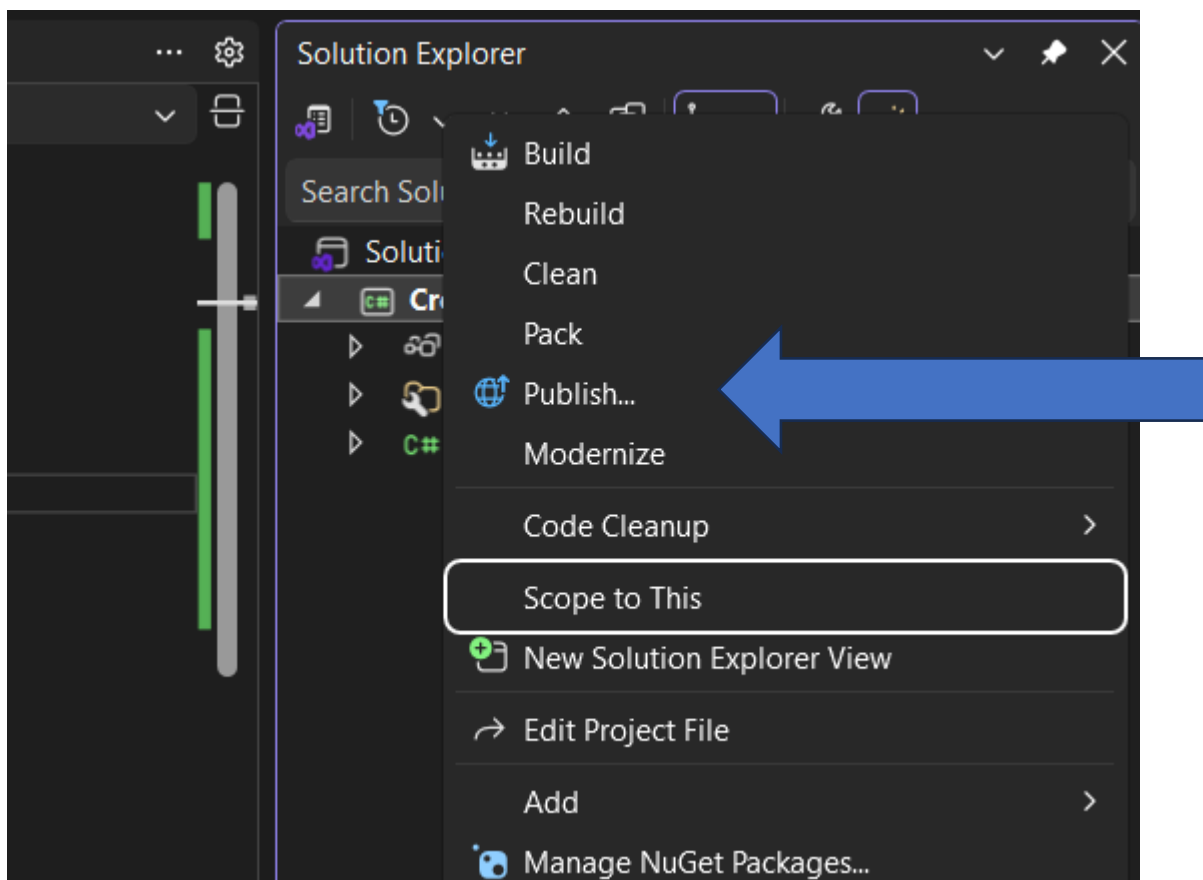
```
Console.WriteLine("Cross Platform .NET Application");  
Console.WriteLine($"OS:{RuntimeInformation.OSDescription}");  
Console.WriteLine($"Architecture:{RuntimeInformation.ProcessArchitecture}");
```



The screenshot shows a Visual Studio Debug Console window with a dark background. The title bar reads "Microsoft Visual Studio Debug Console". The output text is as follows:

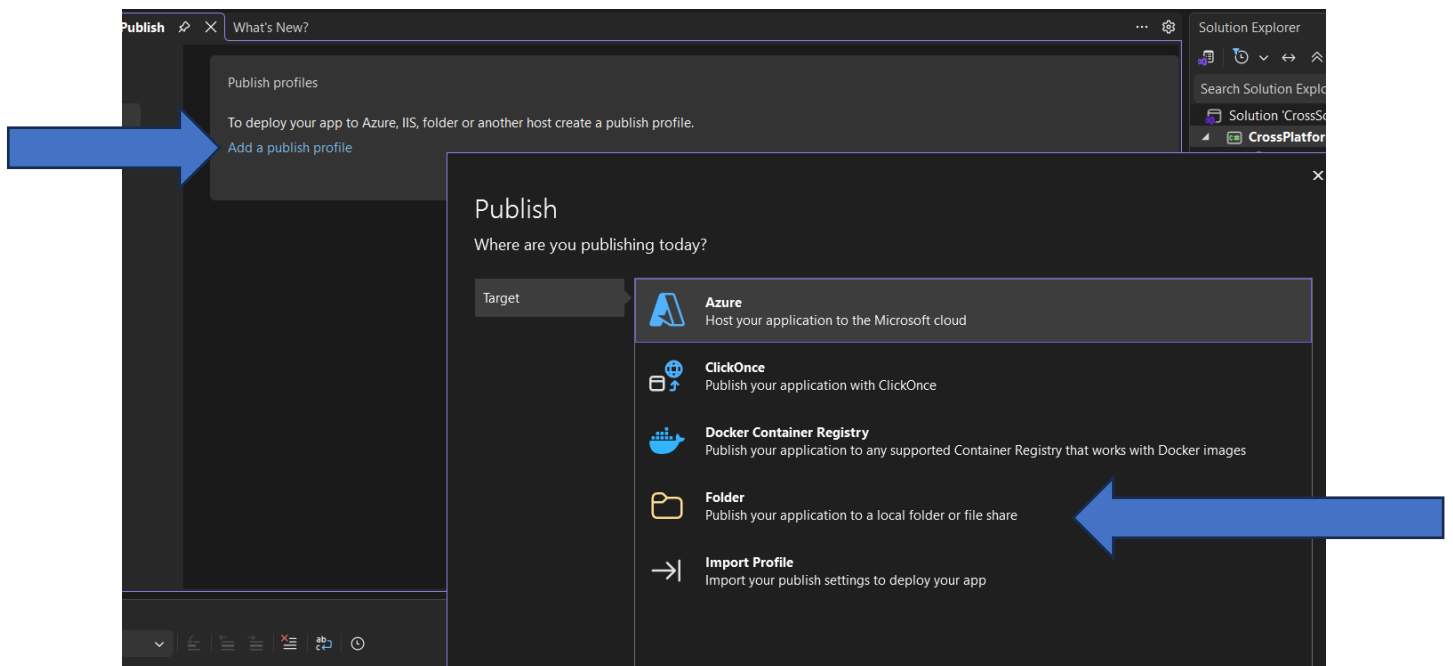
```
Cross Platform .NET Application  
OS:Microsoft Windows 10.0.26100  
Architecture:X64  
  
C:\Users\KUSH\source\repos\CrossSolution\...  
... (0x0)
```

Step 4: Right-click on your project and click on publish

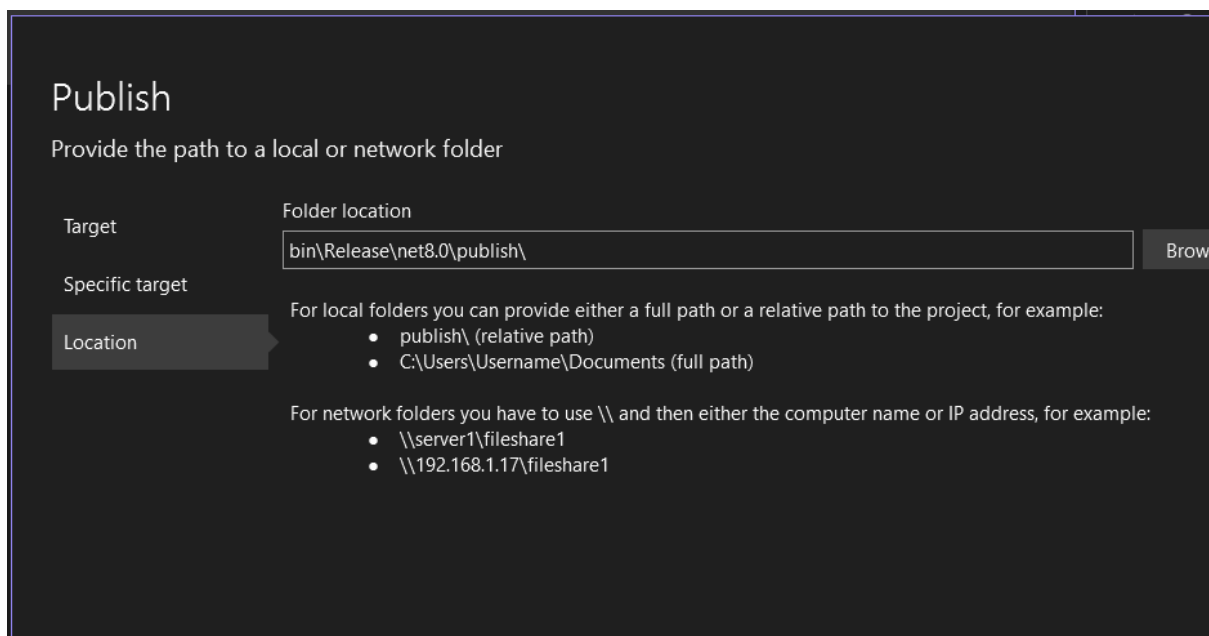


Step 5: Click on

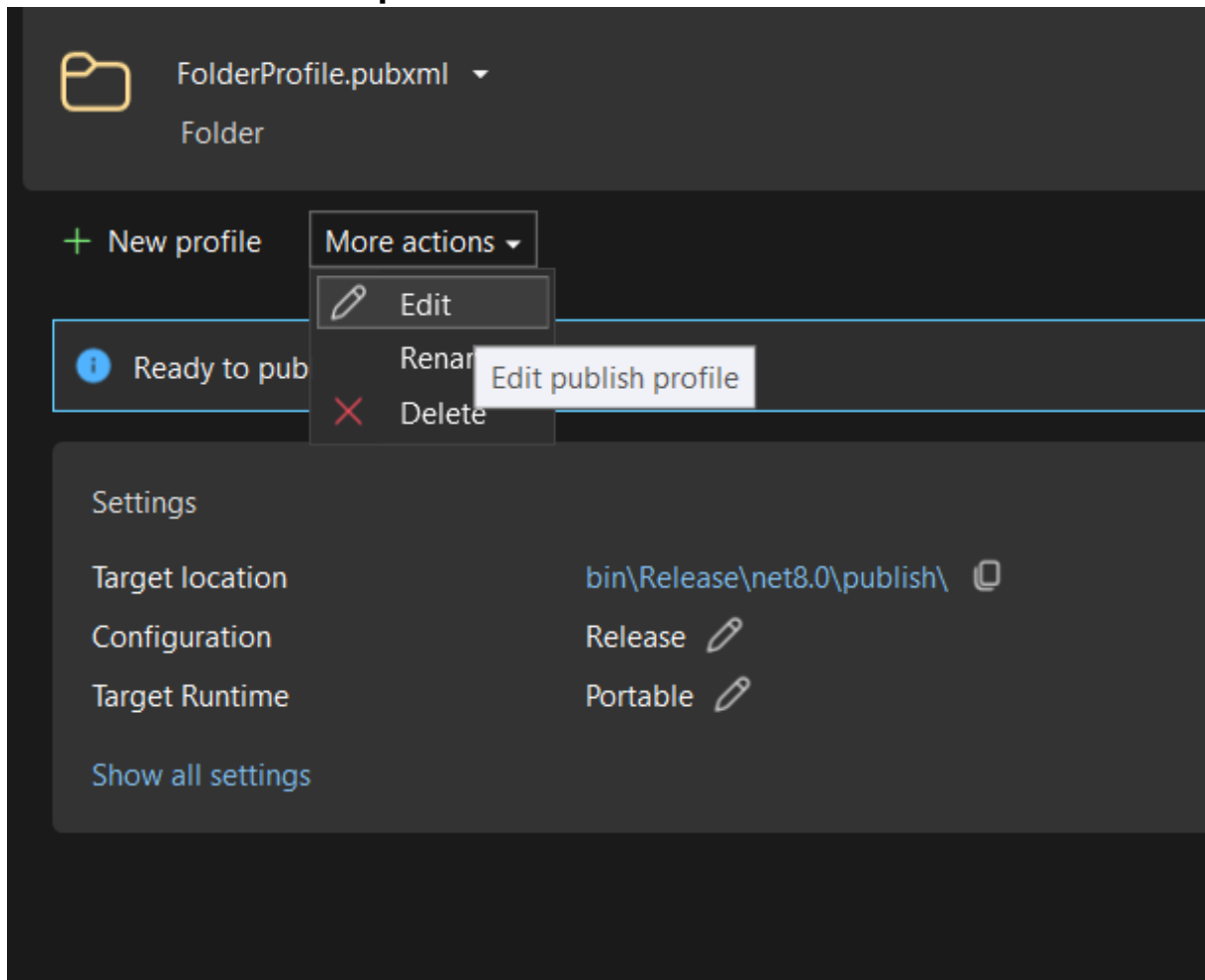
1. Add a publish Profile
2. Select the folder option in the target



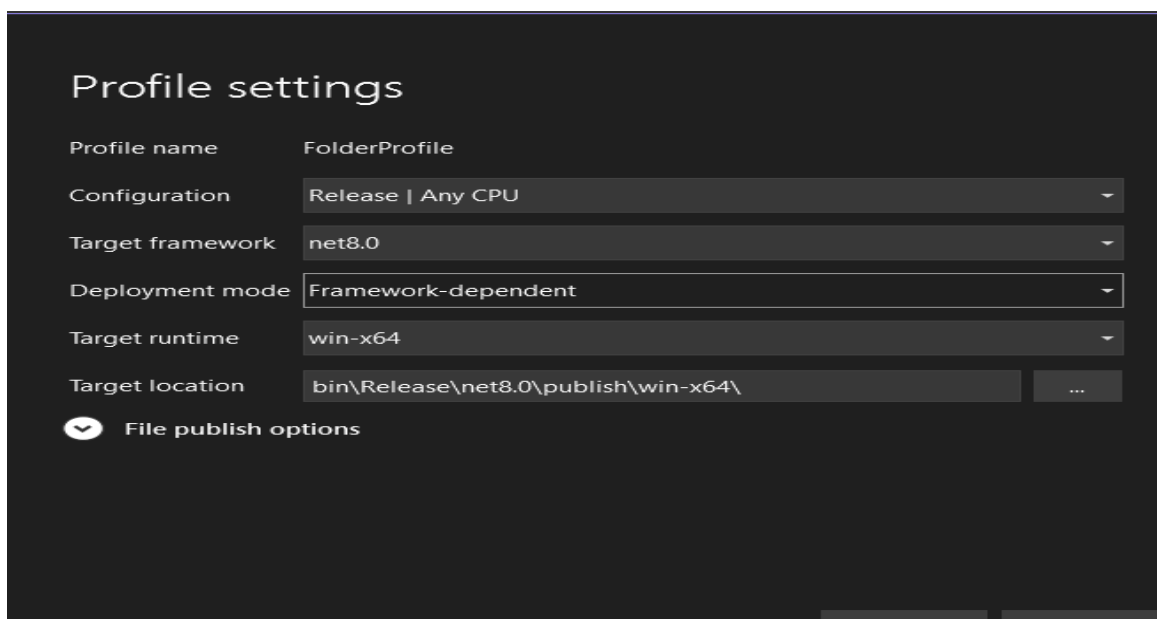
Step 6: Again, select the target option in the specific target and then select the location for publishing your project



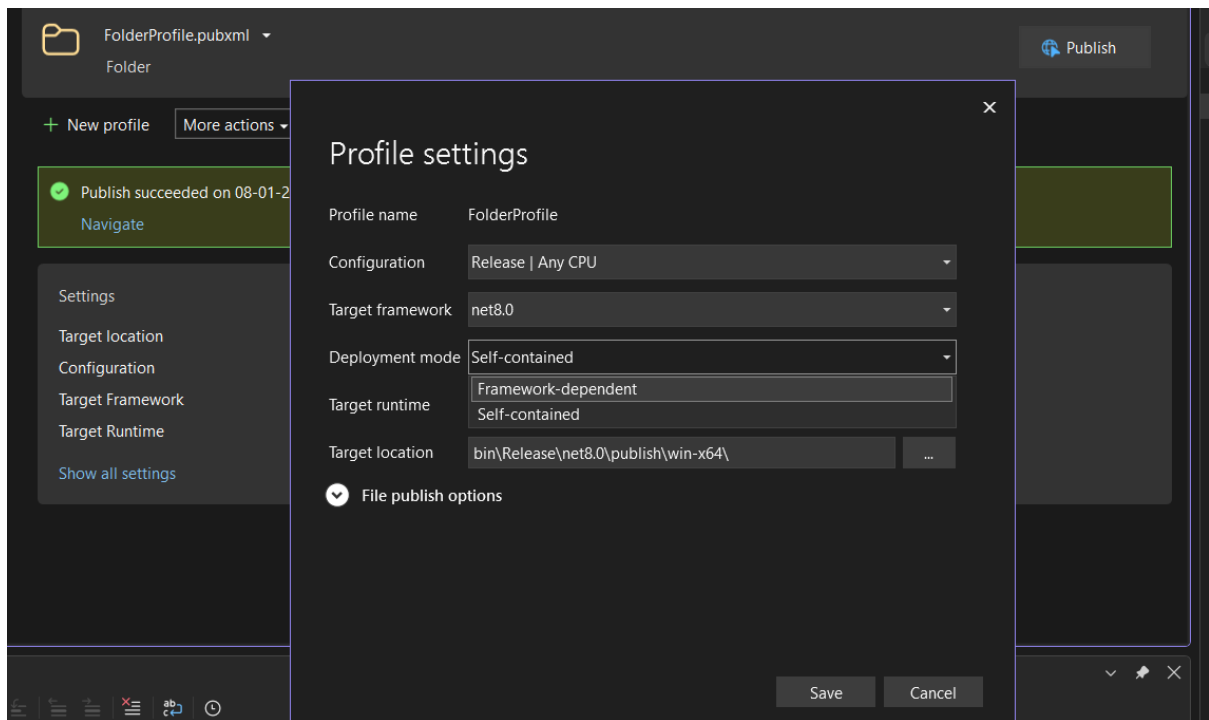
Step 7: Now tap on more options, and a dropdown menu will open, then select the edit option



Step 8: only change the Target runtime and select win-64 in it



Step 9: Now, if you change the deployment mode to self-contained, your project will contain all the necessary things required to run your code



Step 10: Here you go, now click on publish, and your code is ready to deploy

