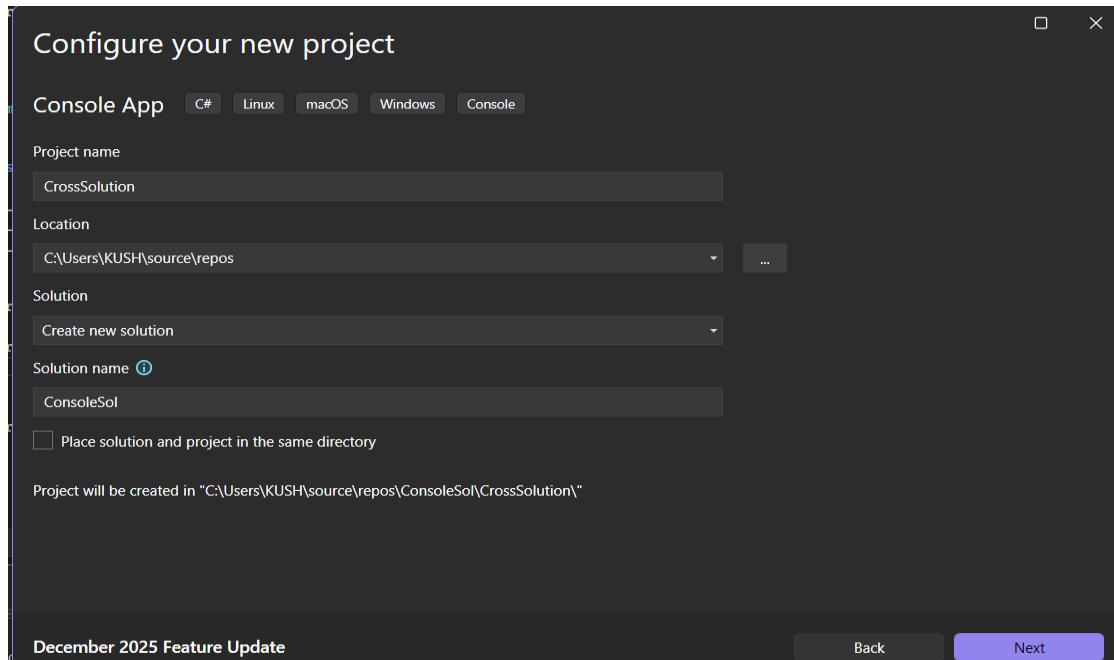
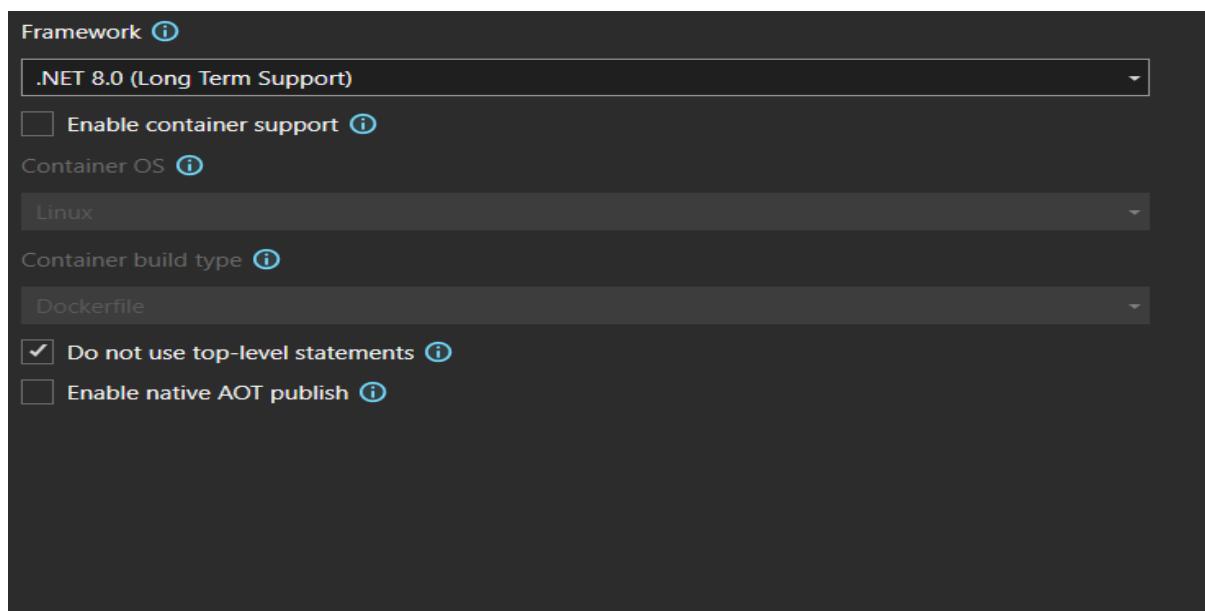


## DAY-3: Create a document providing all steps for publishing using the self-contained and dependent modes

### Step 1: Create a new Project with the name CrossSolution



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



**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}");
```

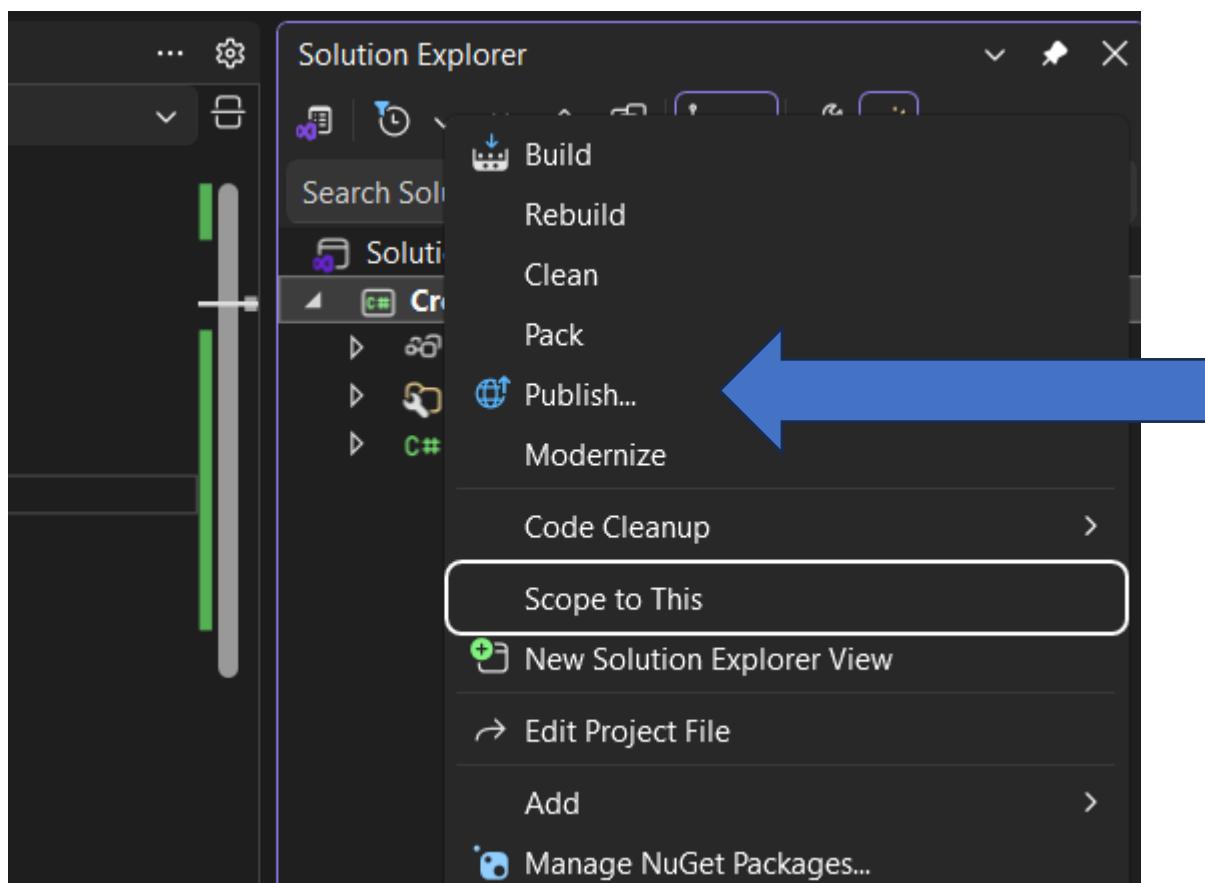
The screenshot shows the Microsoft Visual Studio Debug window. The output pane displays the following text:

```
Cross Platform .NET Application
OS:Microsoft Windows 10.0.26100
Architecture:X64

C:\Users\KUSH\source\repos\CrossSolution\
```

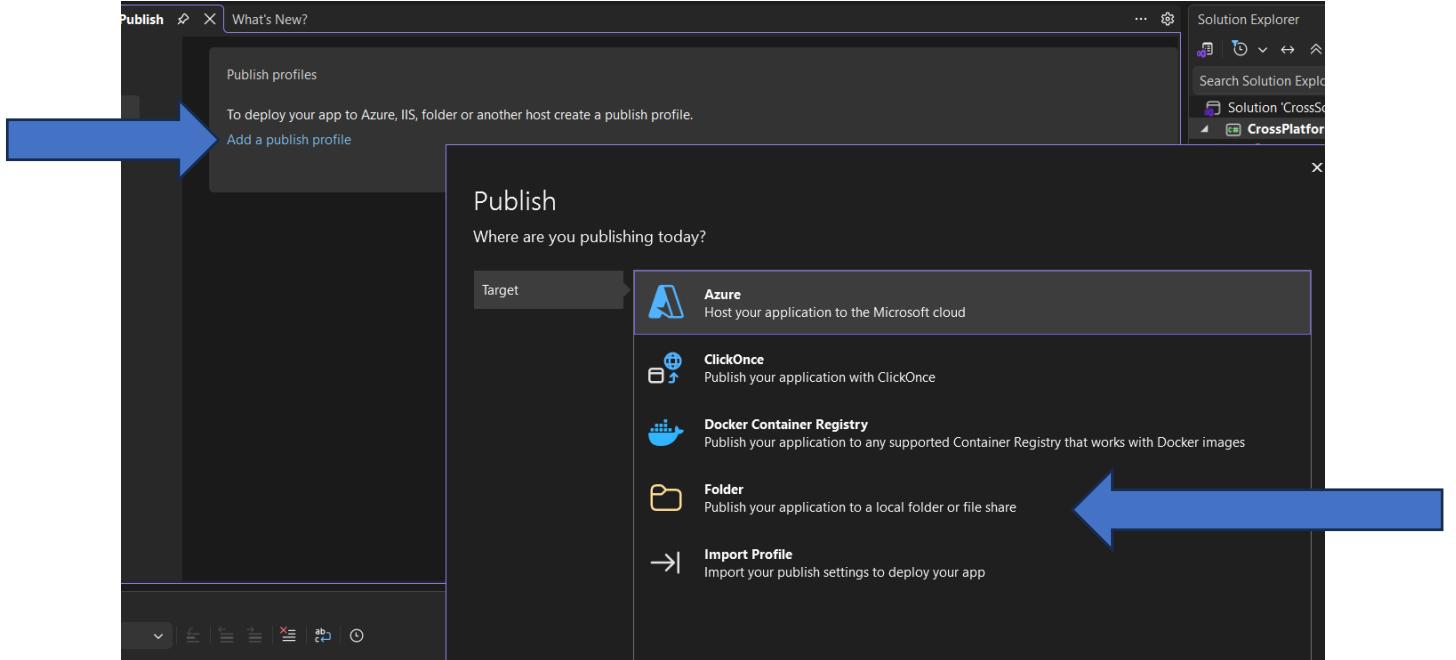
The output ends with a stack trace: `do_0 (0x0)`.

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

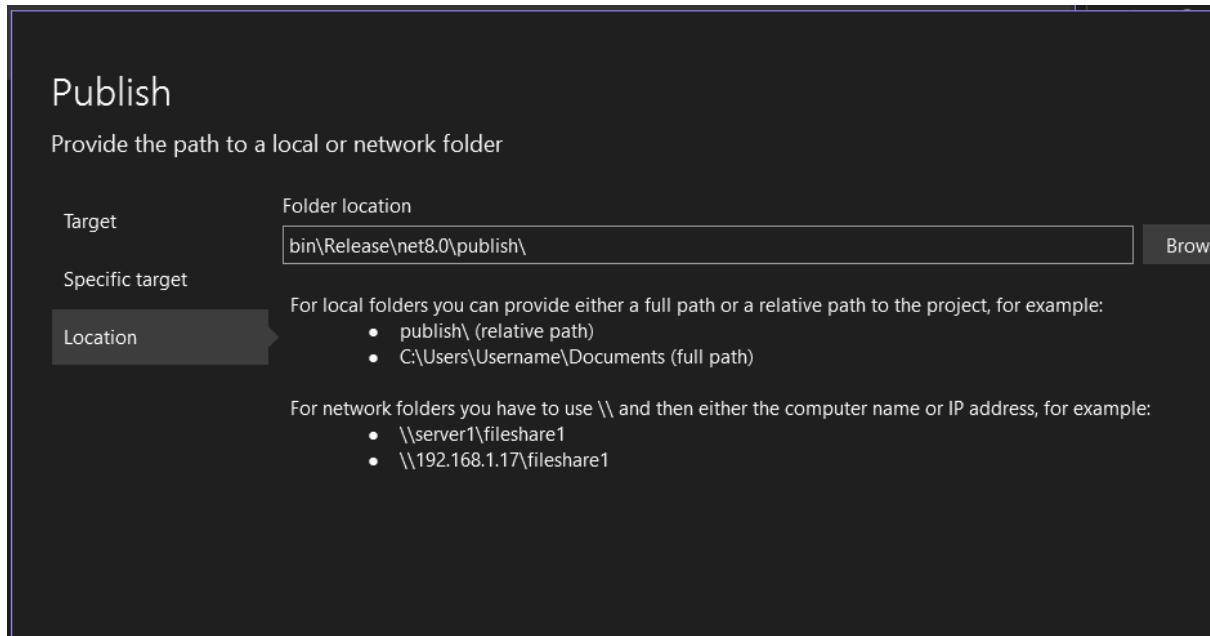


## Step 5: Click on

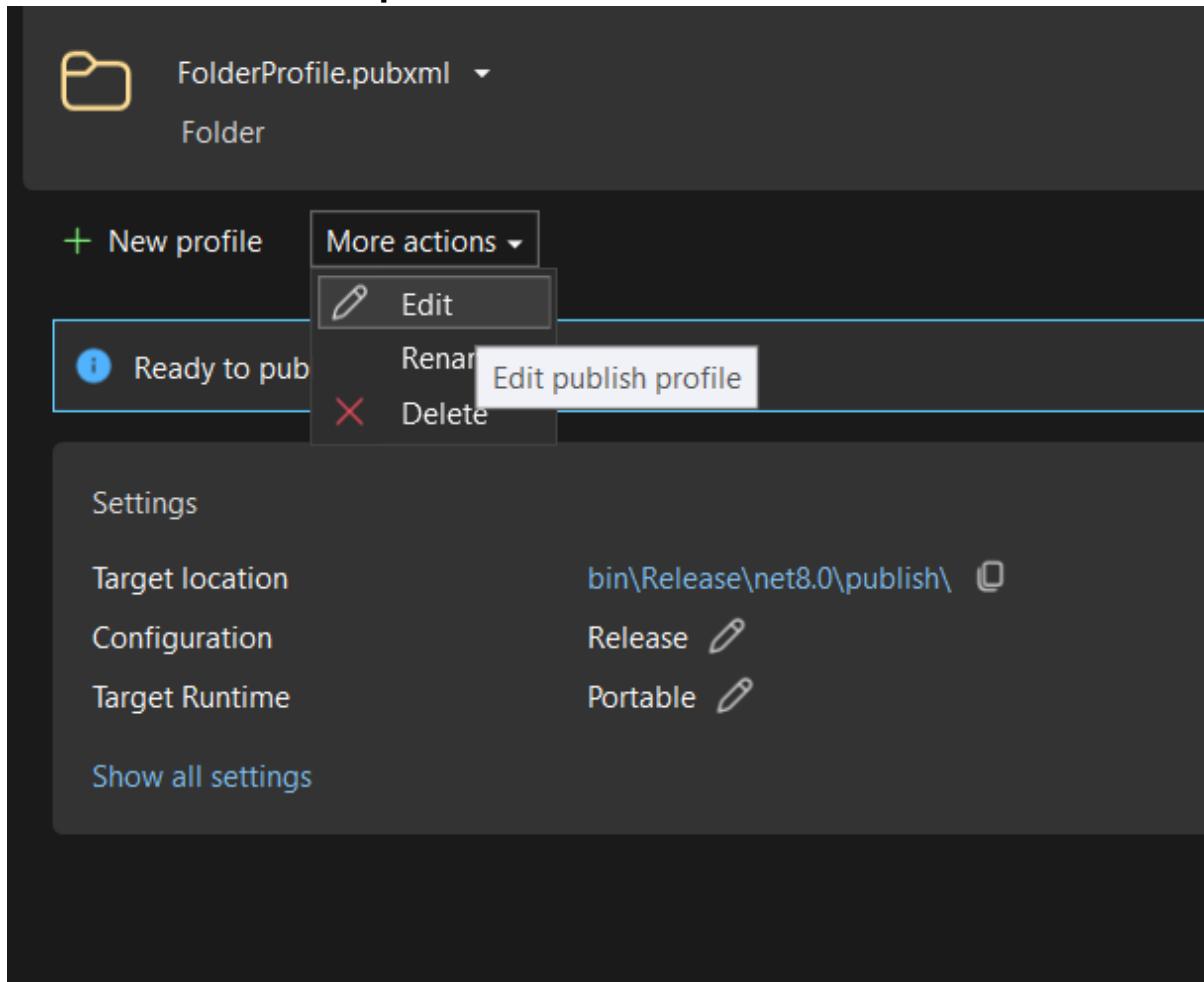
1. Add a publish Profile
2. Select the folder option in the target



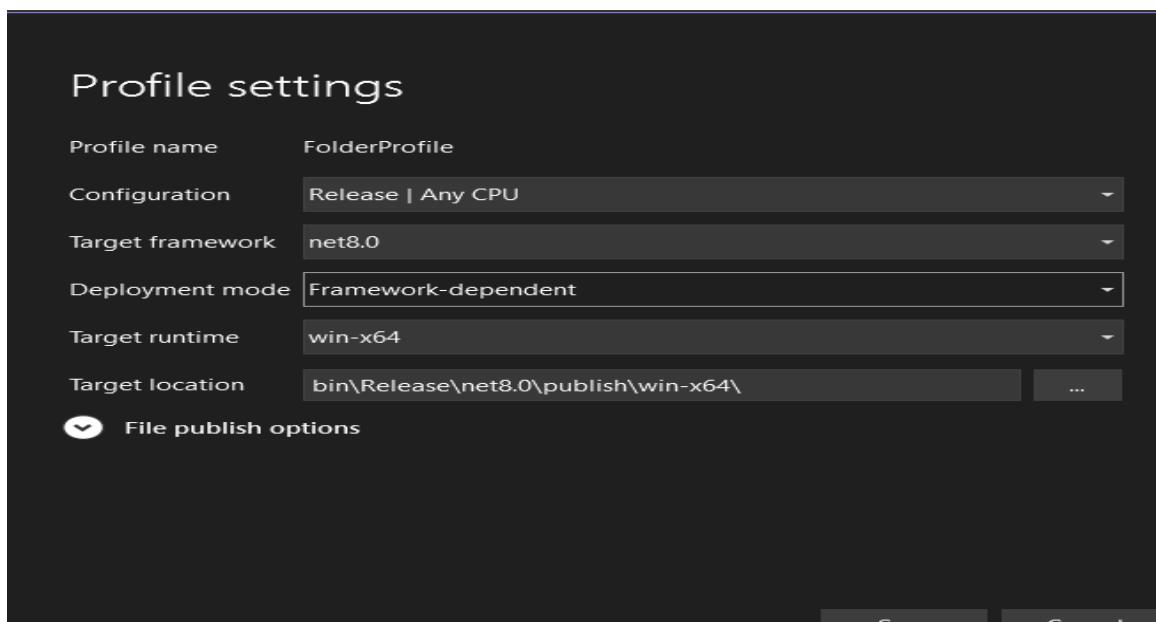
## Step 6: Again, select the target option in the specific target and then select the location for publishing your project



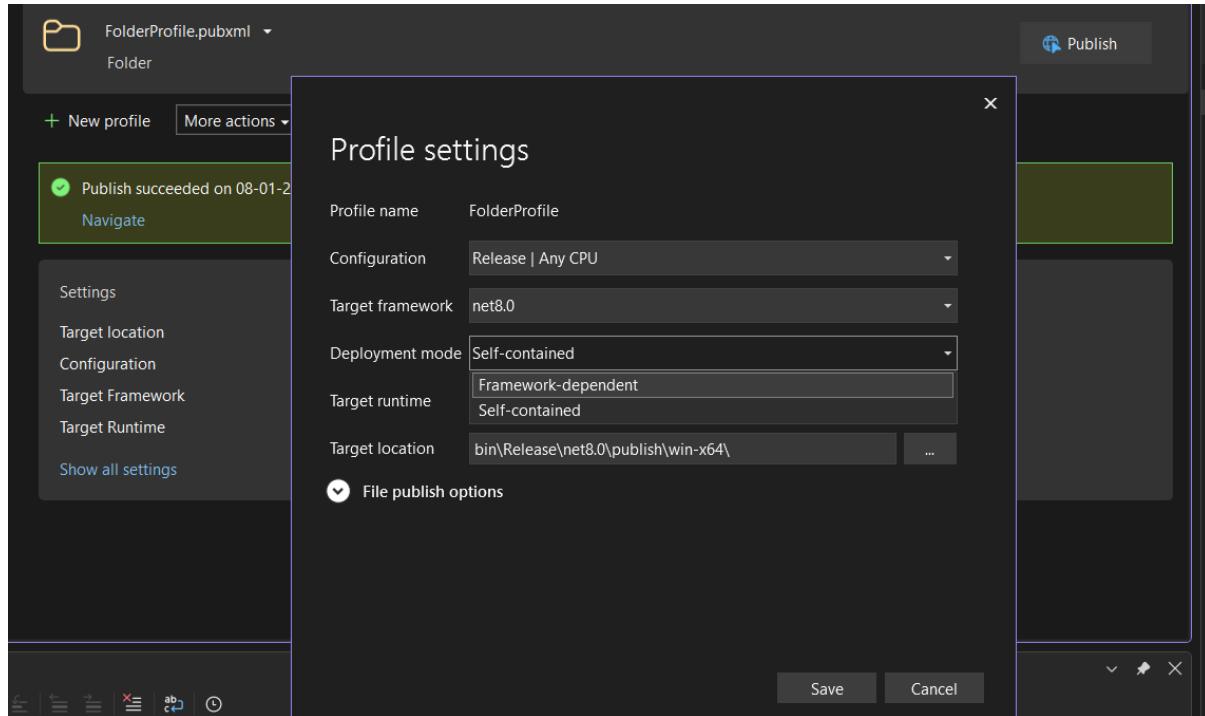
**Step 7: Now tap on more options, and a dropdown menu will open, then select the edit option**



**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**

