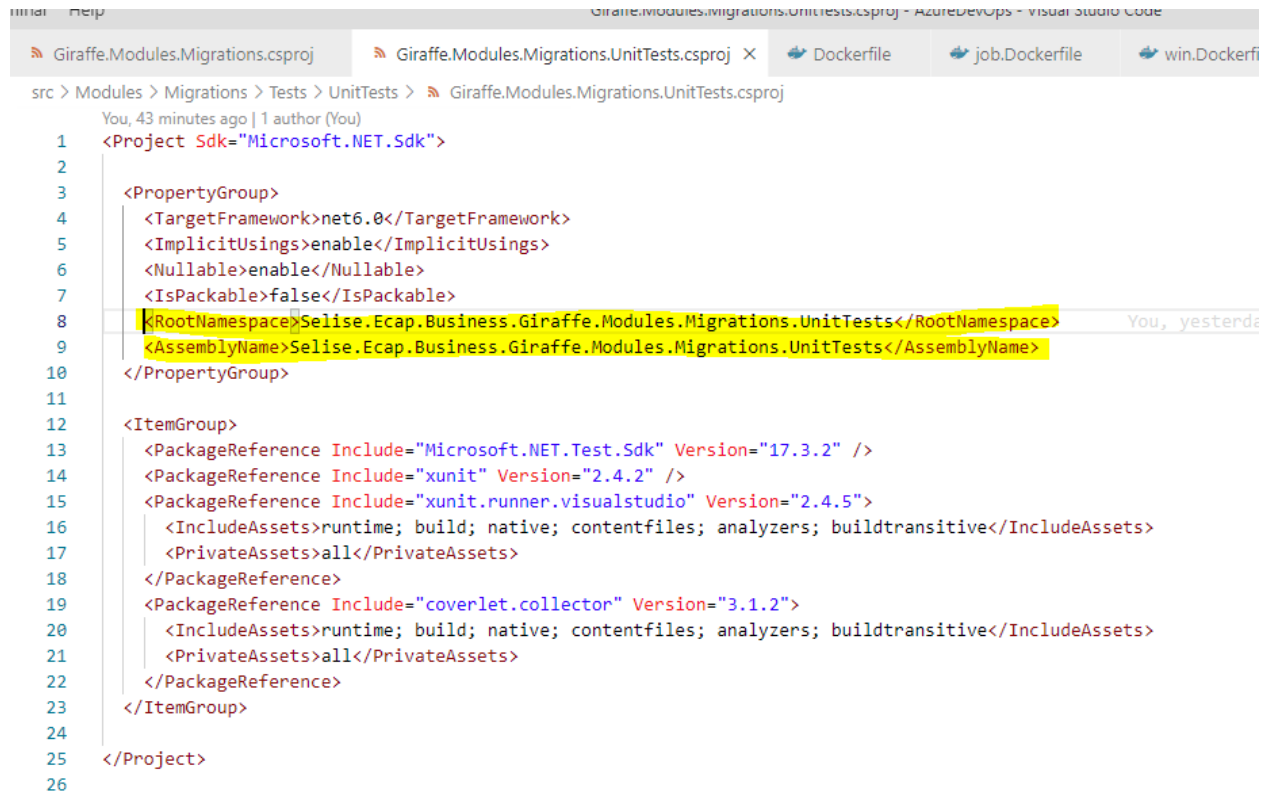


## RootNamespace and AssemblyName why they are used project file in dot net



```
1 <Project Sdk="Microsoft.NET.Sdk">
2
3   <PropertyGroup>
4     <TargetFramework>net6.0</TargetFramework>
5     <ImplicitUsings>enable</ImplicitUsings>
6     <Nullable>enable</Nullable>
7     <IsPackable>>false</IsPackable>
8     <RootNamespace>Selise.Ecap.Business.Giraffe.Modules.Migrations.UnitTests</RootNamespace>
9     <AssemblyName>Selise.Ecap.Business.Giraffe.Modules.Migrations.UnitTests</AssemblyName>
10  </PropertyGroup>
11
12  <ItemGroup>
13    <PackageReference Include="Microsoft.NET.Test.Sdk" Version="17.3.2" />
14    <PackageReference Include="xunit" Version="2.4.2" />
15    <PackageReference Include="xunit.runner.visualstudio" Version="2.4.5">
16      <IncludeAssets>runtime; build; native; contentfiles; analyzers; buildtransitive</IncludeAssets>
17      <PrivateAssets>all</PrivateAssets>
18    </PackageReference>
19    <PackageReference Include="coverlet.collector" Version="3.1.2">
20      <IncludeAssets>runtime; build; native; contentfiles; analyzers; buildtransitive</IncludeAssets>
21      <PrivateAssets>all</PrivateAssets>
22    </PackageReference>
23  </ItemGroup>
24
25 </Project>
```

1. **RootNamespace:** The RootNamespace property is used to specify the root namespace for a project.

- The root namespace is used as the **default namespace** for all classes in the project.
- When you create a new class in the project, **its namespace will automatically be set** to the root namespace followed by any additional namespace segments you specify.

For example,

- if the RootNamespace is set to **"MyProject"** and you create a new class called **"MyClass"** in a folder called **"Models"**, the full namespace for the class will be **"MyProject.Models"**.
- The RootNamespace property can help organize your code into a logical namespace hierarchy and prevent naming conflicts with other libraries or projects.

2. **AssemblyName:**

- The AssemblyName property is used to specify the name of the assembly that is generated by the project.

- An assembly is a **compiled binary file** that contains
  - ⇒ **one or more .NET classes,**
  - ⇒ **resources,**
  - ⇒ **and metadata.**
- The AssemblyName property is used to give the assembly a unique name that can be used to reference it from other projects or libraries.

**For example,**

if the AssemblyName is set to "**MyProject.Core**", the output file for the project will be named "**MyProject.Core.dll**".

The AssemblyName property can also be used to specify version information, culture information, and other assembly attributes.

In summary, the RootNamespace and AssemblyName properties are used in a project file in .NET to organize code into namespaces and give a unique name to the assembly that is generated by the project.