Building Your First .NET 6 MVC Application - Machine Setup for Visual Studio 2022

I look forward to working with you in the 2-day training course on .NET 6 MVC on March 21-22. **Please make sure your machine is setup** and ready to go prior to the first day of class to ensure we do not have to spend class time working through configuration issues.

In this class I will be using **Visual Studio 2022 Community Edition** for the samples and labs, however, you are welcome to use VS Code if you wish. Please make sure you have installed the following on your machine prior to the class.

Visual Studio 2022 Community Edition or Higher

Install Visual Studio 2022

https://visualstudio.microsoft.com/downloads/

SQL Server Developer Edition or Higher

Install SQL Server

https://www.microsoft.com/en-us/sgl-server/sgl-server-downloads

AdventureWorksLT Database

Install this database into your SQL Server

https://docs.microsoft.com/en-us/sql/samples/adventureworks-install-configure?view=sql-server-ver15&tabs=ssms

If you need the .SQL files to create the tables, objects and add the data, you can find this at https://github.com/PaulDSheriff/AdventureWorksLT.

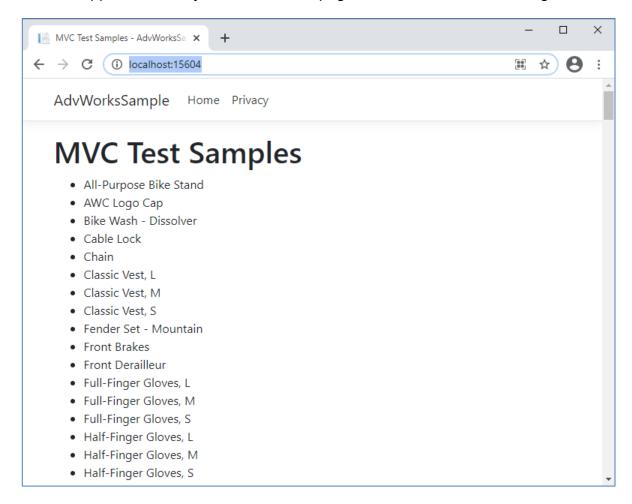
Test the Sample

Download the sample from https://github.com/PaulDSheriff/VSLive-Trainings/tree/master/MVC-DotNet6-2022 and unzip onto your hard drive.

Open the AdvWorksSample.sIn file using VS Studio 2022.

Open the **appsettings.json** file and change the connection string on line 3 as appropriate for your machine.

Run the application and you should see a page that looks like the following:



If you see this page, you are good to go for the class.

Errors?

If you receive error messages on the page, there are few likely causes

- 1. Incorrect connection string
- 2. Incorrect version of .NET installed
- 3. Incorrect version of Visual Studio installed

Contact Me If Needed

If you just can not get the sample to work, please contact me at psheriff@pdsa.com prior to the class and send me screen shots of the errors you are getting.

Thanks,

Paul D. Sheriff