Problems Using the .NET Core SDK

Some readers have reported seeing the error message shown in Figure 1 when they open the example projects in the source code download file.
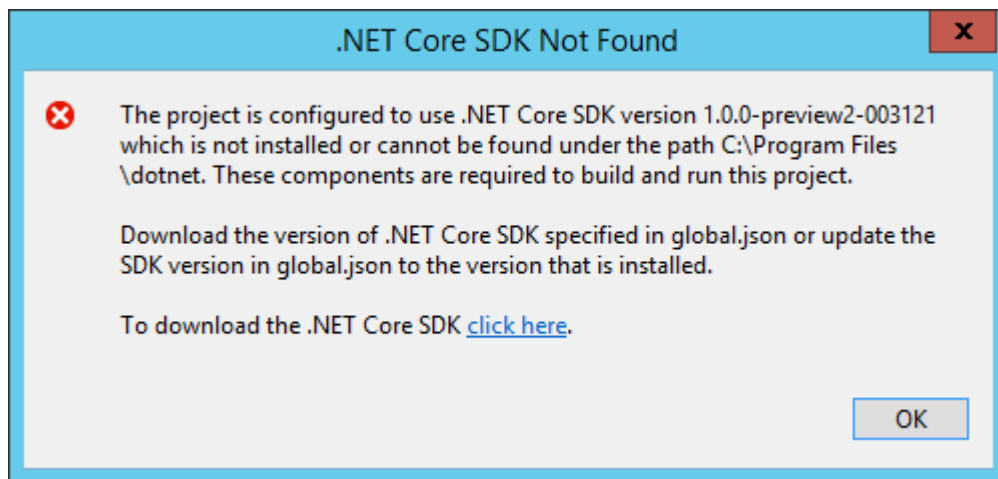

Figure 1. Problems opening an example project

All of the examples in the book are written for .NET Core version 1.0.0, which was the first release of .NET Core from Microsoft. Since then, Microsoft has released version 1.0.1 and you will see the error message in the figure if this is the only version you have installed. There are two ways to fix this problem, as described below.

Tip　　Some of the projects require a configuration change to Visual Studio so they can find a NuGet package. Don't forget to follow the instructions on pages 185-186 before trying to build and run the examples.

Installing .NET Core 1.0.0

The best solution is to download and install the version of .NET Core that the example projects are expecting, which you can do by visiting this link:

```
https://go.microsoft.com/fwlink/?LinkId=817245
```

Different versions of .NET Core can be installed side-by-side, which means that you can use version 1.0.0 for the book examples and later versions for your own projects. This approach ensures that you will see the expected results from the examples in the book.

Changing the Project Target

The second solution is to change the example configurations files so they use the version of .NET Core you installed. This means that you might not see the expected results from the example projects if Microsoft makes a breaking change to .NET Core but you don't have to download and install .NET Core 1.0.0.

Open a PowerShell window and run the following command to get the .NET Core version that is installed:

```
dotnet --version
```

You will see a response like this one, which is from .NET Core version 1.0.1:

```
1.0.0-preview2-003131
```

Change the SDK version in the `global.json` file to match the result from the command, like this:

```
{
  "projects": [ "src", "test" ],
  "sdk": {
    "version": "1.0.0-preview2-003131"
  }
}
```

Next, change the version of .NET Core that is specified in the `project.json` file, like this:

```
...
"dependencies": {
```

```
  "Microsoft.NETCore.App": {
    "version": "1.0.1",
    "type": "platform"
  },
...
```

You will need to make the same change in the unit test project's `project.json` file as well, if there is one, like this:

```
{
  "version": "1.0.0-*",
  "testRunner": "xunit",
  "dependencies": {
    "Microsoft.NETCore.App": {
      "type": "platform",
      "version": "1.0.1"
    },
    "xunit": "2.1.0",
    "dotnet-test-xunit": "2.2.0-preview2-build1029",
    "moq.netcore": "4.4.0-beta8",
    "System.Diagnostics.TraceSource": "4.0.0",
    "SportsStore": "1.0.0"
  },
  "frameworks": {
    "netcoreapp1.0": {
      "imports": ["dotnet5.6", "portable-net45+win8"]
    }
  }
}
```

You should be able to compile and run the project once you have saved the changes and Visual Studio has updated the packages.

If You Still Have Problems

If you still can't get the example projects to work, then email me at `adam@adam-freeman.com` and I'll try to get you back on track.

Adam Freeman,
London, September 2016