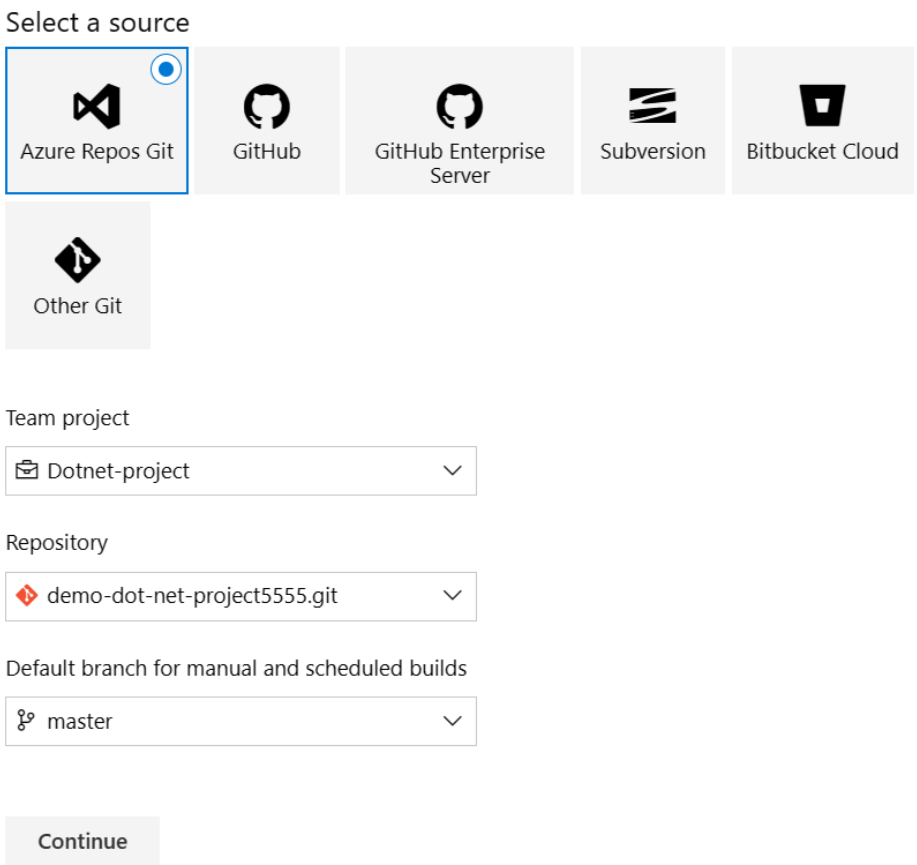
Creating a pipeline using classic editor

Steps to create a pipeline using Microsoft hosted agent for dotnet web app

Prerequisites:

→ **An Azure DevOps account and a project.**
→ **A dotnet application hosted in an Azure Repos Git repository.**

- Go to Dev.azure.com
- Create a project
- Go to Pipelines select the source code, ex: Azure Repos Git, GitHub

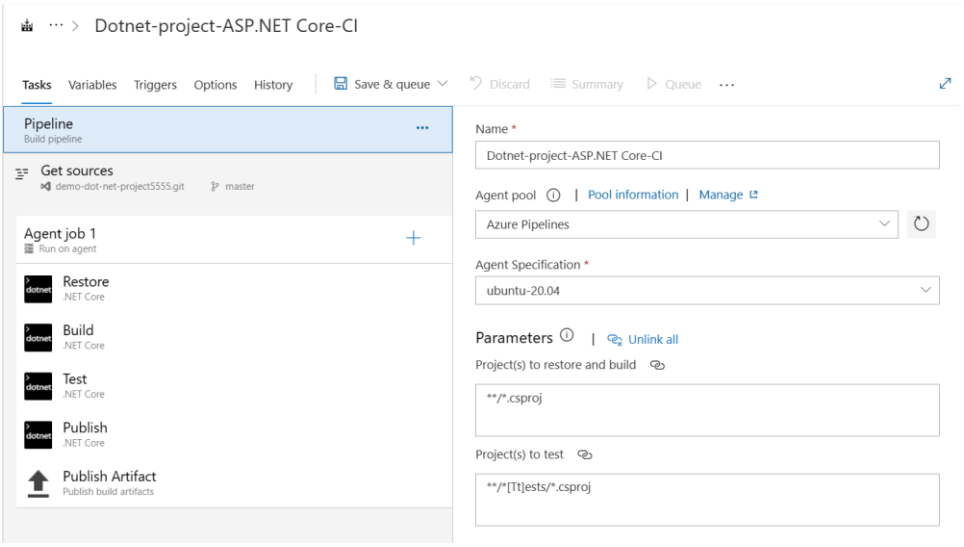


- Select the right template ex: Asp.net core for dotnet projects

Under Task

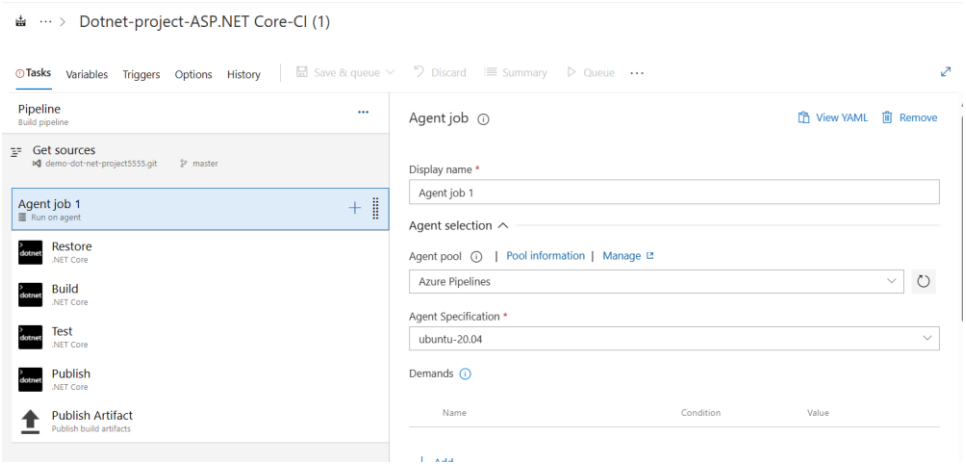
Under Pipelines

- Name: dotnet project
- Agent pool: Azure pipelines
- Agent specification: ubuntu or macOS or anything as per our need
- No changes in parameters



Under Agent job 1

- Display name: Agent or anything
- Agent pool: Azure pipelines
- Agent specification: it should be the same which we take in pipelines, ex: ubuntu



- Save & Queue
- Save & Run

Deploying application in Microsoft Azure

App Services

- Create Web app

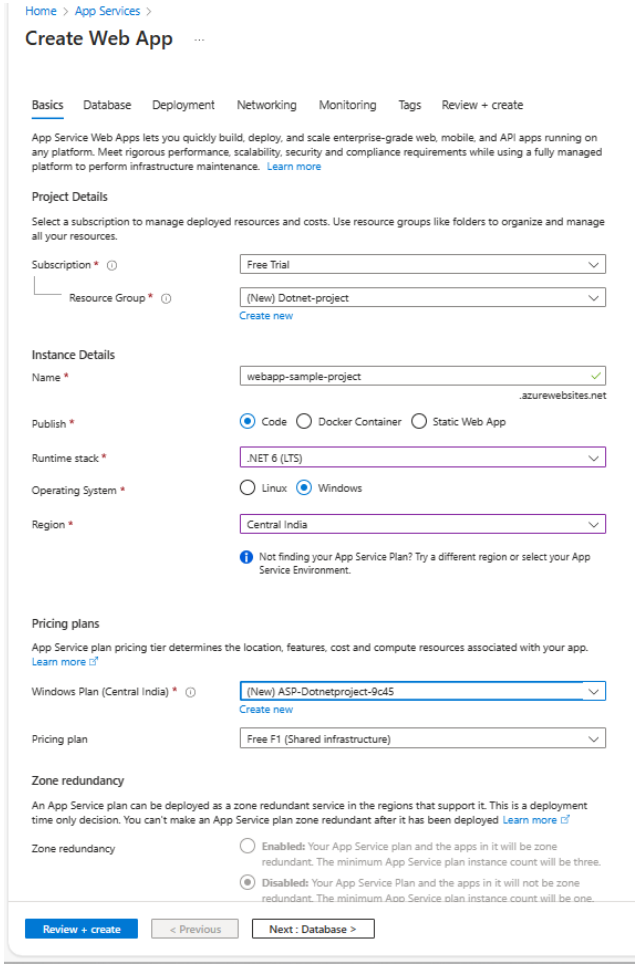
- Subscription: Free trial
- Resource group: Dot-net project

Instance Details:

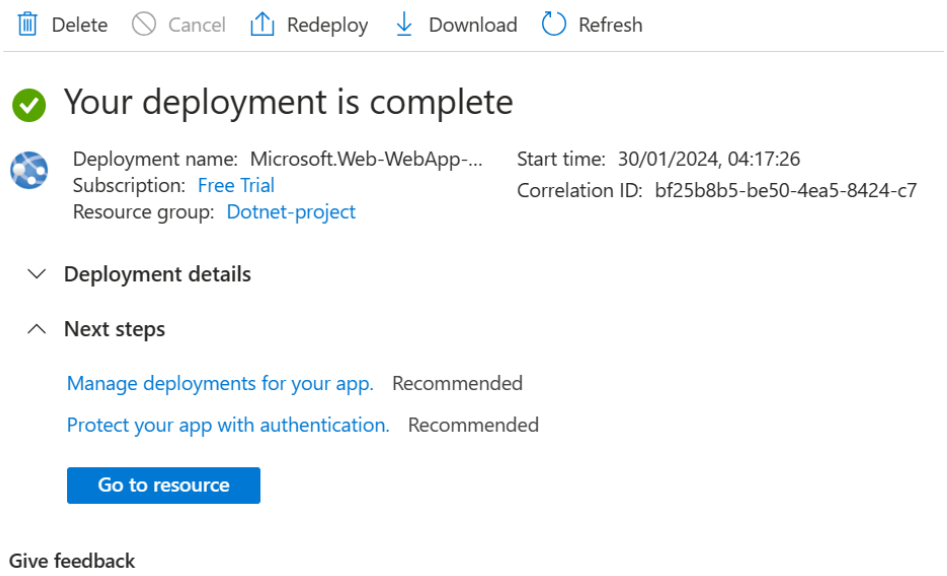
- Name: webapp-sample-project
- Publish: Code
- Runtime Stack: .NET 6 (as per our project need)
- Operating system: Windows
- Region: Central India

Pricing Plans:

- Windows Plan: Dotnet project under select from dropdown
- Pricing plan: Free F1 Shared infrastructure

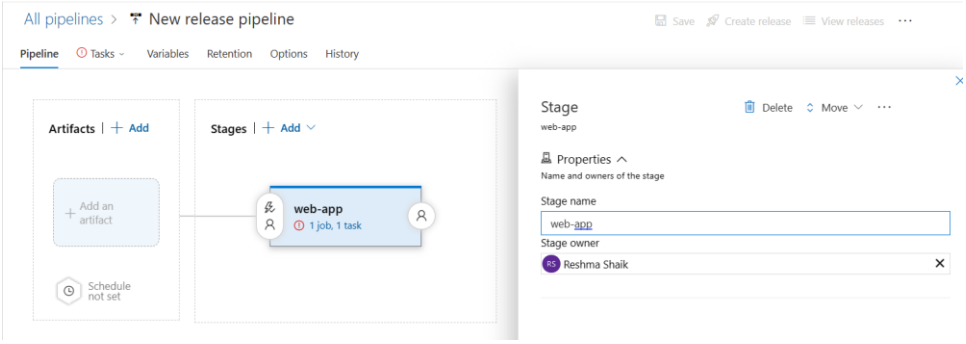


- As of now no changes in Database, Deployment, Networking, Monitoring & Tag
- Review & Create

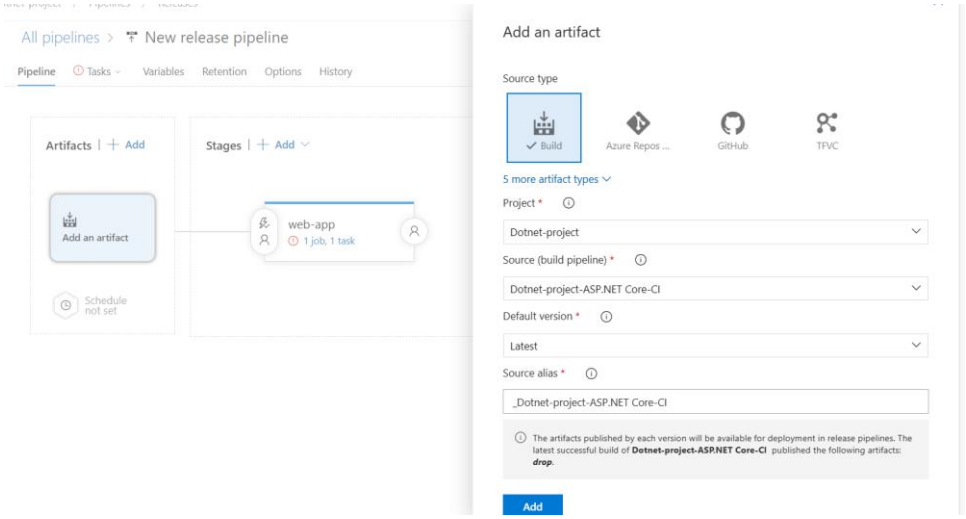


Release Part

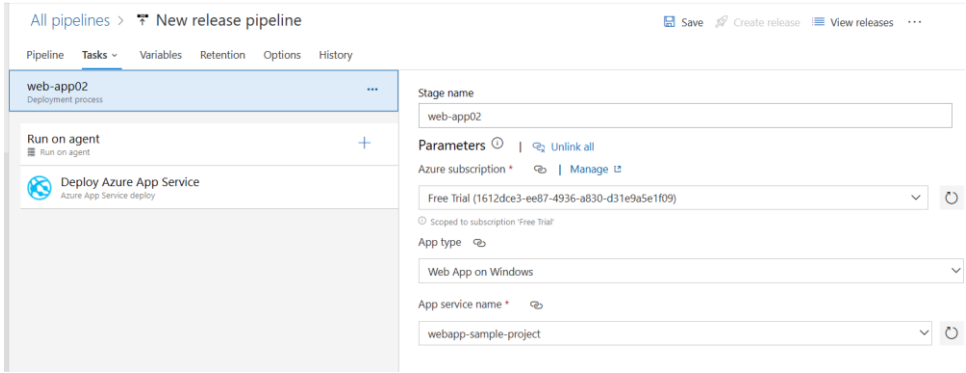
- Go to Pipelines
- Releases
- Select the right template ex: Azure app services deployment
- **Under Stage:** stage name: web-app



- Under Artifact



Now again go to pipeline release under stage



Hit Save and create release

For Continuous integration (CI) go to pipelines – dotnet project – Edit – Trigger – Enable continuous integration (CI) - Save

For Continuous Deployment (CD) go to release – edit – continuous deployment trigger – enable – save