Web Setup and First App View:

Terminal code:

Is : shows files and folders in directory

mkdir name: creates folder cd name: change directory code.: open in vs code

.NET CLI code:

dotnet new console dotnet new console -o YourProjectName

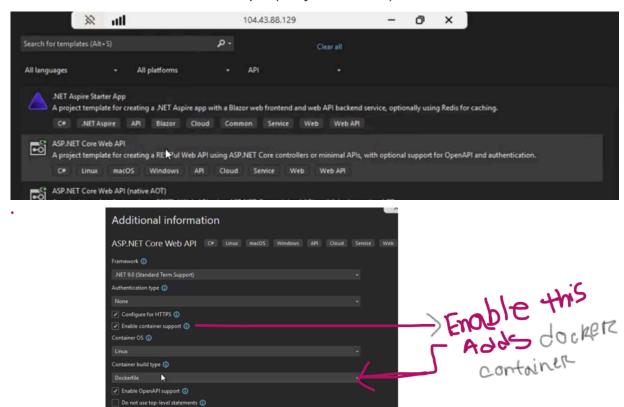
```
PS C:\Users\mrm-cltp> cd .\practice-class\
PS C:\Users\mrm-cltp\practice-class> code .
PS C:\Users\mrm-cltp\practice-class> dotnet new list
```

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These templates matched your input:			
Template Name	Short Name	Language	Tags
API Controller	apicontroller	[C#]	Web/ASP.NET
ASP.NET Core Empty	web	[C#],F#	Web/Empty
ASP.NET Core gRPC Service	grpc	[C#]	Web/gRPC/API/Service
ASP.NET Core Web API	webapi	[C#],F#	Web/Web API/API/Service
SP.NET Core Web API (native AOT)	webapiaot	[C#]	Web/Web API/API/Service
SP.NET Core Web App (Model-View-Controller)) mvc	[C#],F#	Web/MVC
ASP.NET Core Web App (Razor Pages)	webapp,razor	[C#]	Web/MVC/Razor Pages
Slazor Web App	blazor	[C#]	Web/Blazor/WebAssembly
Blazor WebAssembly Standalone App	blazorwasm	[C#]	Web/Blazor/WebAssembly/PWA
class	class	[C#], VB	Common
Class Library	classlib	[C#],F#,VB	Common/Library
Console App	console	[C#],F#,VB	Common/Console
dotnet gitignore file	gitignore,.gitignore		Config
Ootnet local tool manifest file	tool-manifest		Config
ditorConfig file	editorconfig,.editorconfig		Config
num	enum	[C#], VB	Common
global.json file	💙 globaljson,global.json 📥		Config
Interface	interface	[C#], VB	Common
SBuild Directory.Build.props file	buildprops		MSBuild/props
SBuild Directory.Build.targets file	buildtargets		MSBuild/props
SBuild Directory.Packages.props file	packagesprops		MSBuild/packages/props/CPM
MSTest Playwright Test Project	mstest-playwright	[C#]	Test/MSTest/Playwright/Desktop/Web
STest Test Class	mstest-class	[C#],F#,VB	Test/MSTest
ISTest Test Project	mstest	[C#],F#,VB	Test/MSTest/Desktop/Web
IVC Controller	mvccontroller	[C#]	Web/ASP.NET
NC ViewImports	viewimports	[C#]	Web/ASP.NET
IVC ViewStart	viewstart	[C#]	Web/ASP.NET
MuGet Config	nugetconfig, nuget.config		Config
Unit 3 Test Item	nunit-test	[C#],F#,VB	Test/NUnit
Unit 3 Test Project	nunit	[C#],F#,VB	Test/NUnit/Desktop/Web
Unit Playwright Test Project	nunit-playwright	[C#]	Test/NUnit/Playwright/Desktop/Web
rotocol Buffer File	proto		Web/gRPC
Razor Class Library	razorclasslib	[C#]	Web/Razor/Library
Razor Component	razorcomponent	[C#]	Web/ASP.NET
Razor Page	page	[C#]	Web/ASP.NET
Razor View	view	[C#]	Web/ASP.NET
Record	record	[C#]	Common
Solution File	sln,solution		Solution
Struct	struct structure	[C#]_VB	Common

Choose ASP .Net core Web api: (only Backend)

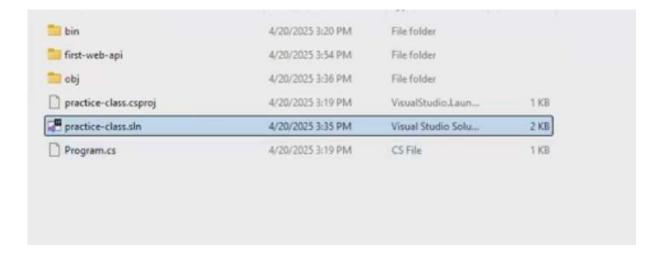


Program.cs -> startup file:

Builder. Build () ->Builder build hole app create hobe. app.run() -> app run hole program ta start hobe.

Project File description:

Practice-class.sln: Project gula solution file er under e thake. Ekta solution file er under multiple project file thake.



Run API (Https):

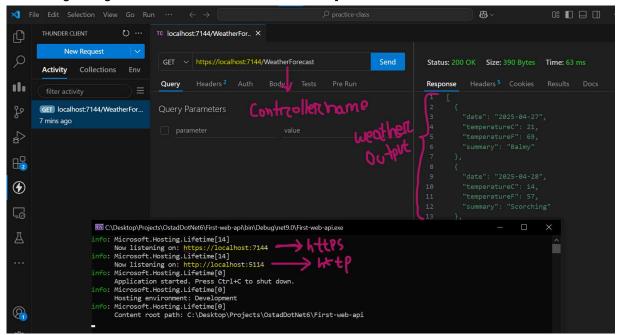
port listen: Listens from two place

```
File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help
 ・ ③ 指 → 🗃 🖺 🖺 り → 🤇 → Debug → Any CPU
                                                                - D Continue - 6 - ○ - □ □ □ □ □
 Process: [11828] First-web-api.exe
First-web-api
        18
                var builder = WebApplication.CreateBuilder(args);
  { <u>}</u>
                builder.Services.AddControllers();
                builder.Services.AddOpenApi();
                                                             var app = builder.Build();
                                                             info: Microsoft.Hosting.Lifetime[14]
                                                             Now listening on: https://localhost:7144
info: Microsoft.Hosting.Lifetime[14]
              v if (app.Environment.IsDevelopment())
                                                                   Now listening on: http://localhost:5114
                                                             info: Microsoft.Hosting.Lifetime[0]
    Application started. Press Ctrl+C to shut down.
info: Microsoft.Hosting.Lifetime[0]
                     app.MapOpenApi();
                                                             Hosting environment: Development info: Microsoft.Hosting.Lifetime[0]

Content root path: C:\Desktop\Projects\OstadDotNet6\First-web-api
                app.UseHttpsRedirection();
```

We can open the link:

postman/rest-api-client diye api er through controller e pathano jay. [thunder client :
 Lightweight rest-API-Client vscode extension]



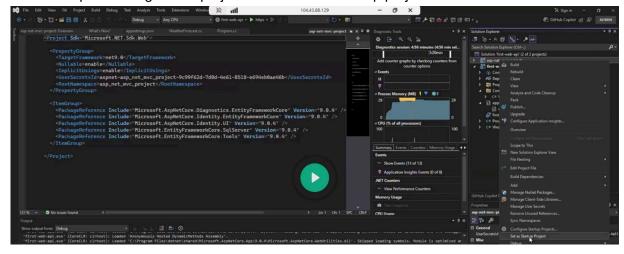
Suggestion: Controller e debugging mode on kre api run kre dekha ki hocche.

```
🔃 File Edit View Git Project Build Debug Test Analyze Tools Extensions Window 🔯 📶
        領・台・番 □ 図 X 印 品 ツ・∈ - Debug
                                                                       - ▶ https - ▷
                                                  - Any CPU
  first-web-api
                                       - % first_web_api.Controllers.WeatherForecastController - % Summaries
             using Microsoft.AspNetCore.Mvc;
    (4
           v namespace first_web_api.Controllers
                 [ApiController]
                 [Route("[controller]")]
                 3 references public class WeatherForecastController: ControllerBase
                     private static readonly string[] Summaries = new[]
                          "Freezing", "Bracing", "Chilly", "Cool", "Mild", "Warm", "Balmy", "Hot",
                     private readonly ILogger<WeatherForecastController> _logger;
                      public WeatherForecastController(ILogger<WeatherForecastController> logger)
                          _logger = logger;
                      [HttpGet(Name = "GetWeatherForecast")]
                     O references
public IEnumerable<WeatherForecast> Get()
  121% + 4
                              180
             No issues found
```

Some Basics:

VS studio te multiple project theke kono ekta project run krte chaile :

Solution expolrer -> right click project name -> set as setup project



Bin folder:

Program build krie eta binary code generate kre. Binary code ta Bin folder e save hoy. Build e click kre clean soltuion dile binary code gulo delete hoye jabe.

Rebuild -> clean + build

Multiple way te build kra jay. Debug mode/ release mode.

Bin folder -> debug/relase folder -> binary code

