

Publishing to GitHub Packages

It's time to publish our NuGet package to GitHub packages.

In Play.Infra

1. Update the README:

```
## Add the GitHub package source
```powershell
$owner="dotnetmicroservices"
$gh_pat="[PAT HERE]"
```

```
dotnet nuget add source --username USERNAME --password $gh_pat --store-password-in-clear-text --
name github "https://nuget.pkg.github.com/$owner/index.json"
```
```

2. Run the commands

3. List sources
dotnet nuget list source

In Play.Common

4. Update the README:

```
## Create and publish package
```powershell
$version="1.0.6"
$owner="dotnetmicroservices"
$gh_pat="[PAT HERE]"
```

```
dotnet pack src\Play.Common\ --configuration Release -p:PackageVersion=$version -
p:RepositoryUrl=https://github.com/$owner/play.common -o ..\packages
```

```
dotnet nuget push ..\packages\Play.Common.$version.nupkg --api-key $gh_pat --source "github"
```
```

5. Run the new commands
6. Show the package in GitHub
(Package Takes 2-3 mins to show up)
7. Commit and push changes

In the next lesson you will modify one of your microservices consume your Play.Common NuGet package directly from GitHub packages.