.NET Meetup Peterborough

What's new in .NET Core 3.0

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4GRPG







Topics







.NET Core 3.0





Razor – Preview 6

```
@code {
   int currentCount = 0;

   void IncrementCount()
   {
      currentCount++;
   }
}
```

```
@attribute [Authorize]

<input @bind="myValue" @bind:format="mm/dd" />

@foreach (var flight in Flights)
{
     <DetailsCard @key="flight" Flight="@flight" />
}
```

```
@{ GreetPerson(person); }
@code {
    void GreetPerson(Person person)
    {
        Hello, <em>@person.Name!</em>
    }
}
```

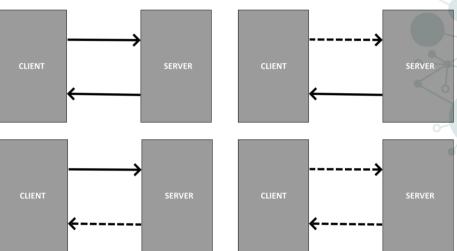
gRPC Remote Procedure Calls

Advantages

- Low network usage
- Multiplexing
- First-class code generation

Disadvantages

- Protobuf is binary
- JavaScript API support
- Debugging and logging







.NET diagnostics

dotnet-counters

Monitor performance counters of a .NET Core application in real time

dotnet-dump

Dump collection and analysis utility

dotnet-trace

Enable the collection of events for a running .NET Core application to a file

	Windows	Mac	Linux
Collect	*	×	*
Analyse	×	×	~



Roadmap

.NET Core 3.0	Release Candidate scheduled for July 2019 General Availability scheduled for September 2019	
.NET Core 3.1	Long Term Support release, scheduled for November 2019	
.NET 5.0	Release scheduled for November 2020	
.NET 6.0	LTS release, scheduled for November 2021	
.NET 7.0	Release scheduled for November 2022	
.NET 8.0	LTS release, scheduled for November 2023	

Thank you

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