

Setting up a C# Source Generator



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Module Outline

Set up your environment

Add a source generator project

- Create a source generator

Reference the source generator project



Set up Your Environment

Install Visual Studio

Community edition

<https://visualstudio.com>

**Install the
.NET Compiler Platform SDK**



Check your Visual Studio installation



Add a source generator project

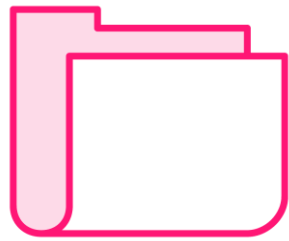




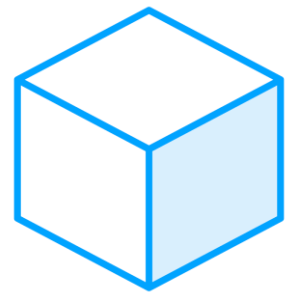
Create a C# Source Generator



Create a C# Source Generator

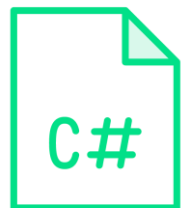


Create a .NET Standard 2.0 class library project



Add the required NuGet packages

- Microsoft.CodeAnalysis.Analyzers
- Microsoft.CodeAnalysis.CSharp



Create a class that is a source generator



Create a C# Source Generator

```
using Microsoft.CodeAnalysis;

[Generator]
public class ToStringGenerator : ISourceGenerator
{
    public void Execute(GeneratorExecutionContext context)
    {
        // Generate code
    }

    public void Initialize(GeneratorInitializationContext context)
    {
        // Initialize the generator
    }
}
```



Create a C# Source Generator

```
using Microsoft.CodeAnalysis;

[Generator]
public class ToStringGenerator : IIncrementalGenerator
{
    public void Initialize(IncrementalGeneratorInitializationContext context)
    {
        // Initialize the generator
        // and generate code
    }
}
```



Create a C# source generator



Reference the source generator project



Summary

Set up your environment

**Add and reference
a source generator project**

Create a source generator

- Add the Generator attribute
- Implement the
IncrementalGenerator interface



Up Next:

Generating Source Files

