

# What's New in PostSharp v3

Introduction

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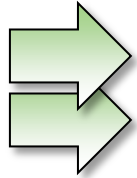


**pluralsight**   
hardcore dev and IT training

# What is PostSharp

An AOP framework that integrates with your code using IL Weaving and compilation post-processing.

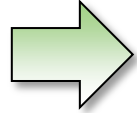
- **Pluralsight Courses**



Aspect Oriented Programming in .NET

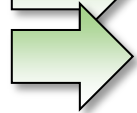
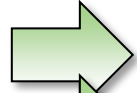
PostSharp Fundamentals

# What Didn't Change from v2



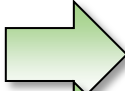



**Underlying classes that allow for the creation of custom aspects**

- **Strong support for seamless debugging**

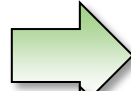
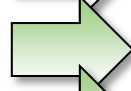



**The content of the PostSharp Fundamentals course are still valid**

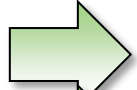
# What Did Change

-  Better integration with Visual Studio
-  Native inclusion of PostSharp Toolkits
-  Faster post processing
-  Small number of API changes

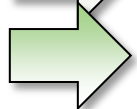
# Impact to v2 PostSharp Aspects

-  Some changes may be required due to API changes
-  Seamless inclusion and compilation of those aspects
-  Some custom aspects may now be represented by built in Toolkits

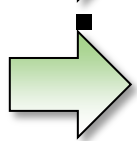
# Summary



**Fundamental concepts from v2 remain the same**



**Increased number of natively included, production ready aspects**



**■ Limited number of API changes**