# Getting Started with .NET Core

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### What is .NET Core?

- The new face of .NET
- Quickly evolving & open source
- Cross-platform (Windows, macOS, Linux)

#### What I like about .NET Core

- .NET Core is easy to get installed and configured
- Self-hosted web applications with Kestrel
- Vastly simplified ASP.NET templates
- Built-in Dependency Injection works for many scenarios

#### What I like about .NET Core

- Command-line interface (CLI)
- Command-line help is actually helpful
- The same tool chain can be used across platforms (CLI, Visual Studio Code)
- Cross-platform actually works! (great for containers)

## Why .NET Core?

- .NET Core is the future
- New C# 8 language features will \*NOT\* come to .NET Framework
- .NET Standard 2.1 will \*NOT\* support .NET Framework
- .NET Core 3.0 support WinForms & WPF (for real)

  Don't get too excited, this is not cross-platform, but it's still important for moving forward

# What you need to build applications with .NET Core

- .NET Core SDK <u>https://dotnet.microsoft.com/download</u>
- Visual Studio Code (or Visual Studio)
   <a href="https://code.visualstudio.com/download">https://code.visualstudio.com/download</a>
- C# Extension for Visual Studio Code <a href="https://marketplace.visualstudio.com/items?itemName=ms-vscode.csharp">https://marketplace.visualstudio.com/items?itemName=ms-vscode.csharp</a>

## CLI: Command-line Interface

- dotnet
- dotnet new
- dotnet add package
- dotnet build
- dotnet run

#### dotnet -h

```
c:\sdd2019>dotnet -h
.NET Core SDK (3.0.100-preview3-010431)
Usage: dotnet [runtime-options] [path-to-application] [arguments]
Execute a .NET Core application.
runtime-options:
  --additionalprobingpath <path>
                                         Path containing probing policy and assemblies
                                         Path to additional deps.json file.
  --additional-deps <path>
  --fx-version <version>
                                         Version of the installed Shared Framework to ι
  --roll-forward-on-no-candidate-fx <n>
                                         Roll forward on no candidate framework (0=off,
path-to-application:
  The path to an application .dll file to execute.
Usage: dotnet [sdk-options] [command] [command-options] [arguments]
```

#### dotnet -h

```
SDK commands:
  add
                    Add a package or reference to a .NET project.
                    Build a .NET project.
 build
 build-server
                    Interact with servers started by a build.
  clean
                    Clean build outputs of a .NET project.
 help
                    Show command line help.
  list
                    List project references of a .NET project.
 migrate
                    Migrate a project.json project to an MSBuild project.
 msbuild
                    Run Microsoft Build Engine (MSBuild) commands.
                    Create a new .NET project or file.
  new
                    Provides additional NuGet commands.
 nuget
  pack
                    Create a NuGet package.
  publish
                    Publish a .NET project for deployment.
                    Remove a package or reference from a .NET project.
  remove
                    Restore dependencies specified in a .NET project.
 restore
                    Build and run a .NET project output.
  run
                    Modify Visual Studio solution files.
  sln
                    Store the specified assemblies in the runtime package store.
  store
                    Run unit tests using the test runner specified in a .NET project.
  test
  tool
                    Install or manage tools that extend the .NET experience.
                    Run Microsoft Test Engine (VSTest) commands.
  vstest
```

# dotnet new

Templates	Short Name	Language	Tags
Console Application	console	[C#], F#, VB	Common/Console
Class library	classlib	[C#], F#, VB	Common/Library
WPF Application	wpf	[C#]	Common/WPF
Windows Forms Application	winforms	[C#]	Common/WinForms
Worker Service	worker	[C#]	Common/Worker/Web
Unit Test Project	mstest	[C#], F#, VB	Test/MSTest
NUnit 3 Test Project	nunit	[C#], F#, VB	Test/NUnit
NUnit 3 Test Item	nunit-test	[C#], F#, VB	Test/NUnit
xUnit Test Project	xunit	[C#], F#, VB	Test/xUnit
Razor Page	page	[C#]	Web/ASP.NET
MVC ViewImports	viewimports	[C#]	Web/ASP.NET
MVC ViewStart	viewstart	[C#]	Web/ASP.NET
ASP.NET Core Empty	web	[C#], F#	Web/Empty
ASP.NET Core Web App (Model-View-Controller)	mvc	[C#], F#	Web/MVC
ASP.NET Core Web App	webapp	[C#]	Web/MVC/Razor Pages
ASP.NET Core with Angular	angular	[C#]	Web/MVC/SPA
ASP.NET Core with React.js	react	[C#]	Web/MVC/SPA
ASP.NET Core with React.js and Redux	reactredux	[C#]	Web/MVC/SPA
Razor Class Library	razorclasslib	[C#]	<pre>Web/Razor/Library/Razor Class Library</pre>
ASP.NET Core Web App (Razor Components)	razorcomponents	[C#]	Web/RazorComponents
ASP.NET Core Web API	webapi	[C#], F#	Web/WebAPI
ASP.NET Core gRPC Service	grpc	[C#]	Web/gRPC
global.json file	globaljson		Config
NuGet Config	nugetconfig		Config
Dotnet local tool manifest file	tool-manifest		Config
Web Config	webconfig		Config
Solution File	sln		Solution

# Creating & Running

- New Projectsdotnet new webapidotnet new console
- Build / Rundotnet builddotnet run

## Adding Packages / References

NuGet Packages
 dotnet add package Newtonsoft. Json

Add Reference
 dotnet add reference ../folder/my-library.csproj

## Solutions

Solution Files

```
dotnet new sln
dotnet sln add ./folder1/my-console.csproj
dotnet sln add ./folder2/my-library.csproj
```

## Async

- "async" Main in a console application
  - Open .csproj
  - Add to PropertyGroup section
     <LangVersion>latest</LangVersion>

## ASP.NET Dependency Injection

Auto-inject dependencies as parameters in Controller constructors

• In Startup.cs

services.AddSingleton<IPeopleProvider, StaticPeopleProvider>()

• Lifetimes: Singleton, Scoped, Transient

#### Thank You!

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