How to Upgrade to .NET 8

Upgrading to .NET 8 is a straightforward process. The steps below will explain exactly what you need to do to complete the upgrade.

.NET 8.0 SDK Install

1. Before doing anything else, make sure you have installed the latest .NET 8.0 SDK. You can get it on this page:

   https://dotnet.microsoft.com/en-us/download/dotnet/8.0

   Just make sure you get the SDK installer, not the installer for any of the runtimes.

In Play.Common repository

2. Change the TargetFramework version to net8.0 in Play.Common.csproj:

   ```
   <PropertyGroup>
    <TargetFramework>net8.0</TargetFramework>
    …
   </PropertyGroup>
   ```

3. Upgrade the following package references in Play.Common.csproj to the latest 8.0.x version:

   ```
   <PackageReference Include="Microsoft.AspNetCore.Authentication.JwtBearer" Version="8.0.0" />
   <PackageReference Include="Microsoft.Extensions.Configuration" Version="8.0.0" />
   <PackageReference Include="Microsoft.Extensions.Configuration.Binder" Version="8.0.0" />
   <PackageReference Include="Microsoft.Extensions.DependencyInjection" Version="8.0.0" />
   ```

4. Generate a new Play.Common NuGet package and take note of the new Play.Common NuGet package version.

In Play.Identity repository

5. Change the TargetFramework version to net8.0 in all .csproj files:

   ```
   <PropertyGroup>
    <TargetFramework>net8.0</TargetFramework>
    …
   </PropertyGroup>
   ```

6. Upgrade the following package references in Play.Identity.Service.csproj to the latest version:

   ```
   <PackageReference Include="Microsoft.AspNetCore.Identity.UI" Version="8.0.0" />
   <PackageReference Include="Microsoft.VisualStudio.Web.CodeGeneration.Design" Version="8.0.0" />
   ```

```xml
<PackageReference Include="Swashbuckle.AspNetCore" Version="6.4.0" />
```

7. Upgrade the Play.Common package reference in Play.Identity.Service.csproj to the new version you produced at the start of this guide. For instance, if the new version was 1.0.16, you would perform this update:

```xml
<PackageReference Include="Play.Common" Version="1.0.16" />
```

8. Update the path to Play.Identity.Service.dll in launch.json:
```json
{
   "name": ".NET Core Launch (web)",
   …
   "program":
"${workspaceFolder}/src/Play.Identity.Service/bin/Debug/net8.0/Play.Identity.Service.dll",
   …
}
```

9. Generate a new Play.Identity.Contracts NuGet package version.

In Play.Catalog repository

10. Change the TargetFramework version to net8.0 in all .csproj files:

```xml
<PropertyGroup>
 <TargetFramework>net8.0</TargetFramework>
 …
</PropertyGroup>
```

11. Upgrade the following package references in Play.Catalog.Service.csproj to the latest version:

```xml
<PackageReference Include="Swashbuckle.AspNetCore" Version="6.4.0" />
```

12. Upgrade the Play.Common package reference in Play.Catalog.Service.csproj to the new version just produced at the start of this guide. For instance, if the new version was 1.0.16, you would perform this update:

```xml
<PackageReference Include="Play.Common" Version="1.0.16" />
```

13. Update the path to Play.Catalog.Service.dll in launch.json:
```json
{
   "name": ".NET Core Launch (web)",
   …
   "program":
"${workspaceFolder}/src/Play.Catalog.Service/bin/Debug/net8.0/Play.Catalog.Service.dll",
```

```
    …
  }
```

14. Generate a new Play.Catalog.Contracts NuGet package version.

In Play.Inventory repository

15. Change the TargetFramework version to net8.0 in all .csproj files:

    ```
    <PropertyGroup>
      <TargetFramework>net8.0</TargetFramework>
      …
    </PropertyGroup>
    ```

16. Upgrade the following package references in Play.Inventory.Service.csproj to the latest version:

    ```
    <PackageReference Include="Microsoft.Extensions.Http.Polly" Version="8.0.0" />
    <PackageReference Include="Swashbuckle.AspNetCore" Version="6.4.0" />
    ```

17. Upgrade the Play.Common package reference in Play.Inventory.Service.csproj to the new version just produced at the start of this guide. For instance, if the new version was 1.0.16, you would perform this update:

    ```
    <PackageReference Include="Play.Common" Version="1.0.16" />
    ```

18. Upgrade the Play.Catalog.Contracts package reference in Play.Inventory.Service.csproj to the new version you produced earlier in this guide. For instance, if the new version was 1.0.14, you would perform this update:

    ```
    <PackageReference Include="Play.Catalog.Contracts" Version="1.0.14" />
    ```

19. Update the path to Play.Inventory.Service.dll in launch.json:

    ```
    {
      "name": ".NET Core Launch (web)",
      …
      "program":
    "${workspaceFolder}/src/Play.Inventory.Service/bin/Debug/net8.0/Play.Inventory.Service.dll",
      …
    }
    ```

20. Generate a new Play.Inventory.Contracts NuGet package version.

In Play.Trading repository

21. Change the TargetFramework version to net8.0 in all .csproj files:

    <PropertyGroup>
     <TargetFramework>net8.0</TargetFramework>
     …
    </PropertyGroup>

22. Upgrade the following package references in Play.Trading.Service.csproj to the latest version:

    <PackageReference Include="Swashbuckle.AspNetCore" Version="**6.4.0**" />

23. Upgrade the Play.Common package reference in Play.Trading.Service.csproj to the new version just
    produced at the start of this guide. For instance, if the new version was 1.0.16, you would perform
    this update:

    <PackageReference Include="Play.Common" Version="**1.0.16**" />

24. Upgrade the Play.Catalog.Contracts package reference in Play.Trading.Service.csproj to the new
    version you produced earlier in this guide. For instance, if the new version was 1.0.14, you would
    perform this update:

    <PackageReference Include="Play.Catalog.Contracts" Version="**1.0.14**" />

25. Upgrade the Play.Identity.Contracts package reference in Play.Trading.Service.csproj to the new
    version you produced earlier in this guide. For instance, if the new version was 1.0.25, you would
    perform this update:

    <PackageReference Include="Play.Identity.Contracts" Version="**1.0.25**" />

26. Update the path to Play.Trading.Service.dll in launch.json:

    {
       "name": ".NET Core Launch (web)",
       …
       "program":
    "${workspaceFolder}/src/Play.Trading.Service/bin/Debug/net8.0/Play.Trading.Service.dll",
       …
    }

27. Congratulations, your migration is complete!