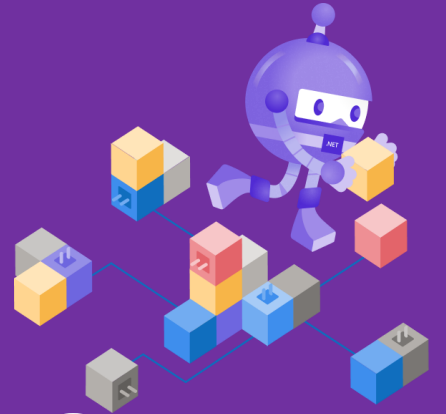


Why .NET ?

What is new .NET 8 and C# 12 ?



Build anything with a unified platform with .Net

.NET Momentum: Monthly active users 6.1+ Million

.Net 8 Most performant release

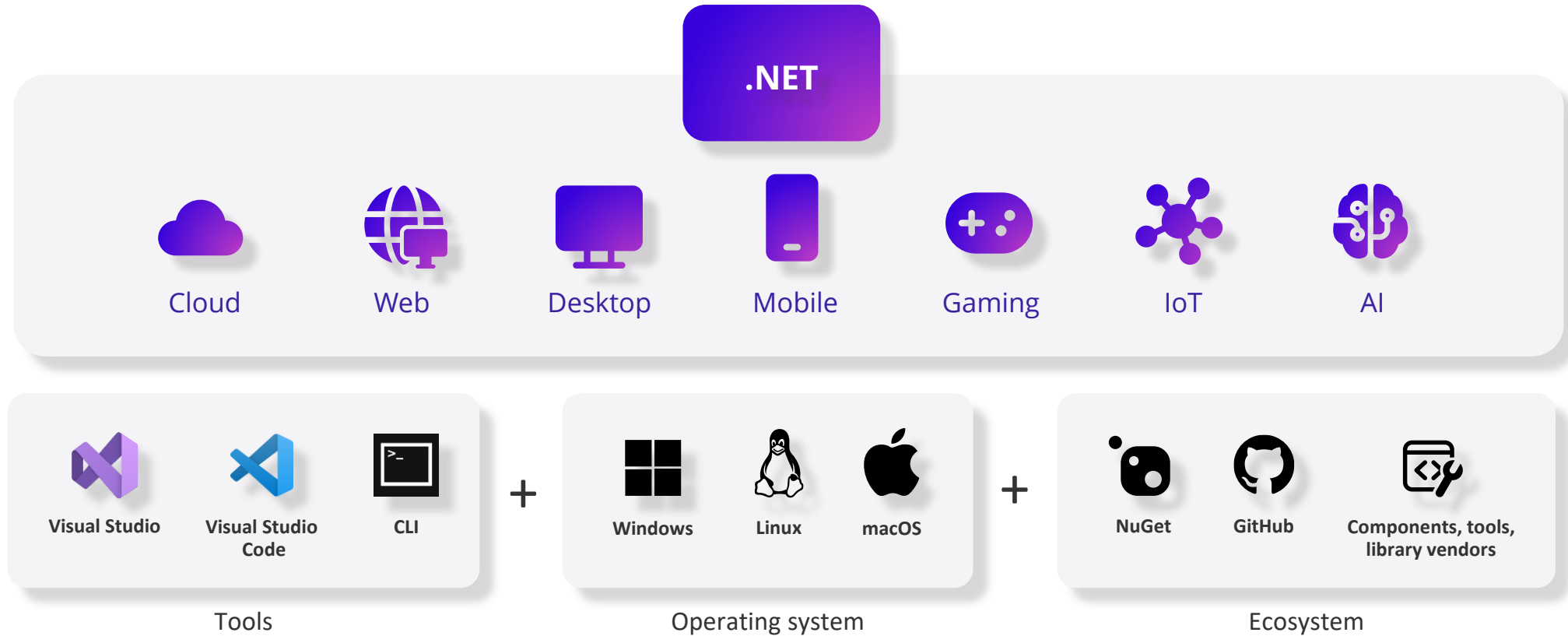
Cloud-Native Development with .Net

C# 12 Primary constructors, Collection expressions, Default lambda

Mehmet Ozkaya



Build Anything, Anywhere



.NET Momentum

6.1+ Million

Monthly active users

53,000+

Community members
have contributed to .NET

>21k

Contributions

>9k

Community members

#1 2023  stackoverflow

Most Admired Developer Framework

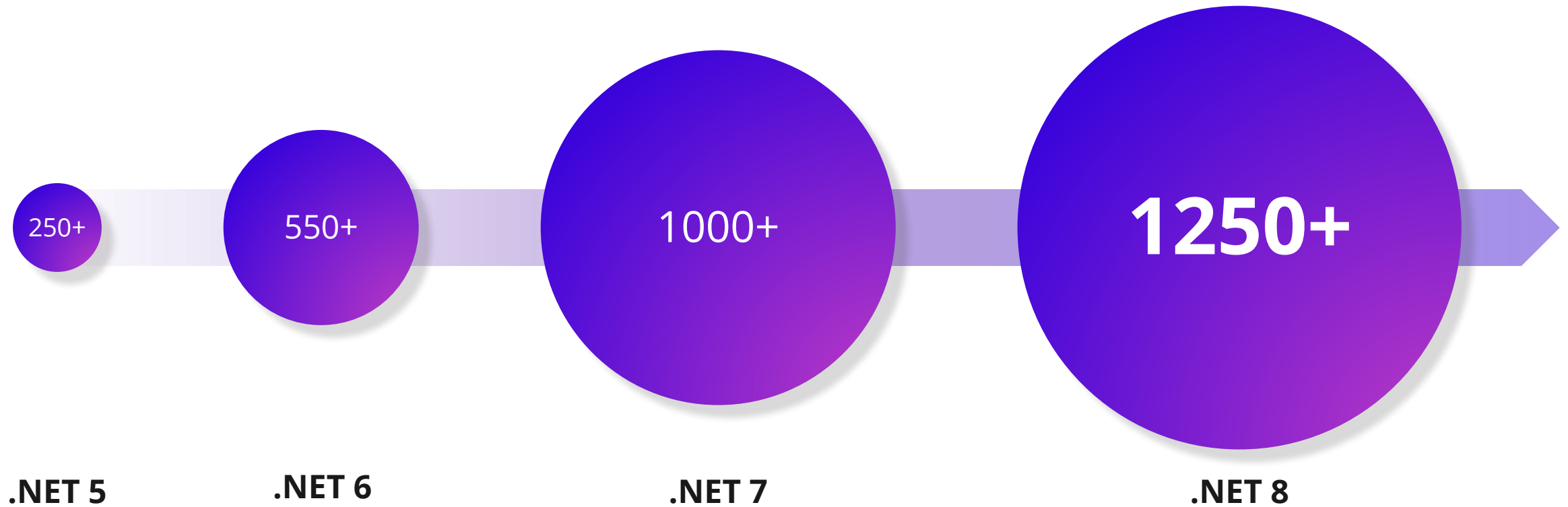
Top 5  CLOUD NATIVE
COMPUTING FOUNDATION

Highest velocity OSS project

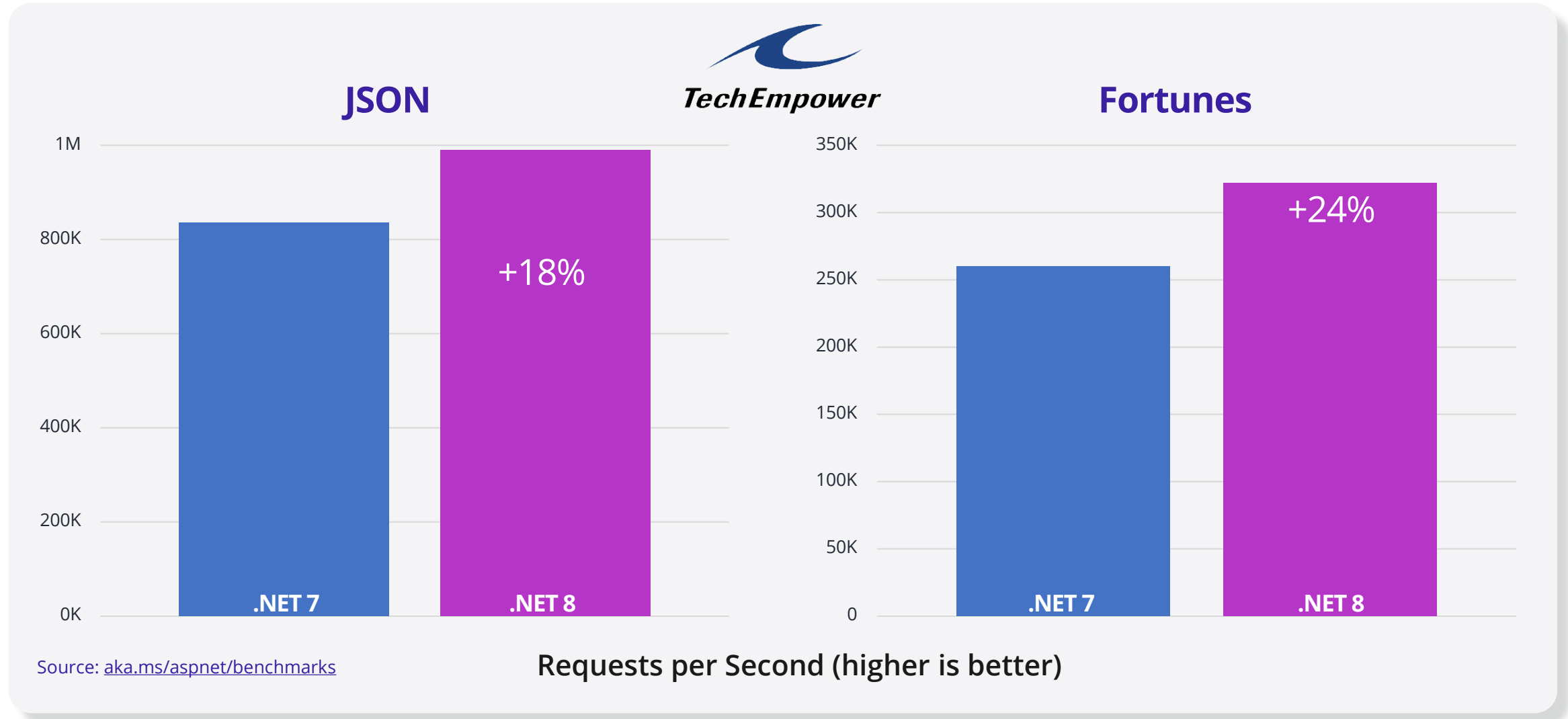
Top 5 

Top Programming Language on GitHub

Most performant release yet



.NET 8 API Performance



.NET is the best for modern apps

Modern Workloads



Web



Client



Artificial
Intelligence



Cloud Native

Developer Productivity



Language



Productivity



Modernization

Fundamentals



Performance



Supply Chain

Cloud-Native Development with .Net 8

Cloud Native



Observability



Resiliency



Scalability



Manageability

High-scale and high-availability services in .NET 8

Cloud Native



Resilience



Health Checks



Testing/Fakes



Observability

Extensions.Resilience

Extensions.Http.Resilience

Extensions.Diagnostics.HealthChecks.Commo

Extensions.Diagnostics.Probes

Extensions.Telemetry

Extensions.Compliance.Redaction

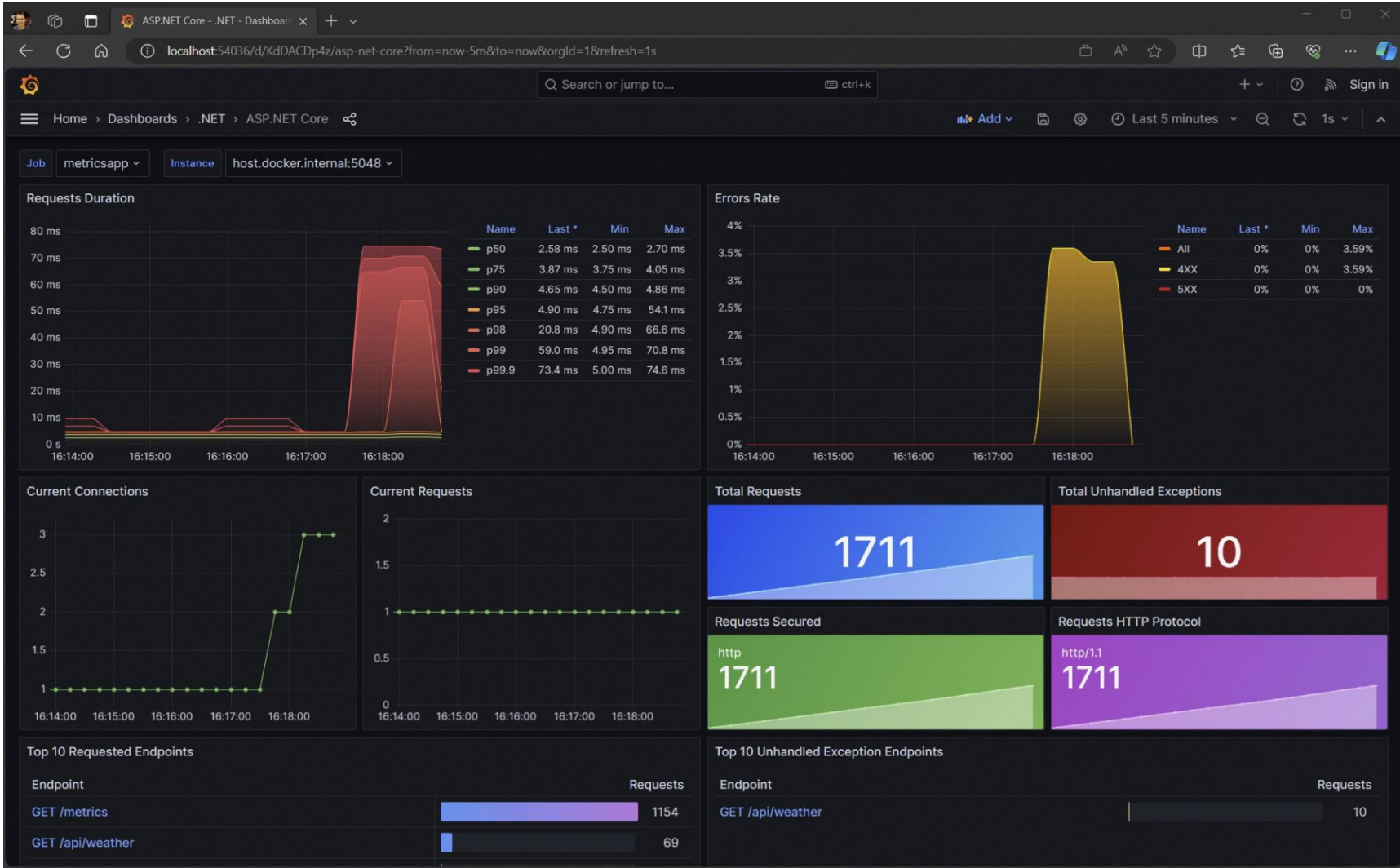
Extensions.Http.Telemetry

AspNetCore.Testing

Hosting.Testing

Extensions.TimeProvider.Testing

Enhanced Open Telemetry Support



Cloud-Native in .NET 8



Observability

Built in metrics with dimensions

DI integration for metrics

Better Logging support
(faster, can object serialization)

Enrichment

Redaction

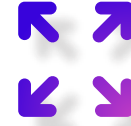
Testing fakes for Logging & Metrics



Resiliency

New Polly based
resiliency packages

SignalR Stateful Reconnect



Scalability

AOT
(increased density)

Performance

Chiseled Ubuntu



Manageability

Certificate auto-rotation
support in Kestrel

.NET ❤️ Containers



Hardened

Non-Root Base Images

USER "app"

Default port - 8080

Mariner distroless



Smaller

AOT base images

"Composite" base images

"extra" base images

Distroless / Chiseled



More Productive

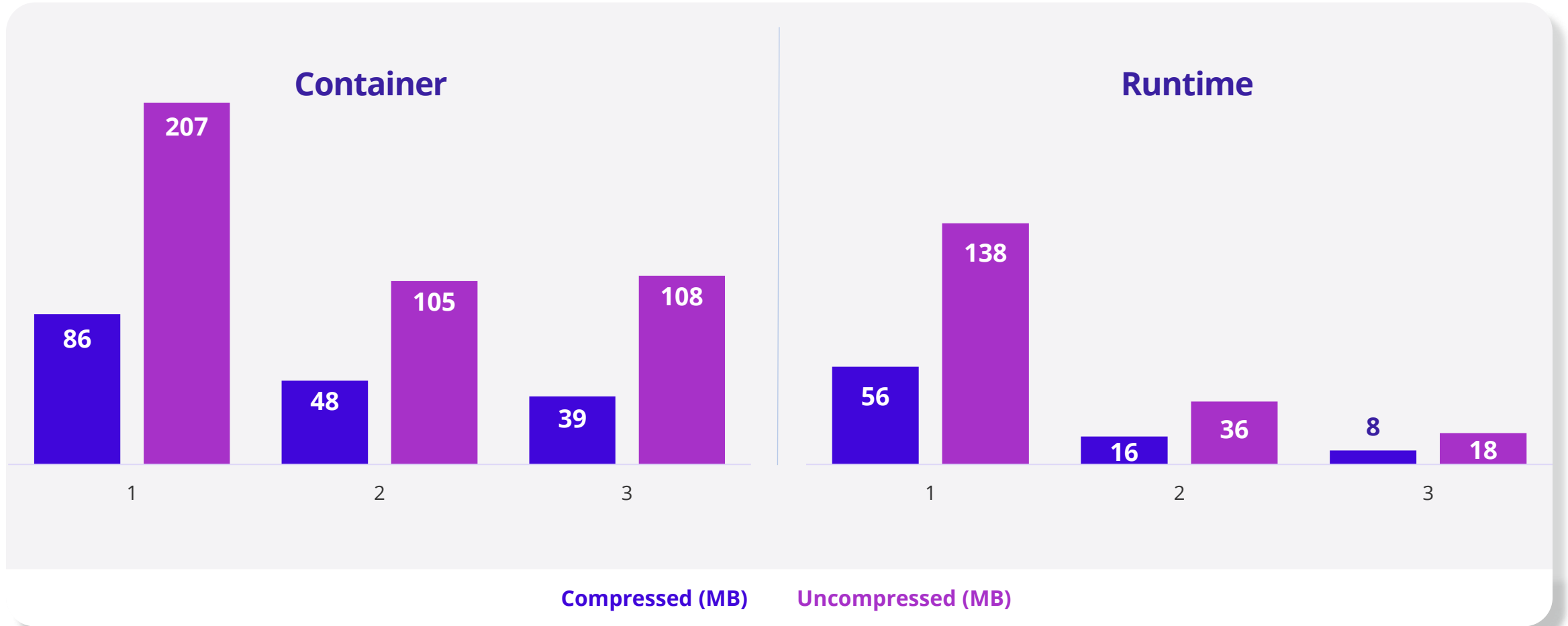
Publish with .NET SDK

Cross compilation

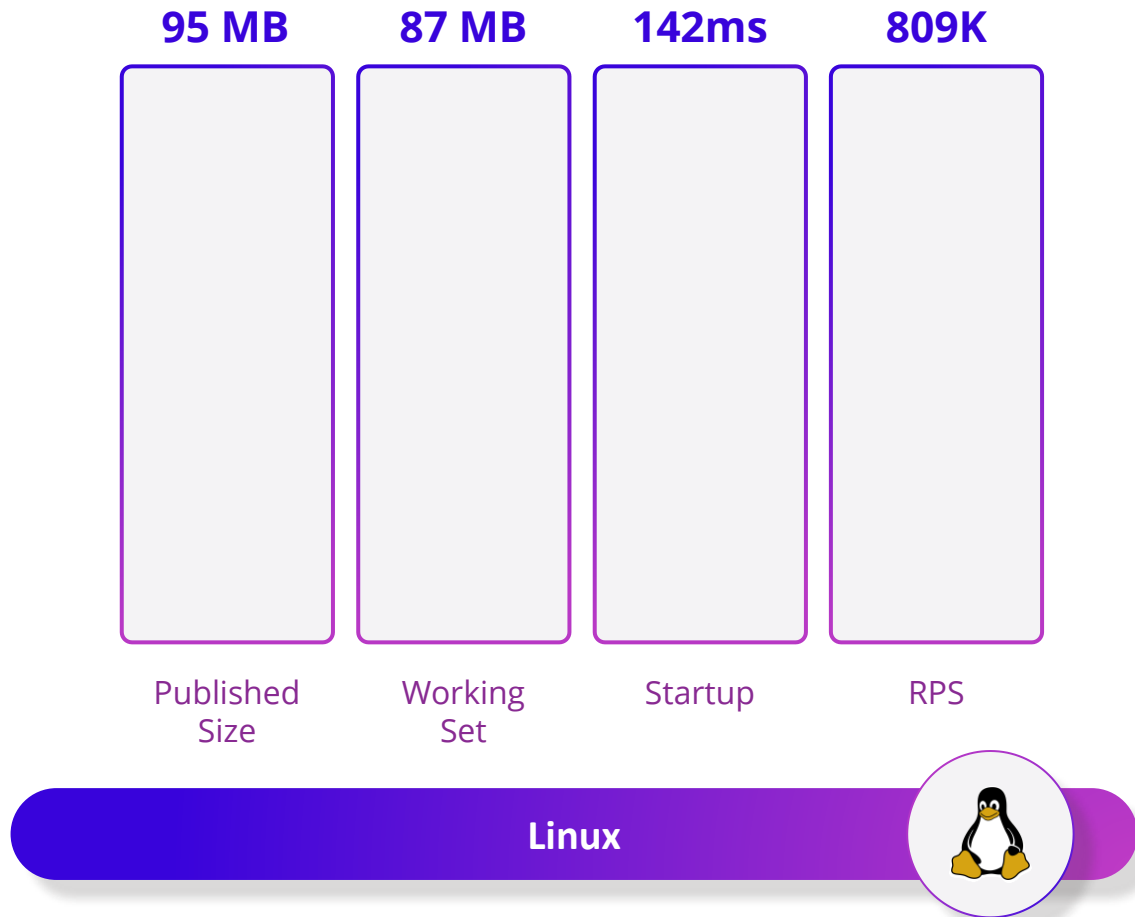
Non-root by default

Supports all Azure auth

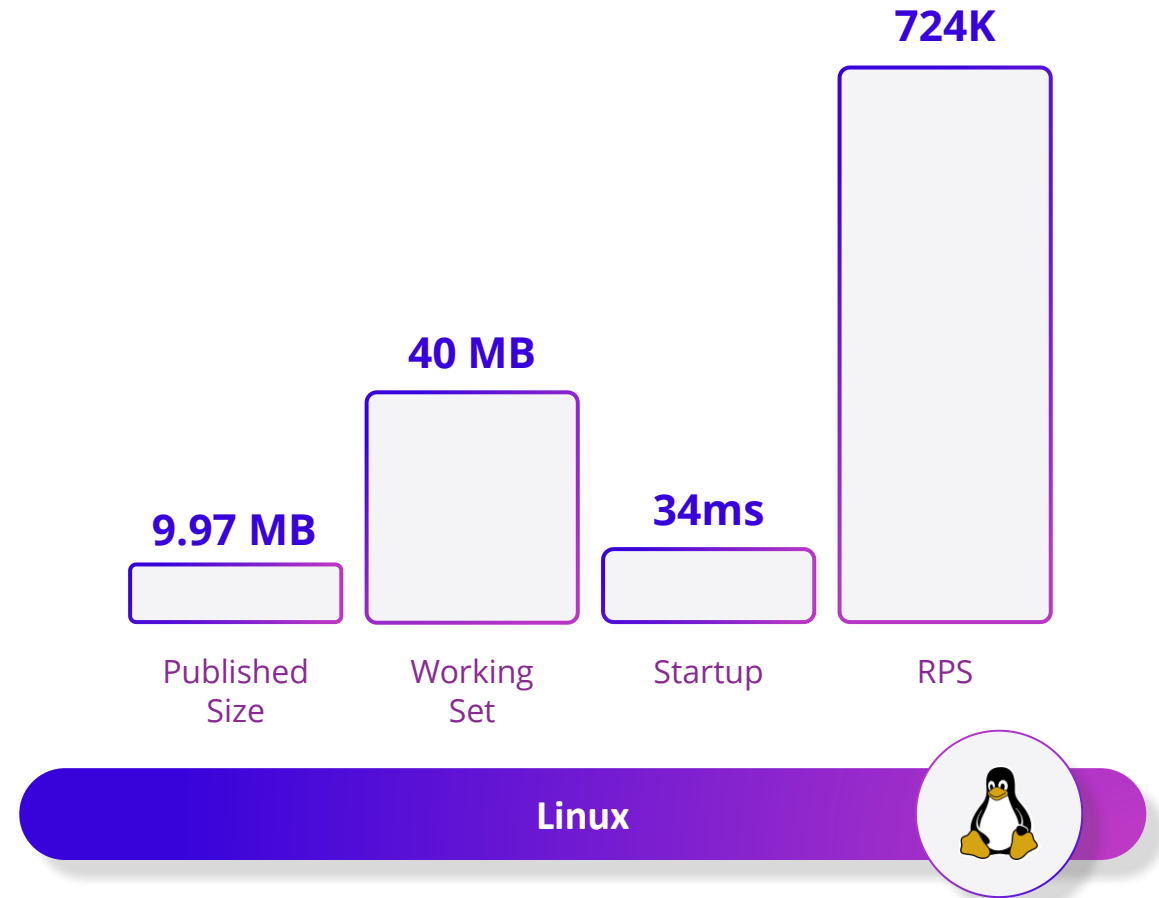
Container Size Improvements



Native AOT - Container Size Improvements



Before Native AOT



With Native AOT

What is new .NET 8 ?

.NET Aspire

- Cloud-ready stack designed for building observable, production-ready distributed apps.
- NuGet packages targeting specific cloud-native concerns, now available in preview.

Core .NET Libraries

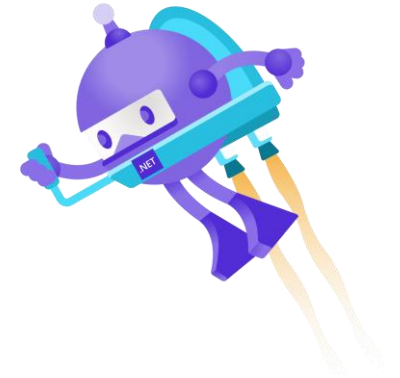
- Serialization enhancements, time abstraction, UTF8 improvements, methods for working with randomness, and performance-focused types like System.Numerics and System.Runtime.Intrinsics.

Metrics

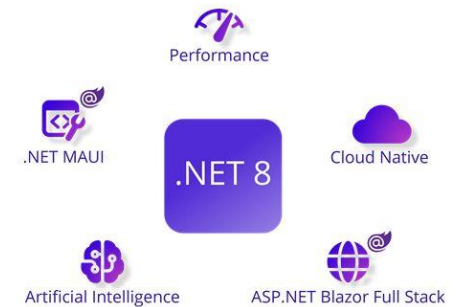
- Attach key-value pair tags to Meter and Instrument objects, allowing for more nuanced differentiation in aggregated metric measurements.

Networking

- Support for HTTPS proxy, ensuring encrypted communication even in proxy scenarios, thus enhancing privacy and security.



What's new in .NET 8?



What is new .NET 8 ? – Part 2

Extension Libraries

- Options validation, LoggerMessageAttribute constructors, extended metrics, hosted lifecycle services, keyed DI services.

Garbage Collection

- On-the-fly adjustment of memory limits, a crucial feature for cloud-service scenarios where dynamic scaling is mandatory.

Reflection Improvements

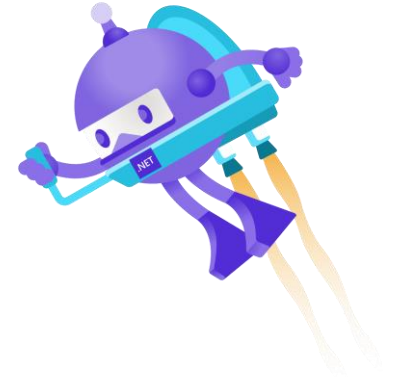
- Enhanced for better performance and more efficient memory usage. Function pointers also added reflection capabilities.

Native AOT Support

- Efficient compilation and execution, particularly beneficial for cloud-native and high-performance scenarios.

.NET SDK

- More robust and feature-rich, aligning with the evolving needs of modern .NET development. Enhanced dotnet publish and dotnet pack commands.



What's new in .NET 8?



What is new C# 12 ?

Primary Constructors

- Primary constructors have been extended beyond record types. Parameters are now in scope for the entire class body.
- Should assigned, explicitly declared constructors must call the primary constructor using `this()` syntax.
 - `public class Person(string name, int age)`
 - `{`
 - `// Name and Age are in scope for the entire class body`
 - `public string Name => name;`
 - `public int Age => age;`
 - `}`

Collection Expressions

- More concise syntax to create common collection values. Simplifies the way collections are initialized and manipulated.
 - `var numbers = new List<int> { 1, 2, 3, ..otherNumbers };`
 - `var numbers = [1, 2, 3, .. otherNumbers];`



What is new C# 12 ? – Part 2

Inline Arrays

- Enhance performance by enabling developers to create fixed-size arrays in struct types.
- Useful for optimizing memory layout and improving runtime performance.
 - `public struct Buffer`
 - `{`
 - `public Span<int> InlineArray => MemoryMarshal.CreateSpan(ref _array[0], 10);`
 - `private int[] _array;`
 - `}`

Optional Parameters in Lambda Expressions

- Default values for parameters in lambda expressions. This mirrors the syntax and rules for adding default values in methods, making lambda expressions more flexible.
 - `Func<int, int, int> add = (x, y = 1) => x + y;`
 - `Console.WriteLine(add(5)); // Outputs 6`



What is new C# 12 ? – Part 3

ref readonly parameters

- Enhances the way readonly references are passed in C#.
- Optimizing memory usage and performance in scenarios involving large data structures.
 - `public void ProcessLargeData(in LargeData data)`
 - `{`
 - `// Processing data without the risk of modifications`
 - `}`

Alias Any Type

- Using alias directive to include any type, not just named types.
- Creation of semantic aliases for complex types like tuples, arrays, and pointer types.
 - `using Coordinate = System.ValueTuple<int, int>;`
 - `Coordinate location = (10, 20);`



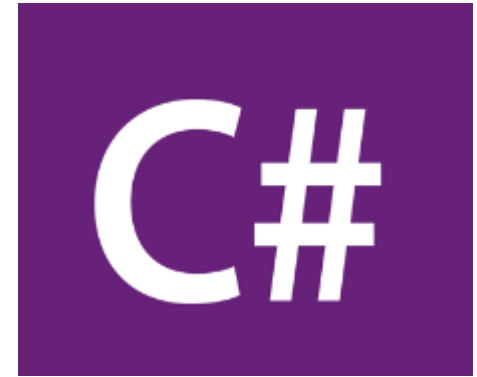
C# Top-level statements, Global usings, Pattern Matching

Top-Level Statements

- Simplify the entry point of your applications. Instead of wrapping your main logic in a Main method, you can directly write the code at the top level of your file.
 - `using System;`
 - `Console.WriteLine("Hello, World!");`

Global Usings

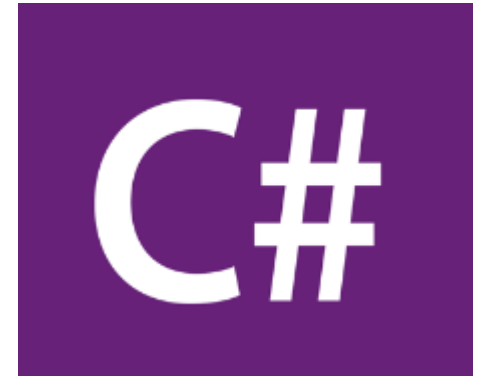
- Make namespaces available across your entire project. Instead of repeating using statements in every file, you declare them globally in one place.
 - `global using System;`
 - `global using System.Collections.Generic;`



C# Pattern Matching

Pattern Matching

- More expressive syntax for checking and deconstructing values in your code.
 - `public class Person`
 - `{`
 - `public string Name { get; set; }`
 - `public string Title { get; set; }`
 - `}`
 - `Person person = new Person { Name = "John", Title = "Manager" };`
 - `if (person is { Title: "Manager" })`
 - `{`
 - `Console.WriteLine($"{person.Name} is a manager.");`
 - `}`



C# Pattern Matching with Switch Expressions

Pattern Matching

- Pattern Matching - using switch expressions to compare discrete values.

- `public State PerformOperation(Operation command) =>`
- `command switch`
- `{`
- `Operation.SystemTest => RunDiagnostics(),`
- `Operation.Start => StartSystem(),`
- `Operation.Stop => StopSystem(),`
- `Operation.Reset => ResetToReady(),`
- `_ => throw new ArgumentException("Invalid enum value for command",`
`nameof(command)),`
- `};`

