

Whoaml



AGENDA DAY 1

- .NET core overview
- .NET core tools
- .NET Core SDK
- Download and install on windows and Linux and docker
- CLI
- .NET standard
- Work with visual studio
- Solution Tree
- NuGet package
- Dependency Injection

Free. Cross-platform. Open source. A developer platform for building all your apps.

Get Started

Download

Supported on Windows, Linux, and macOS

Explore .NET



Web

Build web apps and services for Windows, Linux, macOS, and Docker.



Mobile

Use a single codebase to build native mobile apps for iOS, Android, and Windows.



Desktop

Create beautiful and compelling desktop apps for Windows and macOS.



Microservices

Create independently deployable microservices that run on Docker containers.



Cloud

Consume existing cloud services, or create and deploy your own.



Machine Learning

Add vision algorithms, speech processing, predictive models, and more to your apps.



Game Development

Develop 2D and 3D games for the most popular desktops, phones, and consoles.



Internet of Things

Make IoT apps, with native support for the Raspberry Pi and other single-board computers.

DOTNET CORE





let names = ["Ana"; "Felipe"; "Emillia"]

```
for name in names do
    printfn $"Hello {name}"

Dim names As New List(Of String)({
    "Ana",
    "Felipe",
    "Emillia"
    Visual Basic
})

For Each name In names
    Console.WriteLine($"Hello {name}")
Next
```

Cross Platform

Open Source

Multi-language

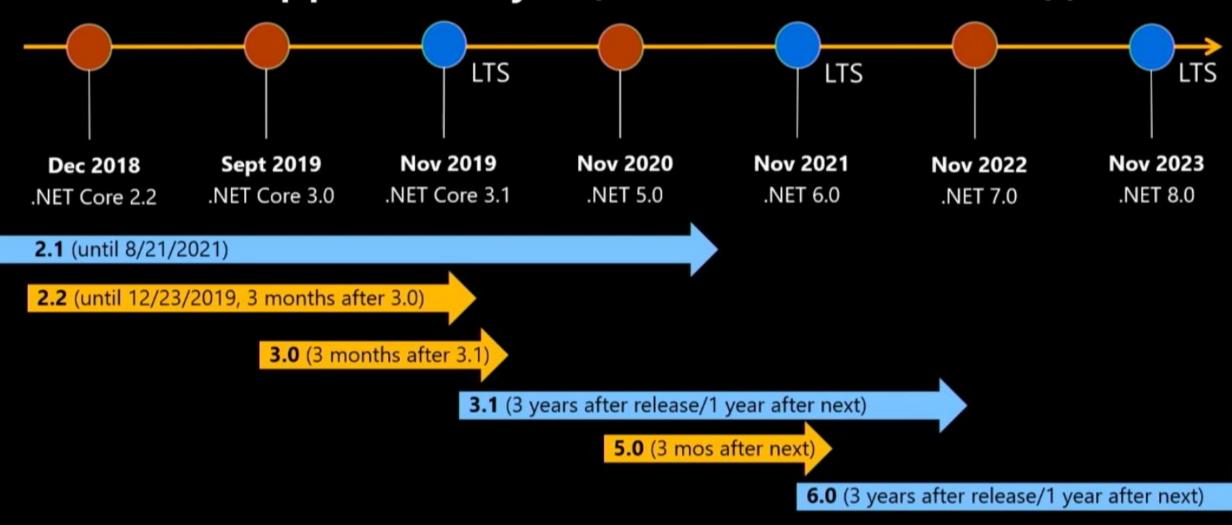
https://github.com/dotnet

Compatible



Side by Side

Runtime Support Policy https://aka.ms/dotnet-core-support



.NET Framework 4.8 (Windows support policy)

TOOLS

Single Platform

Cross Platform

SaaS









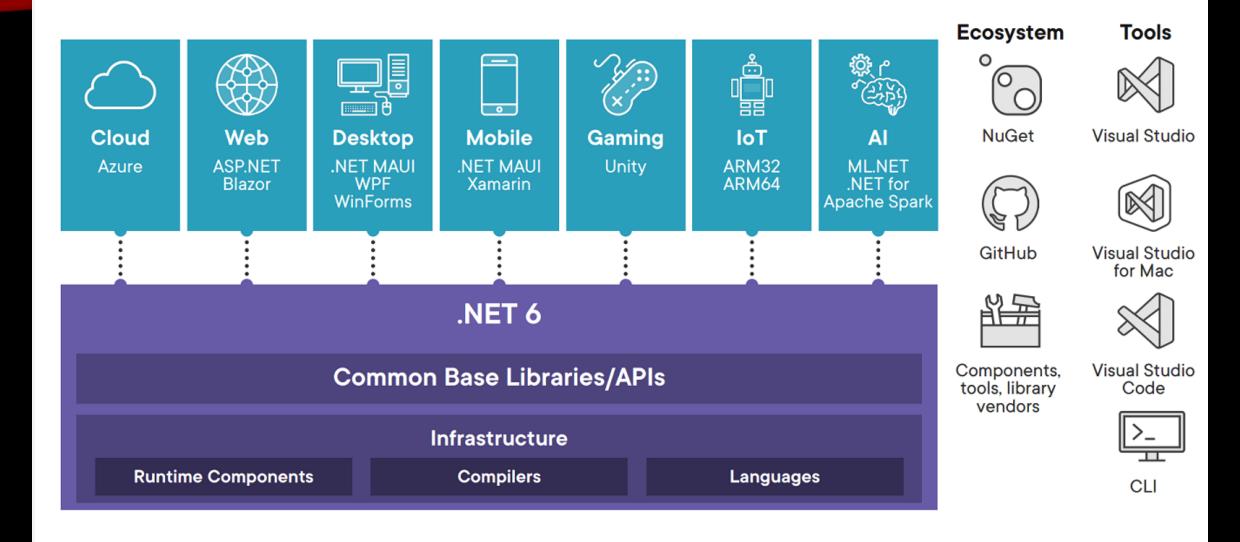


Visual Studio for Mac

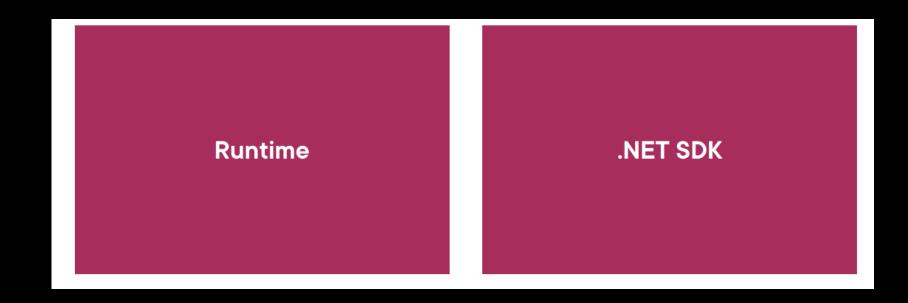
> aotnet

Microsoft .NET Core Shared Framework

.NET Architecture



GETTING STARTED WITH .NET APPLICATIONS



In short

The <u>SDK</u> is what you use to build and run your application. The <u>Runtime</u> is to run the application

SDK Components



.NET CL



.NET runtime



.NET driver



Runtime libraries



Roslyn and F# compilers



ASP.NET Core runtime

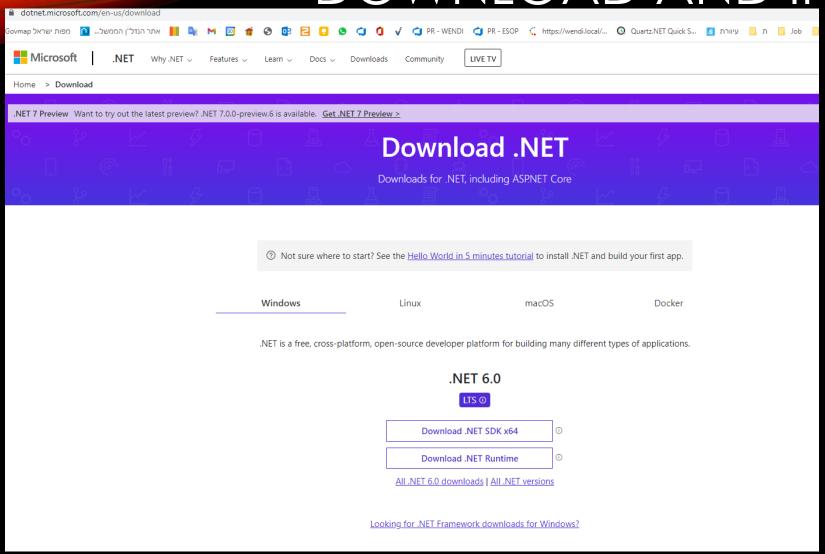


MSBuild build engine



Desktop runtime

DOWNLOAD AND INSTALL



CLI

- Dotnet
- dotnet –version
- dotnet --list-sdks
- Dotnet –help
- Dotnet new
- Dotnet new console –o console_demo
- Dotnet new wpf –o wpf_demo
- Dotnet new wepapp –o web_app
- Dotnet build
- Dotnet publish

INSTALL ON LINUX

- sudo rpm -Uvh https://packages.microsoft.com/config/rhel/7/packages-microsoft-prod.rpm
- sudo yum makecache
- •sudo yum install dotnet-sdk-6.0

INSTALL ON DOCKER

docker run --rm mcr.microsoft.com/dotnet/core/samples

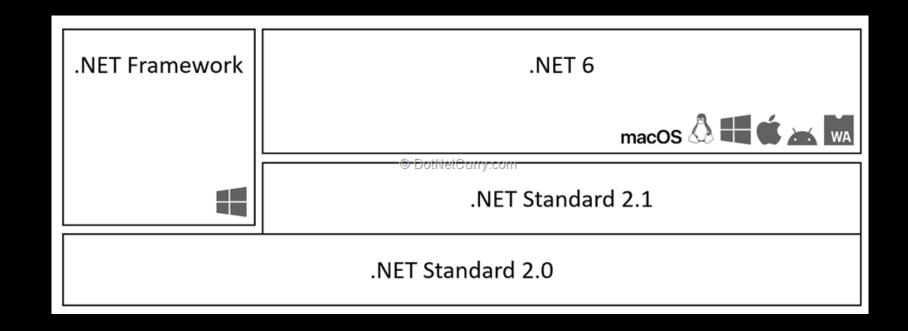
 docker run -it --rm -p 8000:80 --name aspnetcore_sample mcr.microsoft.com/dotnet/core/samples:aspnetapp

תרגיל

- ותקן אצלך. NET CORE בדוק איזה גרסת.
 - 2. התקן גרסת net core sdk. אחרונה
 - 3. כתוב תוכנית:
- .1 שמבקשת את השם שלך כקלט ומדפיסה אותו על המסך.
 - CLI דרך Console צור את הפרויקט
 - 3. שם התוכנית my_user_name
 - CLI הרץ את התרגיל דרך .4
 - "ASP.NET Core Web API" צור פרויקט מסוג. 4.

 "demo_api" בשם CLI דרך
 - CLI הרץ את הפרויקט דרך .1
 - 2. הדר את הקוד דרך CLI
 - 3. הכן תיקיית הפצה דרך CLI
 - גרסת הפצה CLI גרסת הפצה.

.NET STANDARD CONTEXT



.NET STANDARD

NET Standard is also Open Source!

Anybody can propose API additions

The review board approves the API

• https://docs.microsoft.com/en-us/dotnet/standard/net-standard

.NET STANDARD 2.0

1.0 1.1 1.2 1.3 1.4 1.5 1.6 2.0 2.1

.NET Standard 2.0 has 32,638 of the 37,118 available APIs.

.NET implementation	Version support
.NET and .NET Core	2.0, 2.1, 2.2, 3.0, 3.1, 5.0, 6.0
.NET Framework ¹	4.6.1 ² , 4.6.2, 4.7, 4.7.1, 4.7.2, 4.8
Mono	5.4, 6.4
Xamarin.iOS	10.14, 12.16
Xamarin.Mac	3.8, 5.16
Xamarin.Android	8.0, 10.0
Universal Windows Platform	10.0.16299, TBD
Unity	2018.1

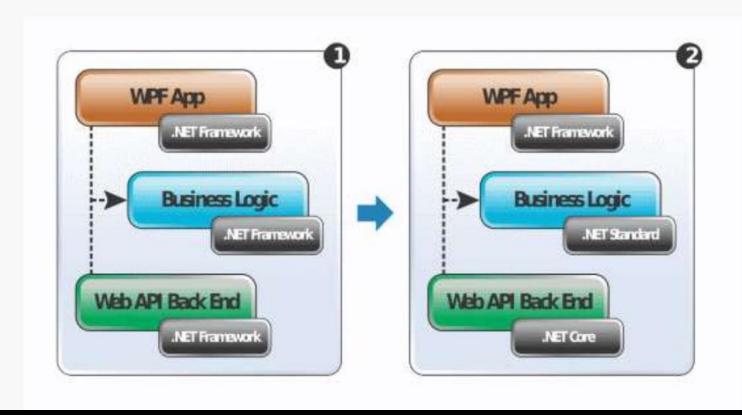
.NET STANDARD 2.1

1.0 1.1 1.2 1.3 1.4 1.5 1.6 2.0 2.1

.NET Standard 2.1 has 37,118 of the 37,118 available APIs.

.NET implementation	Version support
.NET and .NET Core	3.0, 3.1, 5.0, 6.0
.NET Framework ¹	N/A ²
Mono	6.4
Xamarin.iOS	12.16
Xamarin.Mac	5.16
Xamarin.Android	10.0
Universal Windows Platform	TBD
Unity	2021.2

Handling Shared Code When Targeting Multiple .NET Implementations



SOLUTION TREE

Solution Explorer

○ ○ Δ X · O · 리 📵 🖫 · 🔑 💻 Solution 'webapi' (1 of 1 project) webapi Legacy web service/ WCF Connected Services Dependencies NuGet/ project ref / npm /dll's / other ▶ ♣ Analyzers ▶ • Frameworks 🕨 🌇 Packages Debug profile running Properties Controllers appsettings.json settings Dockerfile C# Program.cs C# Startup.cs C# WeatherForecast.cs

NUGET PACKAGE

NuGet package manager

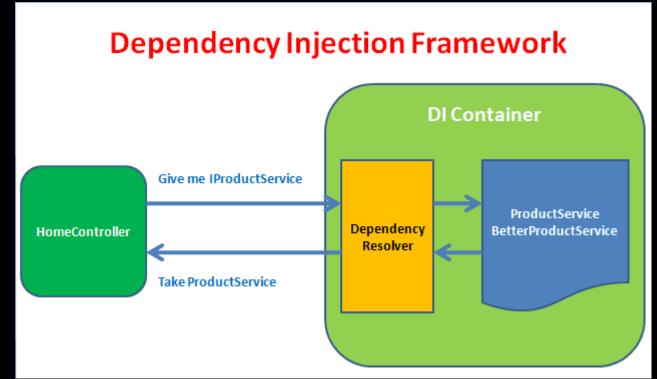
Project *.CSproj file

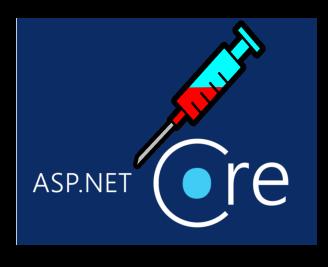
CLI: dotnet add package

PM> Install-Package

DEPENDENCY INJECTION

- Inversion of Control (IOC)
- Manages the lifetime of objects





DEPENDENCY INJECTION LIFE TIME

Service Lifetimes

Transient

Created each time they are requested

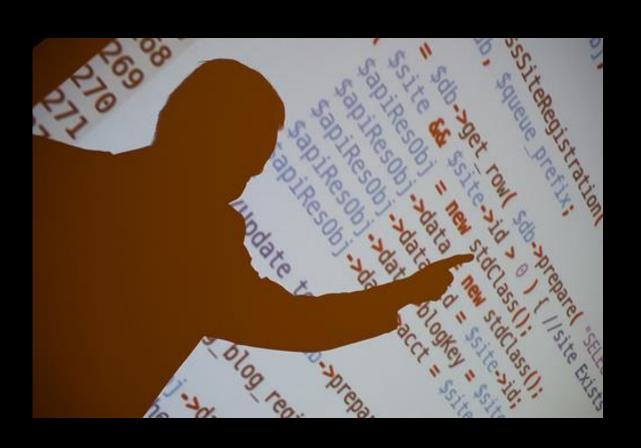
Scoped

Created once per request

Singleton

Created the first time they are requested

DEMO



תרגיל

- Exercise2 דרך visual studio בשם Console 1.
 - 2. צור מחלקה בשם StudentRepository
 - צור פונקציה שמחזירה שמות סטודנטים לפי שם בית ספר
 - 3. צור מחלקה בשם SchoolService
 - צור פונקציה שמקבלת מספר בית ספר ומחזירה את שמות הסטודנטים.
 - 4. הדפס את כל התלמידים בבית ספר 1 התוצאה.

5. השתמש ב IOC

School ID	Student name
1	Moshe Levi
1	Avi Perez
1	Galit Mizrahi
2	Ronit Chen
2	Nivi Shemesh