



.NET CORE DESKTOP REVOLUTION

CREATE BY: SHALOM LEVI



WHO AM I

AGENDA DAY 1

Part 1:

- Overview of .NET Core
- Building Console Applications in .NET Core
- Introduction to .NET Core Command-Line Interface (dotnet CLI)
- Managing Packages with NuGet in .NET Core

Part 2:

- Implementing Dependency Injection in .NET Core
- Advance Dependency Injection in .NET Core

.NET CORE



Build. Test. Deploy.

.NET is the free, open-source, cross-platform framework for building modern apps and powerful cloud services.

[Download](#)[Get started](#)

Supported on Windows, Linux, and macOS

Build it with .NET



Web

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



Mobile and desktop

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



Cloud

Build scalable and resilient cloud-native apps that run on all major cloud providers.



Microservices

Create independently deployable microservices that run on Docker containers.

[Artificial Intelligence & ML →](#)[Game development →](#)[Internet of Things →](#)[Mobile →](#)[Desktop →](#)[Front-end web →](#)[Back-end APIs →](#)[Data →](#)

DOTNET CORE

```
1 var names = new[]
2 {
3     "Ana",
4     "Felipe",
5     "Emillia"
6 };
7
8 foreach (var name in names)
9 {
10     Console.WriteLine($"Hello {name}");
11 }
```

Compatible

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

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

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

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



Side by Side



Cross Platform

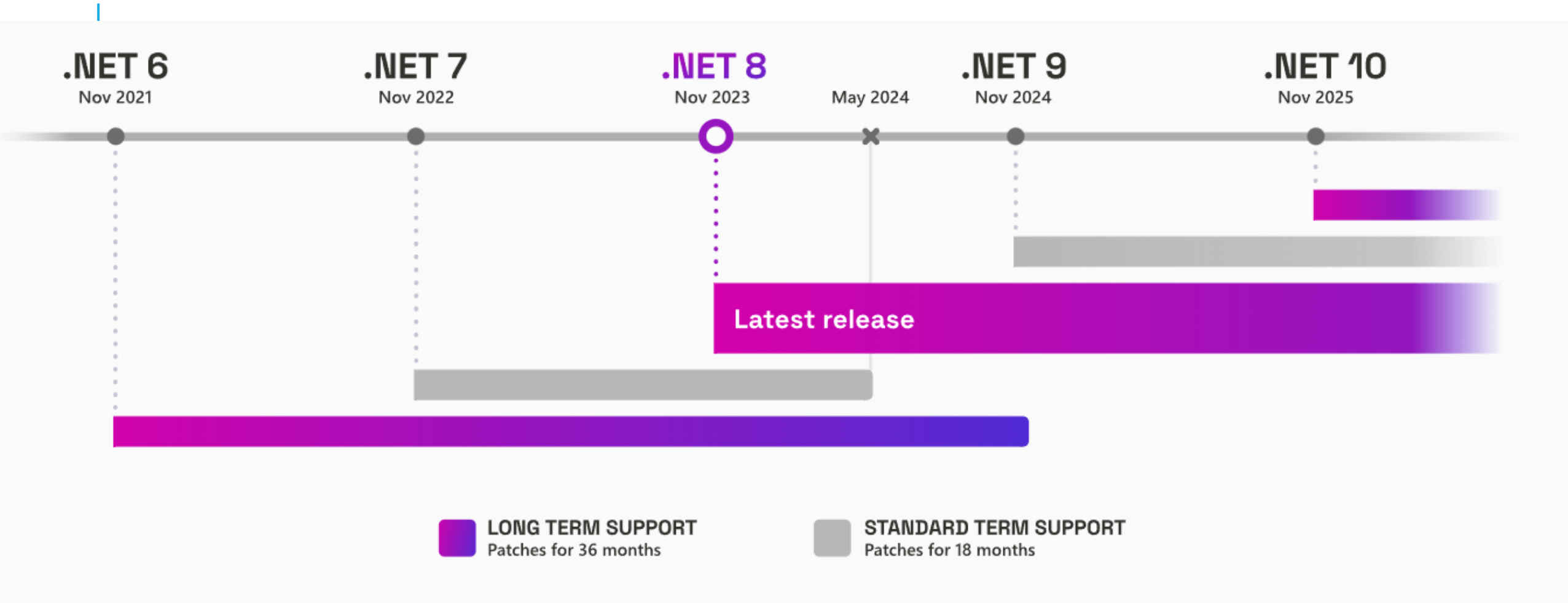


Open Source

<https://github.com/dotnet>

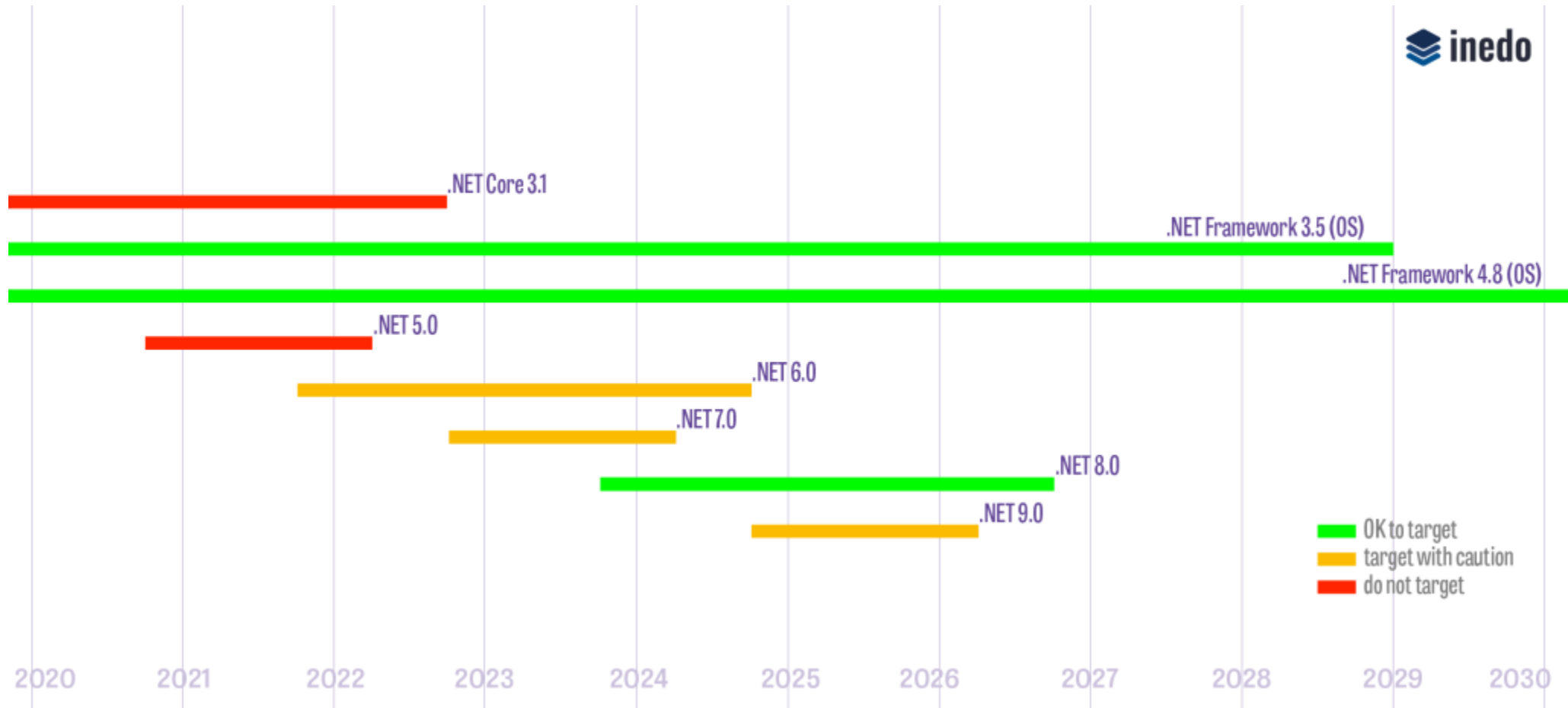
Multi-language

.NET - END OF LIFE



<https://dotnet.microsoft.com/en-us/platform/support/policy/dotnet-core>

.NET FRAMEWORK - END OF LIFE



<https://learn.microsoft.com/en-us/lifecycle/products/microsoft-net-framework>

TOOLS

Single Platform

Cross Platform

SaaS



Github Codespaces



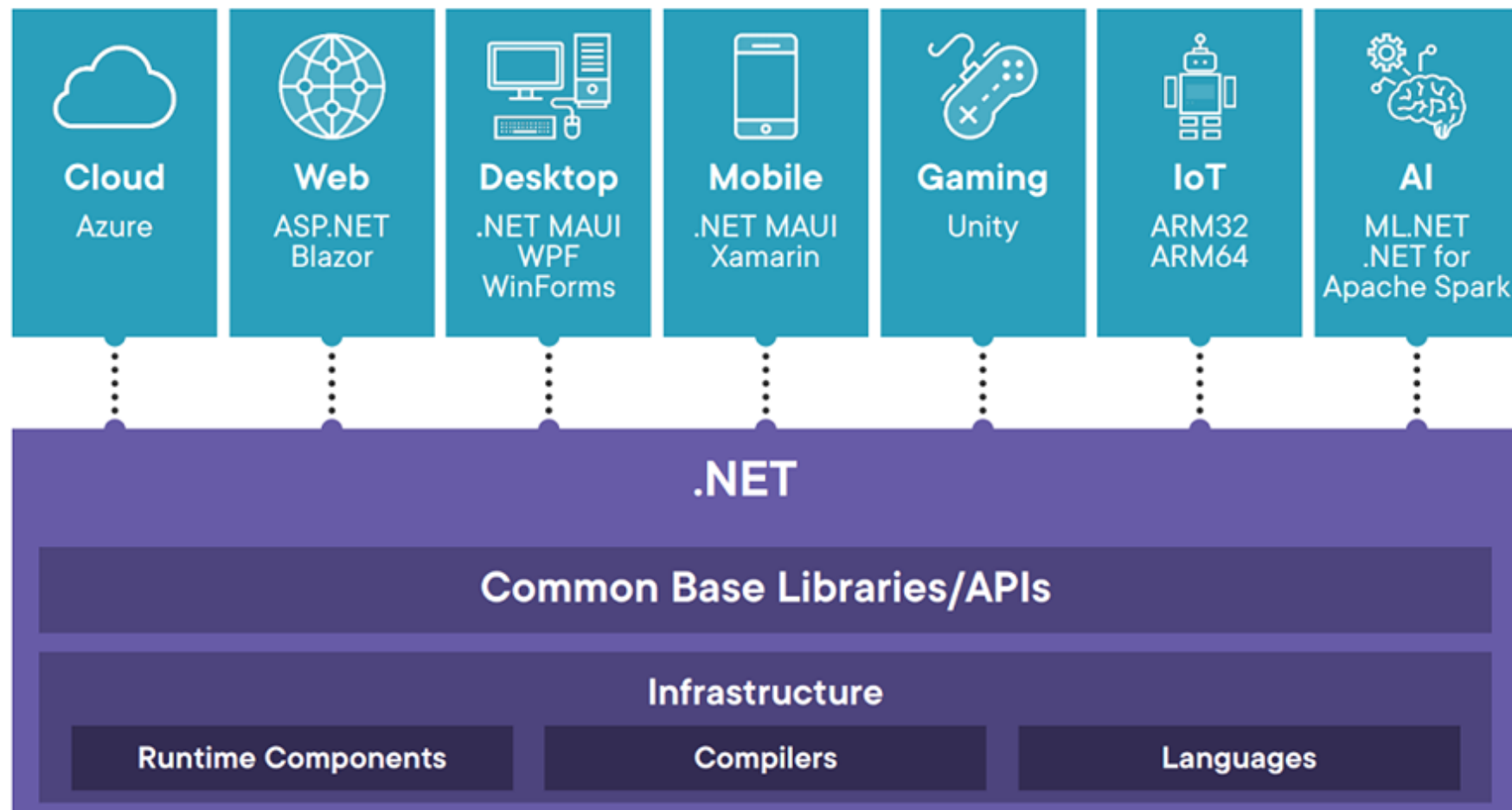
Visual Studio for Mac

August 2024 ,31



```
> dotnet  
Microsoft .NET Core Shared Framework
```

.NET Architecture



Ecosystem



NuGet



GitHub



Components,
tools, library
vendors

Tools



Visual Studio



Visual Studio
for Mac



Visual Studio
Code



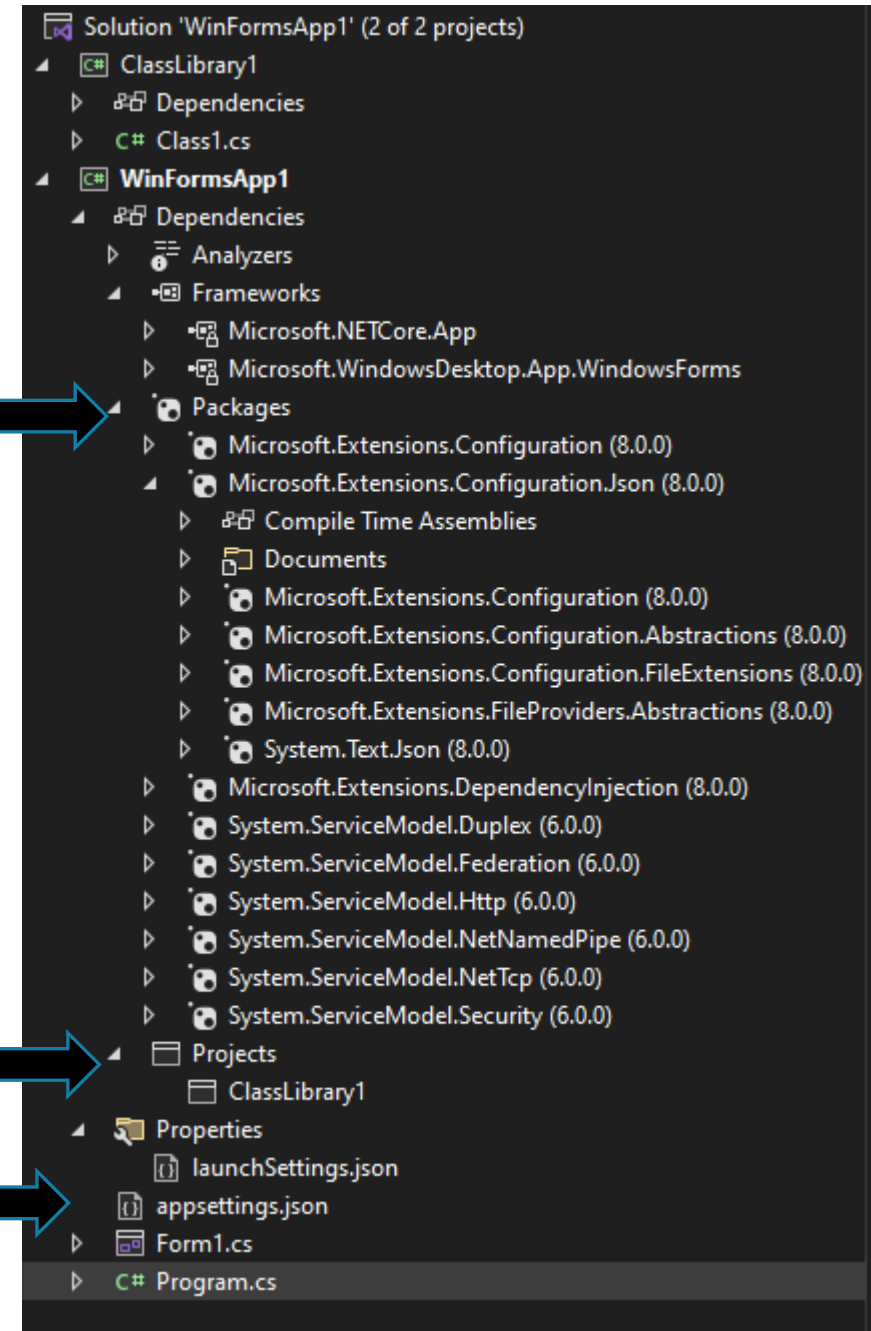
CLI

EXPLORING THE PROJECT STRUCTURE

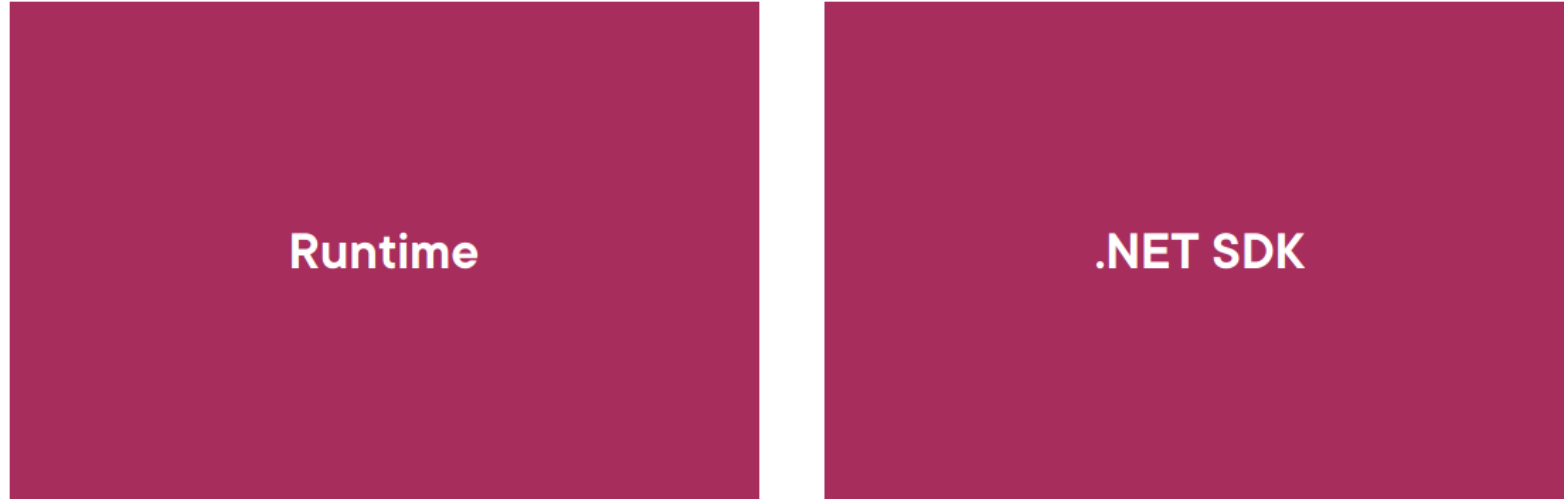
NuGet/ project ref / npm /dll's / other

Debug profile running

settings



GETTING STARTED WITH .NET APPLICATIONS



In short

The SDK is what you use to build and run your application.

The Runtime is to run the application

SDK Components



.NET CLI



.NET driver



Roslyn and F# compilers



MSBuild build engine



.NET runtime



Runtime libraries



ASP.NET Core runtime



Desktop runtime

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 DOCKER

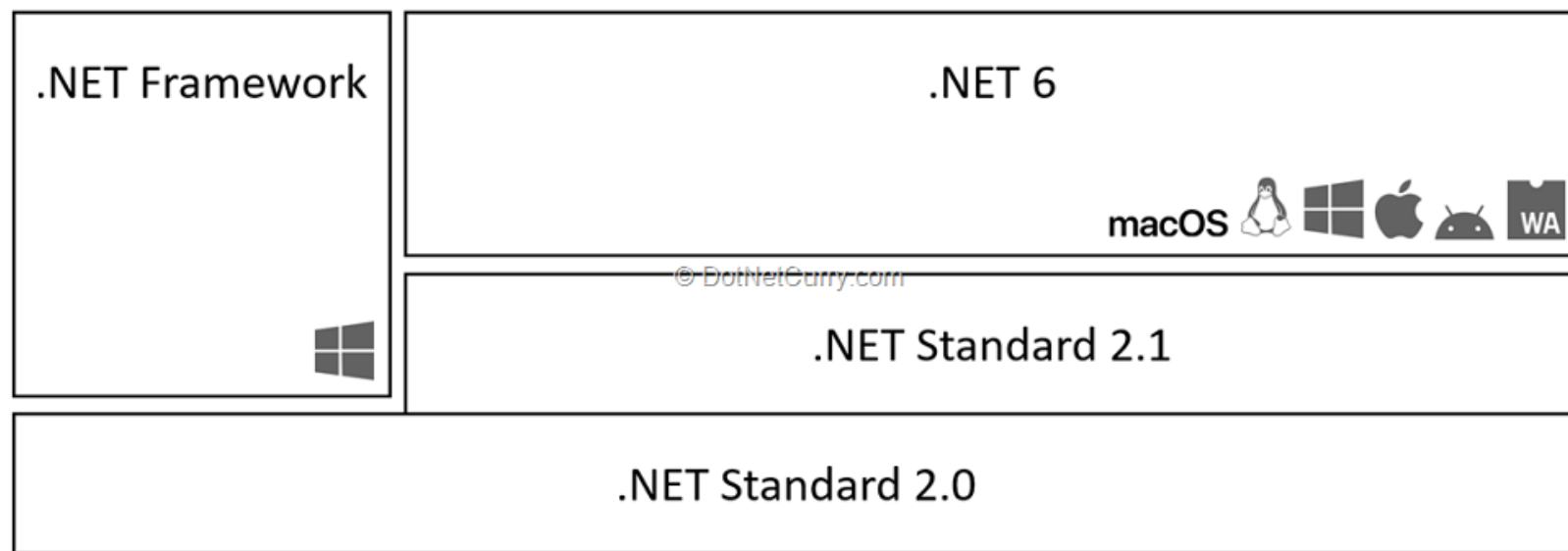
```
docker run --rm mcr.microsoft.com/dotnet/core/samples
```

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

.NET STANDARD CONTEXT



.NET STANDARD CONTEXT



.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

.NET STANDARD

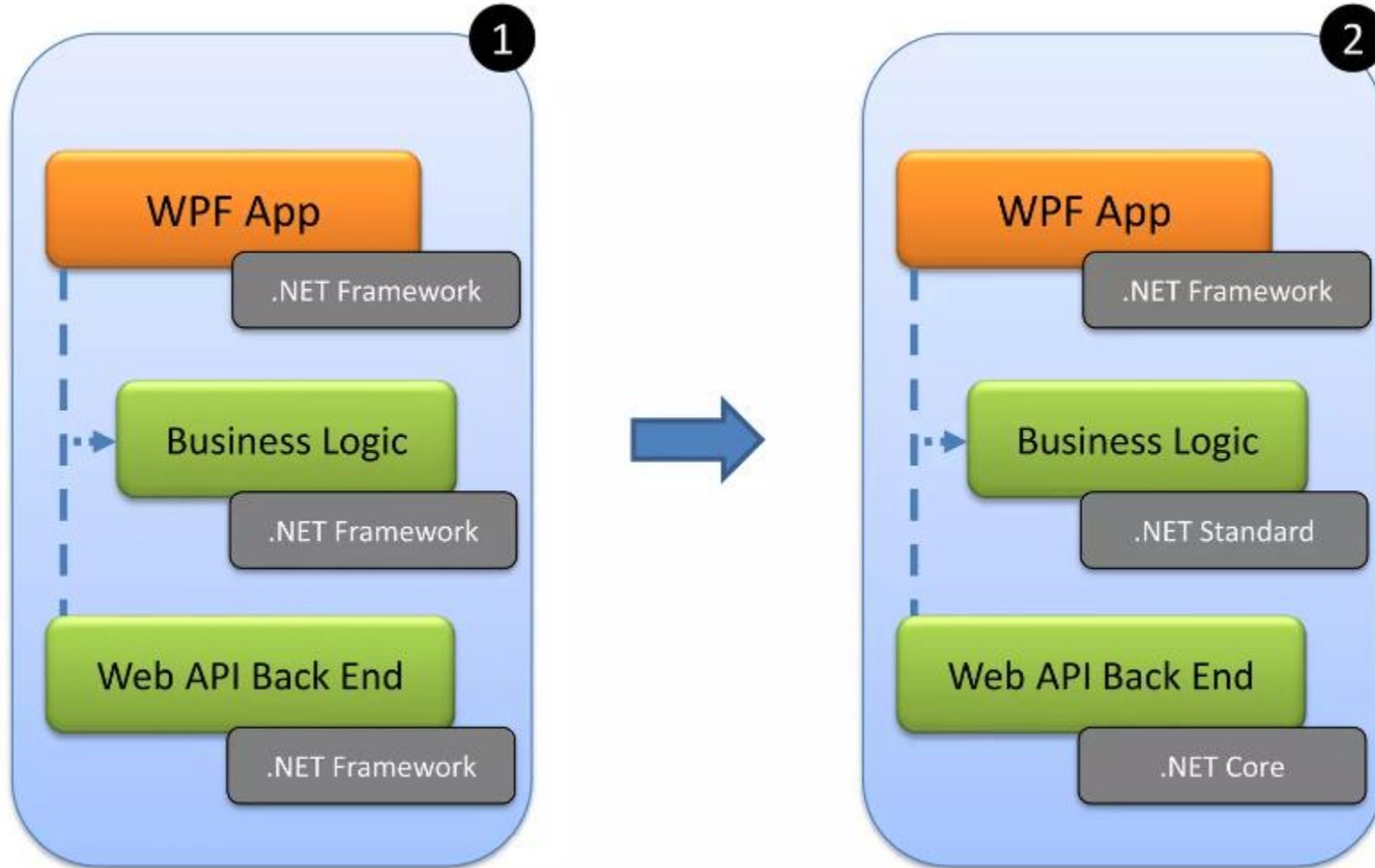
.NET Standard is also Open Source!

Anybody can propose API additions

The review board approves the API

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

HANDLING SHARED CODE WHEN TARGETING MULTIPLE .NET IMPLEMENTATIONS



NUGET PACKAGE

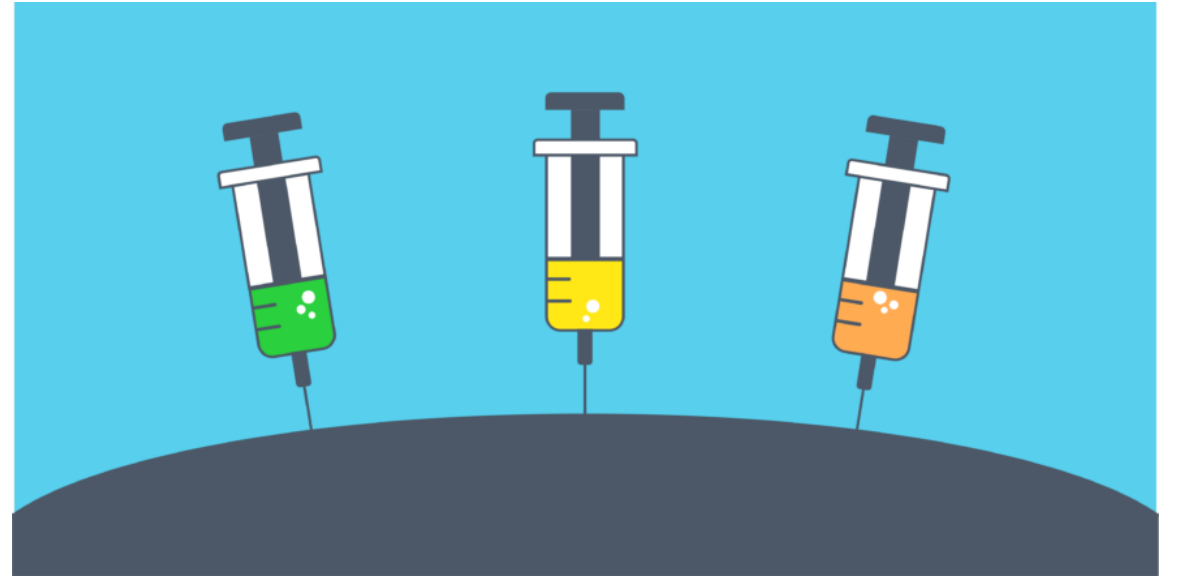
NuGet package manager

Project *.csproj file

CLI: dotnet add package

PM> Install-Package

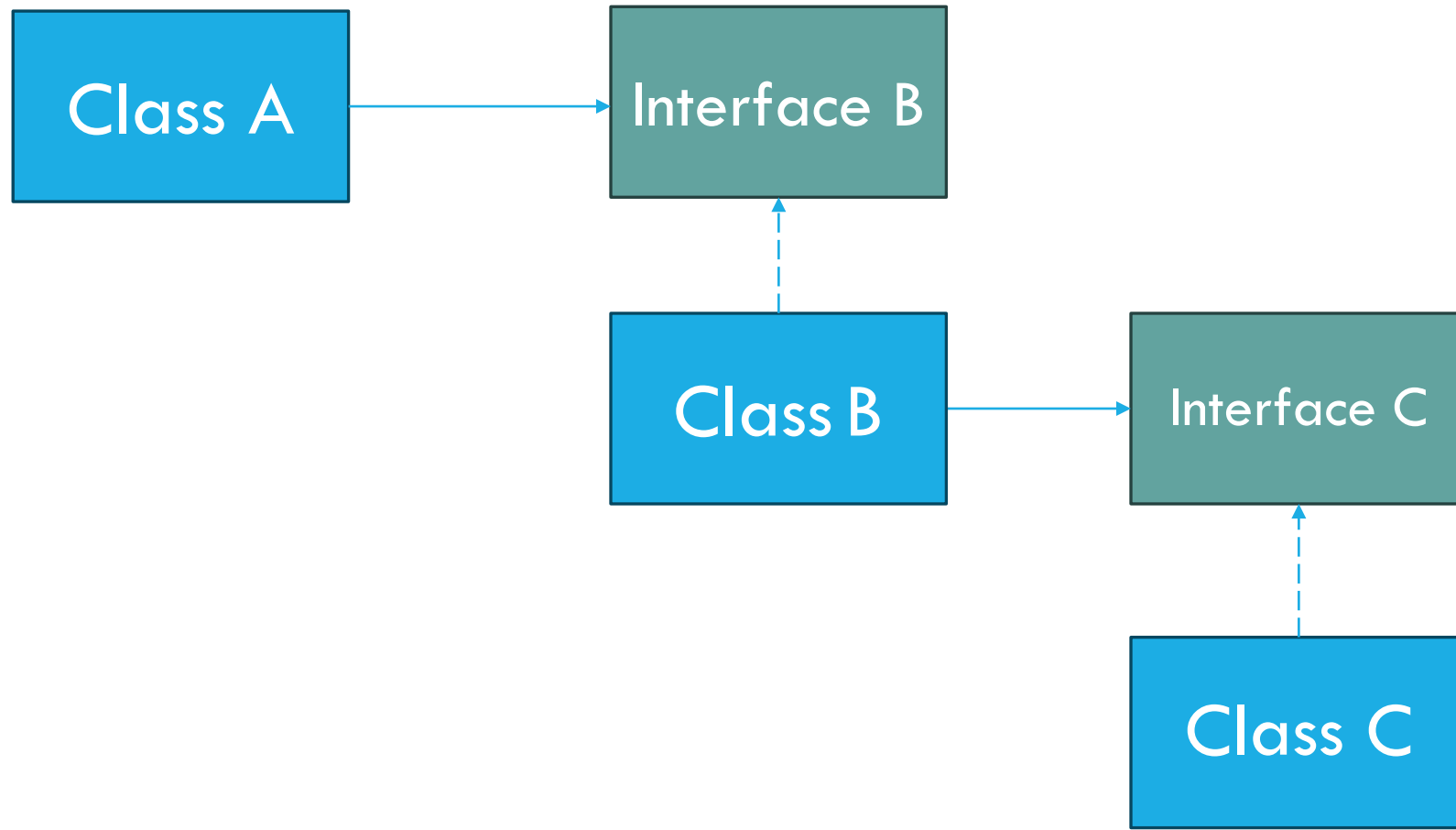
DEPENDENCY INJECTION



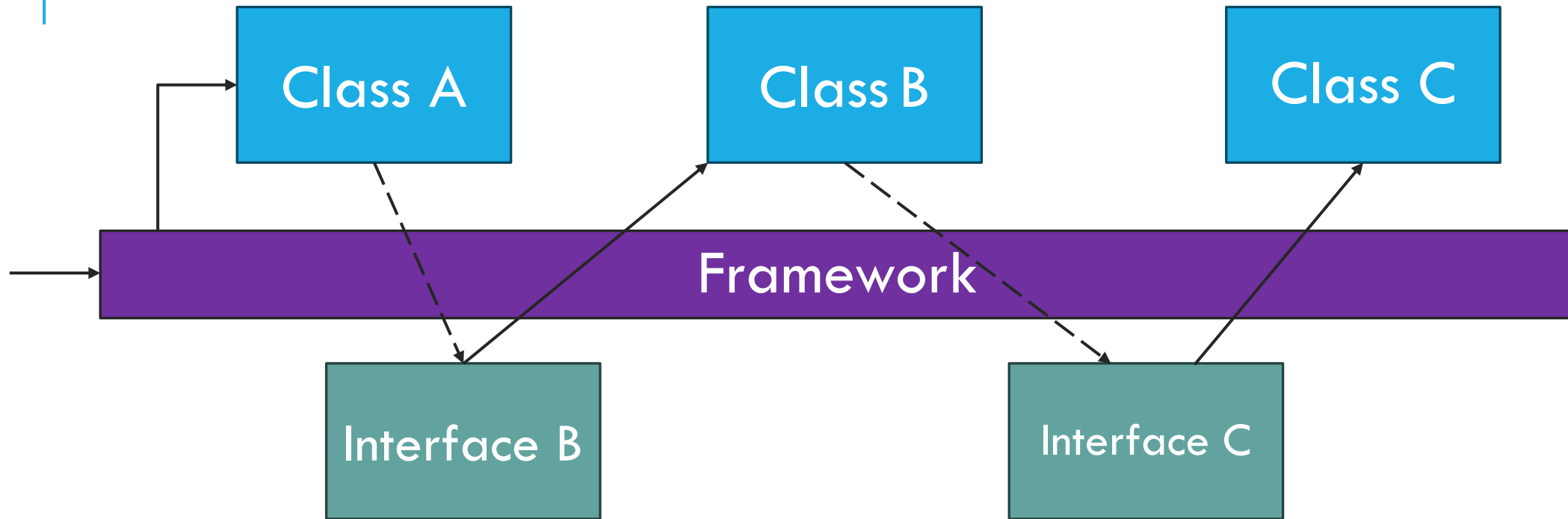
TRADITIONAL FLOW



DEPENDENCY INVERSION



INVERSION OF CONTROL (IOC)



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 1

1. צור פרויקט Console דרך visual studio בשם Exercise1

2. צור מחלקה בשם StudentRepository
- המחלקה תכלול פונקציה שמחזירה שמות סטודנטים לפי מספר בית ספר.

3. צור מחלקה בשם SchoolService
- המחלקה תכלול פונקציה שמקבלת מספר בית ספר ומחזירה את שמות הסטודנטים.

4. הדפס את כל התלמידים בבית ספר מספר 1 בתוצאה.

5. השתמש ב IOC

6. הזרק את התלויות באמצעות
ServiceCollection-ServiceProvider

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

ADD VS. TRYADD

Add{Lifetime}

If there is an existing registration for the type, this will overwrite it

TryAdd{Lifetime}

If there is an existing registration for the type, this will do nothing

MULTIPLE REGISTRATIONS

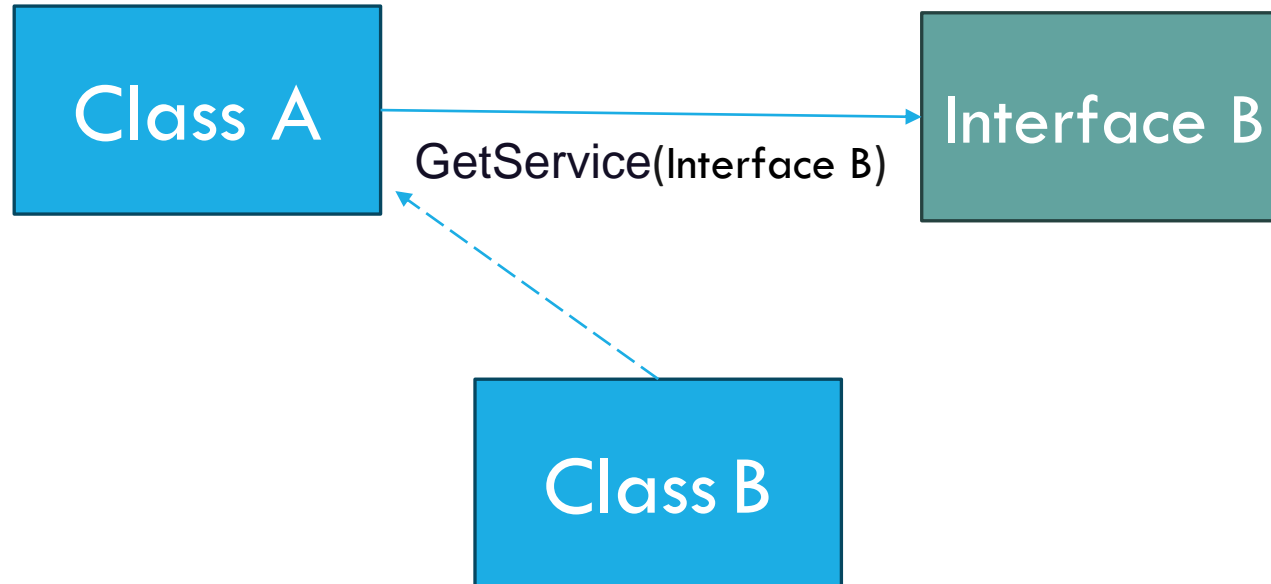
Resolving directly

The last registration is returned

Resolving IEnumerable

All registrations are returned

SERVICE LOCATOR



```
public ClassA(IServiceProvider serviceProvider )  
{  
    _classB = serviceProvider.GetService<IClassB>();  
}
```


DEPENDENCY INJECTION VS. SERVICE LOCATOR



Testability

Classes that use a Service Locator are harder to test



Implicit Dependencies

Dependencies are not clearly advertised, but implicit



MULTI-TENANT APPLICATION

Problem Statement:

In a multi-tenant application, different tenants might require different implementations of a service based on their subscription level or preferences

BEST PRACTICES

- **Use Interfaces:** etatilicaf ot sessalc etercnoc fo daetsni secafretni esu syawlA :
.gnitset dna gnippaws ycnedneped
- **Constructor Injection.**noitcejni dohtem ro ytreporp revo noitcejni rotcurtsnoc referP :
- **Keep Classes Slim:** Classes with too many dependencies may indicate too much responsibility. Try to refactor heavy classes into smaller, more focused ones.
- **Avoid Service Locator:** Minimize the use of ServiceProvider within your code. It breaks the Inversion of Control principle.
- **Service Lifetime Management:** Ensure to choose the appropriate service lifetime (Transient, Scoped, Singleton) based on the application needs.
- **Unit Testing:** Leverage dependency injection to write effective unit tests with mocks.

תרגיל מסכם