What to Try pertaining to VisualStudio2019GettingStartedl; also, brief notes and various subjects

Refer to solution **InstructiveNewWebSite\_Login**.

Create a class library. In Visual studio . . .

* **File** > **New** > **Project…** V.S. displays dialog **Create a new project**
* Since **InstructiveNewWebSite\_Login** is not a **.NET Standard** product (not **.NET Core**), we must create a compatible type of class library.
* Click **Class Library (.NET Standard)** from the left pane; then click **Next** button. V.S. displays **Configure your new project** dialog.
* In **Project name** I entered “SandboxClassLibrary2”.
* I left **Location** unchanged.
* I changed **Solution** to **Add to solution.**
* Finally I clicked **Create** button. V.S. supplied “SandboxClassLibrary2” as a new item in the solution – with **Class1** as the suggested name for the library’s 1st class. V.S. also displayed the text for **Class1.cs**.
* I renamed **Class1.cs** – in the solution explorer – to **Random0.cs**. V.S. offered to change other instances of “Class1” to “Random0”, and I accepted the offer.

Connect the new class library to one or more other projects.

In the above example (**InstructiveNewWebSite\_Login**) we have code in the main project that refers to the class **SandboxClassLibrary** - specifically in Members.VisStuCsh.aspx.cs; note the statement “using SandboxClassLibrary” and references to the class name **Arithmetic1**. This code works only because we have added **SandboxClassLibrary** to the list of **References** in the solution. But when one class library refers to a class in another class library, we must use **Dependencies** in the items for the 1st of these two classes. The following is what we did to add **SandboxClassLibrary2** as a dependency for **SandboxClassLibrary**.

* Right-click **SandboxClassLibrary.Dependencies**, and select **Add Reference…** from the pop-up menu. V.S. displays a dialog titled “Reference Manager – Sandbox Class Library”.
* Hover the mouse over **SandboxClassLibrary2** (a class library on which **SandboxClassLibrary** depends). V.S. displays a checkbox to the left of **SandboxClassLibrary2**.
* Click the checkbox; V.S. displays a check mark in the check box.
* Click **OK**. V.S. adds the dependency to the solution explorer in **SandboxClassLibrary.Dependencies.Projects**

Navigating

Bookmarks could be very useful. Refer to [Working with Source Code in Visual Studio].[Back and Forward] at 2:22. Toward the end of this discussion (approximately 3:28) the instructor suggests using the **View** menu to activate the **Bookmark Window**. In this window one can rename the bookmarks from **Bookmark1**, **Bookmark2**, **Bookmark2**, . . . to names that are meaningful to the programmer. (Click the name of the bookmark, and type meaningful text.) Beautiful! But in Visual Studio 2019 navigating to the **Bookmark Window**  requires

**View>Other Windows>Bookmark Window**

which is somewhat hard to remember. I could not discover how to customize the menu to make this easier. But one could use the keyboard shortcut

**<ctrl>w b**

Alternatively one could type “bookmark window” in the **Search (Ctrl Q)** box immediately to the right of the menus.

Enhanced Scroll Bar

This topic is at [Working with Source Code in Visual Studio].[Enhanced Scroll Bar].

The ***long gray bar*** is traditional. It indicates where you are in the source file. Drag it up and down to change the position in the source file.

The ***horizontal blue bar*** indicates where the cursor resides in the source file.

A ***vertical yellow bar*** to the left of the **long gray bar** indicates the position of code that you have changed but not committed.

A ***vertical green bar*** to the left of the **long gray bar** indicates the position of code that you have changed and that you have committed (saved).

A ***red rectangle*** inside the **long gray bar** indicates a line of code on which there is a breakpoint.

A ***black rectangle*** inside the **long gray bar** indicates a line of code on which there is a bookmark.

During a search (for particular text) an ***orange rectangle*** inside the **long gray bar** indicates a line of code in which there is an instance of the sought text.

A ***red rectangle*** to the right of the **long gray bar** indicates a line of code at which there is a compiler error.

A ***bright*** ***green rectangle*** to the right of the **long gray bar** indicates a line of code at which there is a compiler warning.

A ***gray rectangle*** to the right of the **long gray bar** indicates a line of code at which there is a suggestion by Visual studio to refactor the code to make it more readable. For example, you might see 3 dots under a variable name. Move the cursor there and click to read Visual Studio’s suggestion.

Editing

Review [Working with Source Code in Visual Studio].[Editing] and [Working with Source Code in Visual Studio].[Don’t Do It All Yourself] to make yourself more efficient.

Using NuGet

The URL for NuGet Packages is in the **Other Bookmarks** list for Chrome. On 2/25/20 I examined the Registry to find the version of the .NET framework on this computer; the value is 4.8.03781.