

devone

.NET Core

and .NET Standard



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time cockpit
Saves the day.

Abstract

In the last years, Microsoft has radically changed its .NET platform. Rewrite of the compiler, switch to open source, making it real cross-platform, harmonize various .NET flavors into one .NET Standard library – .NET Core had been a long and partly bumpy journey for us developers but with the launch of Visual Studio 2017, the entire .NET Core stack has become RTM. In his session, Rainer Stropek, long-time Microsoft MVP and MS Regional Director, speaks about the current state of .NET Core.

- Where is Microsoft in its long-term road map?
- Which tools and platforms are available?
- What about the upcoming big release 2.0 of .NET Core and .NET Standard?

Rainer will start his session with a discussion of questions like this. As usual, Rainer will not just show slides but also demonstrate **many samples live on stage**. Rainer will close his session with performance- and diagnostics-related topics. How does the .NET Core perform? What about cross-platform profiling and debugging? Rainer assumes that you have basic .NET knowledge. You do not need in-depth knowledge or hands-on experience of .NET Core to benefit from this session.

Why .NET Core?

Refactor .NET Framework

Establish a Standard Library for the various incarnations of .NET
.NET Core is not 100% compatible with .NET 4.x (details)

Make it a real cross-platform solution

Windows, Mac OS, Linux (details in .NET Core Roadmap)

Make it open source

A .NET Foundation project
MIT License

Status of .NET Core

.NET Core 1.1 is RTM

[Download current version](#)

2.0 is scheduled for Summer 2017 ([roadmap](#), [overview in docs](#))

.NET CLI 1.0 is RTM

Visual Studio 2017 is RTM

Get VS2017 Preview + .NET Core 2.0 Preview 1 to play with .NET Core 2.0

C# is RTM

VB and F# are coming

What can you build with Core?

Console applications

ASP.NET Core applications

UWP applications

Xamarin applications

No legacy frameworks like WinForms, WPF, etc.

Where to get .NET Core?

.NET Core landing page

With Visual Studio tools ([Visual Studio prerequisites](#))

Command-line tools (with your own editor, e.g. [VSCode](#), [download](#))

.NET Install Script ([details](#), [download](#))

You have to care for the [prerequisites](#)

NuGet

[Packages](#) and [Metapackages](#)

Docker: `microsoft/dotnet` image ([details](#))

.NET Core Source Browser

Getting Help

The screenshot shows a web browser displaying the Microsoft Docs page for ".NET Core". The browser's address bar shows the URL "https://docs.microsoft.com/en-us/dotnet/articles/core/". The page features a dark navigation bar with the Microsoft logo and menu items like "Technologies", "Documentation", and "Resources". Below this, a secondary navigation bar lists "Docs", "Windows", "Microsoft Azure", "Visual Studio", "Office", and "More".

On the left side, there is a sidebar with a "Filter" input field and a "Download PDF" button. The main content area is titled ".NET Core" and includes a sub-header "6/20/2016 • 8 min to read • Contributors". The text describes the ".NET Core" platform, mentioning it is a general purpose development platform maintained by Microsoft and the .NET community on GitHub. It lists several key characteristics:

- Flexible deployment:** Can be included in your app or installed side-by-side user- or machine-wide.
- Cross-platform:** Runs on Windows, macOS and Linux; can be ported to other OSes. The supported Operating Systems (OS), CPUs and application scenarios will grow over time, provided by Microsoft, other companies, and individuals.
- Command-line tools:** All product scenarios can be exercised at the command-line.
- Compatible:** .NET Core is compatible with .NET Framework, Xamarin and Mono, via the .NET Standard Library.
- Open source:** The .NET Core platform is open source, using MIT and Apache 2 licenses. Documentation is licensed under CC-BY. .NET Core is a NET Foundation project.
- Supported by Microsoft:** .NET Core is supported by Microsoft, per .NET Core Support

On the right side, there is a sidebar with "Comments", "Edit", "Share", and "Theme" options. Below these is an "In this article" section with links for "Composition", "Acquisition", "Architecture", and "Comparisons to other .NET Platforms".

Demo

Intro Sample

Create console app

CLI

Visual Studio

Analyze *.csproj*

Switch target frameworks

Run it

Windows

Linux

Demo

VS Docker Support

Create ASP.NET App

Add Docker Support

Show Debugging

.NET Core in Linux Docker
Container

Linux Debugging

Remote debugging

ASP.NET Core

Client: Visual Studio

Server: Ubuntu

Demo

.NET Standard Library

Why a standard library?

CLR (CLI) has already been standardized ([ECMA 334](#))

No standardized BCL prior to .NET Core

Goal: Standard BCL API for all .NET platforms

Easier to create portable libraries

Reduce conditional compilation

What about PCLs?

Well defined API instead of just

intersection of platforms

Better versioning

Overlapping PCL profiles ([details](#))

.NET Standard	1.0	1.1	1.2	1.3	1.4	1.5	1.6	2.0
.NET Core	1.0	1.0	1.0	1.0	1.0	1.0	1.0	2.0
.NET Framework (with tooling 1.0)	4.5	4.5	4.5.1	4.6	4.6.1	4.6.2		
.NET Framework (with tooling 2.0)	4.5	4.5	4.5.1	4.6	4.6.1	4.6.1	4.6.1	4.6.1
Mono	4.6	4.6	4.6	4.6	4.6	4.6	4.6	vNext
Xamarin.iOS	10.0	10.0	10.0	10.0	10.0	10.0	10.0	vNext
Xamarin.Android	7.0	7.0	7.0	7.0	7.0	7.0	7.0	vNext
Universal Windows Platform	10.0	10.0	10.0	10.0	10.0	vNext	vNext	vNext
Windows	8.0	8.0	8.1					
Windows Phone	8.1	8.1	8.1					
Windows Phone Silverlight	8.0							

Versioning

Framework version changes when APIs are added

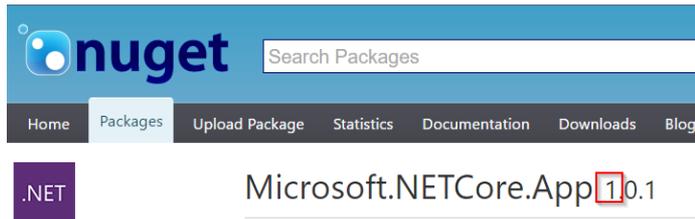
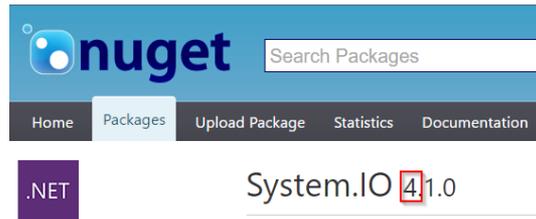
No implementation → no patch numbers

Example: `netcoreapp1.0`

Package versions

system.* packages (e.g. System.IO) use 4.x numbers (overlap with .NET Framework)

Packages without overlapping with .NET Framework → 1.x (e.g. Microsoft.NETCore.App)



Versioning

.NET Standard Library

Versioning independent of any .NET runtime, applicable to multiple runtimes
1.6 for .NET Core 1.0



Examples

Demo

.NET Standard

Create .NET Standard
library

Reference from .NET Core

Reference from Full FX
View assembly redirects

.NET Core 2.0

What's New?

.NET Standard 2.0 support

Supported on more platforms

~20k more APIs than .NET Standard 1.6 → easier to migrate 4.6.1 code

References to .NET Framework supported

Reuse existing libraries without recompile

Supported in VS2017 Preview 15.3

Demo

.NET Core 2.0

FullFX reference in .NET
Core 2.0

Windows

Linux

ApiPort tooling

Summary

State of the Union

C# and .NET are popular

In the top 10 of [stackoverflow's most-used and most-wanted 2017](#)

.NET Core is the future of .NET

.NET Core is RTM → ready for production workload

Migrating existing .NET Framework code is sometimes hard (tip: Use *ApiPort*)

With .NET Standard/Core 2.0, migration becomes easier

Will raise adoption

Platform coverage is growing

Windows, more and more Linux distros, MacOS, Docker, etc.

State of the Union

ASP.NET Core shows good performance

[ASP.NET Core Benchmarks](#)

TechEmpower Web Framework Benchmarks ([Round 14](#))

Tooling has become great with VS2017

External tools like *dnSpy* or *PerfView* just work

Still rough on Linux in areas like [Performance Tracing](#)

.NET Core is ready for prime-time

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Q&A

Thank your for coming!



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time cockpit
Saves the day.