

# fancy Development

Software Development and Consulting

# Inside .NET Core and DNX



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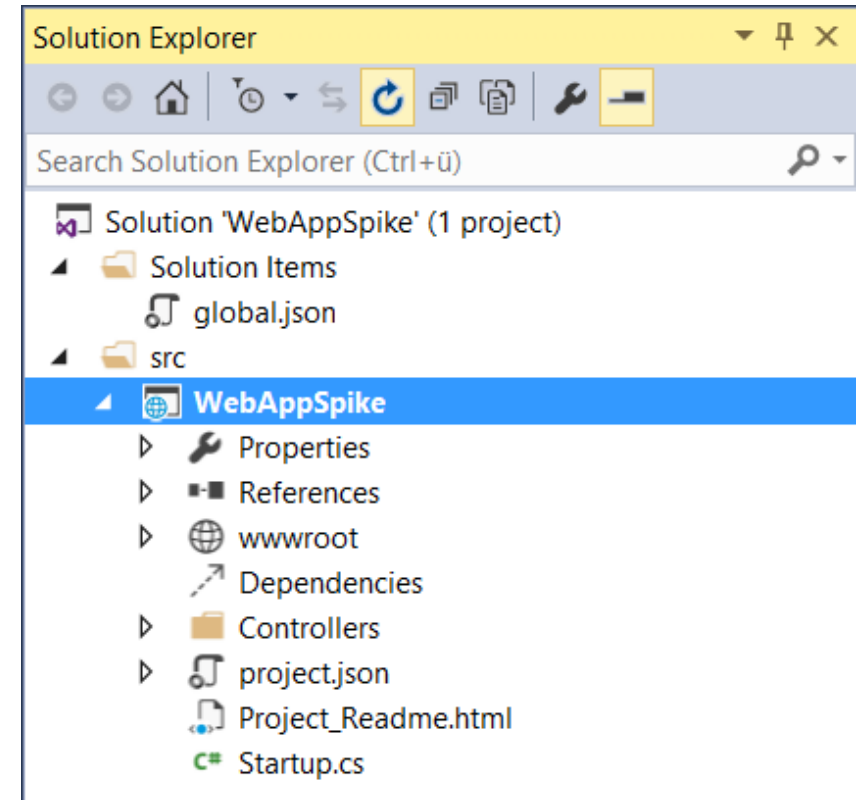
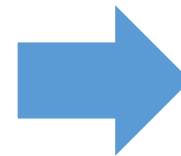
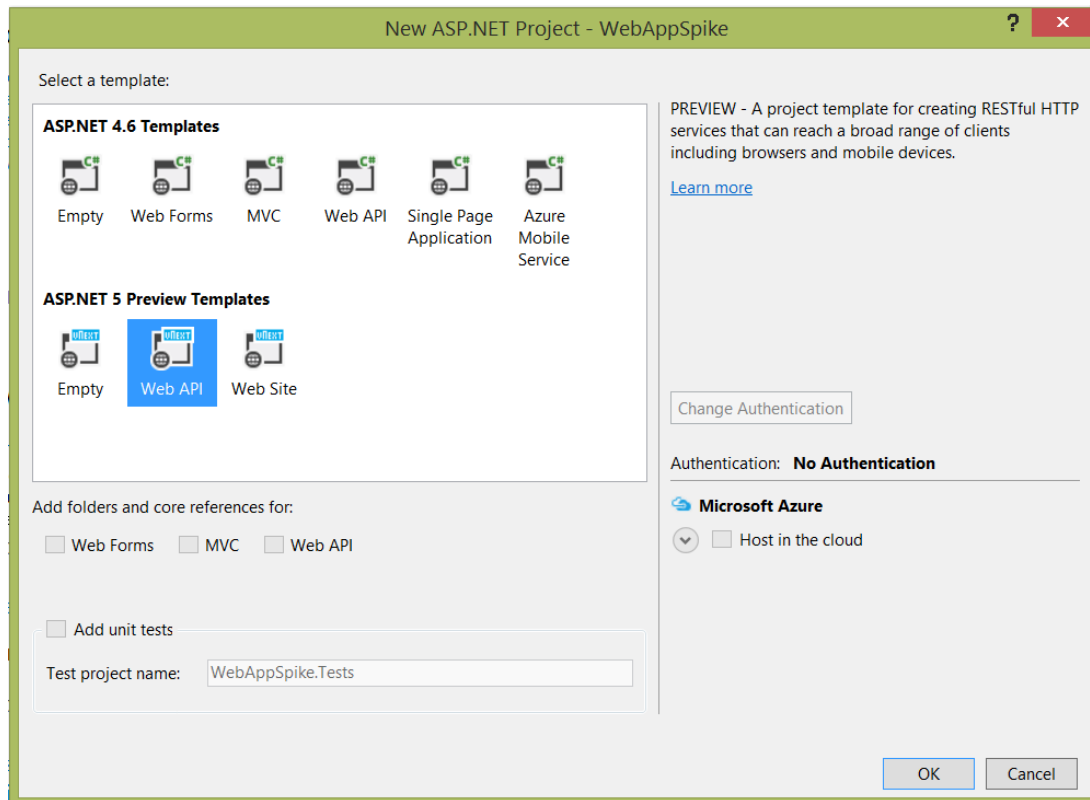
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# Inside .NET Core and DNX **Background**

# Notice the Changes at Web Projects



# .NET Framework Retrospective

Years ago .NET Framework was a great thing because ...

integrated all in one strategy

central runtime and framework

strong coupling with operating system

managed languages

# Things have changed (1)

**new ways to deploy applications** ▶ sandbox/container deployment

no MSIs, no complex changes on operating system (registry, etc.)

**new ways to deliver a library or framework** ▶ modularized and via NuGet

no local installation of SDKs or development tools

**Smartphone, Smartwatch, IoT Devices, etc.** ▶ different feature set, self contained apps

no full .NET Framework available

**highly distributed systems** ▶ (SOAP), REST/JSON, Microservices

local communication not sufficient anymore

# Things have changed (2)

**standardized processes and configuration** ► convention over configuration

no individual ways to accomplish things on same platform

**Cloud, Server, Smart-\*, Tablet, Desktop, IoT, etc** ► same software needs to run everywhere

cross platform is a must have

# Changes in the .NET Ecosystem

## **Modularized Frameworks**

frameworks are modularized and delivered via NuGet packages (e.g. Web API, Mvc)

## **Roslyn**

a new cross platform C# and VB compiler

## **.NET Core**

a new true cross platform .NET Runtime

## **DNX**

a cross platform .NET development and execution environment using Roslyn and .NET Core and decoupling .NET development from Visual Studio and Windows



# .NET Core

What is it?

## **New .NET Runtime with Small Footprint**

alternative to full .NET Framework and Mono

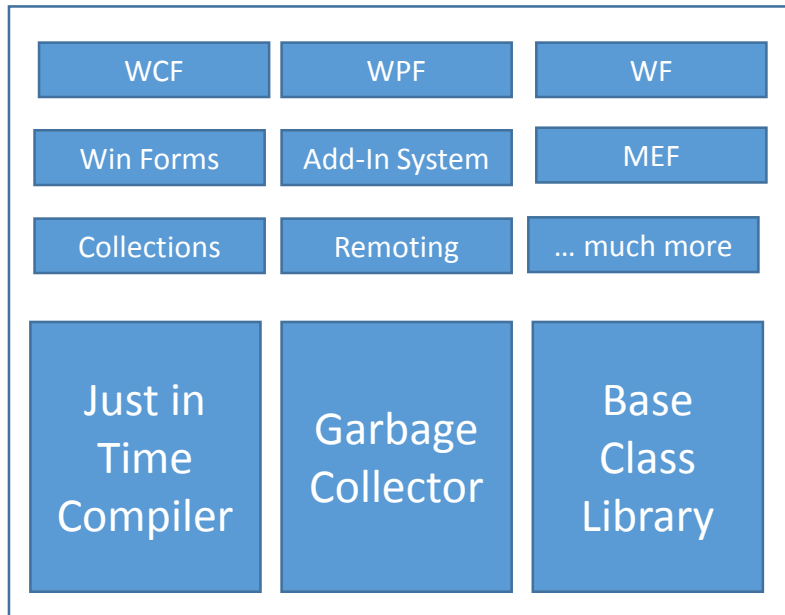
## **Operating System Independent**

runs on Windows, Linux and MacOS

## **Cloud Optimized**

in terms of size, deployment, etc.

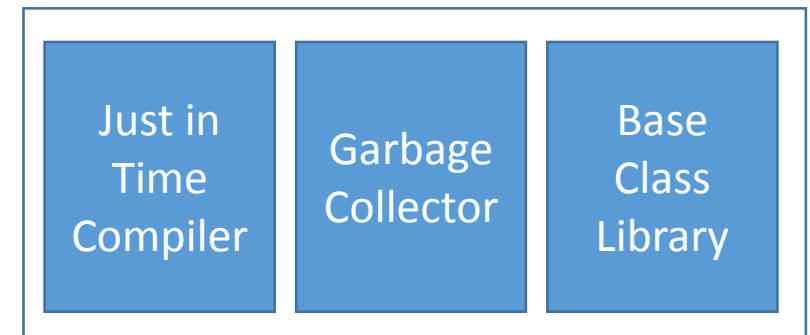
# .NET Framework vs. .NET Core



.NET Framework



Use NuGet Packages  
with both Runtimes



.NET Core

# DNX - .NET Execution Environment

What is it?

## **Framework**

small set of libraries and tools to manage projects

## **Runtime / Bootstrapper**

.NET Runtime independent application launcher

## **Project System**

manage projects without development environment

# Advantages...

... of Modularized Frameworks, Roslyn, .NET Core and DNX

**less dependencies**

**easier to update and deliver**

**easier to port to different platforms**

**app decides which version to use**

**get exactly what you want, nothing else**

# Inside .NET Core and DNX

## **Live Demos**

# .NET Core (without DNX)

How to ...

## **Get .NET Core**

use a NuGet package feed listing .NET Core as package and download it

## **Use a native Bootstrapper to Start a .NET Application using .NET Core**

use *Fancy.CoreClrHost* to load .NET Core and an application into a Operation System process

## **Debug a Process running .NET Core**

use Visual Studio Attach to Process

Demo

# **.NET Core (without DNX)**

# DNX Installation

How to ...

## **Install DNX Version Manager on Local System**

use download script for your Operating System to get *dnvm*

## **Install latest Version of DNX**

use *dnvm* to download and set up latest version

## **Switch between .NET Framework and .NET Core for Execution**

use *dnvm* to switch between versions of DNX



# Demo

# **DNX Installation**

# Hello World using DNX

How to ...

## **Set up a Project using DNX**

create folder and *project.json*

## **Implement Code and Specify Dependencies**

use the editor of your choice or Visual Studio and edit plain text files

## **Run and Debug the Application**

use *dnu* to restore packages / use *dnx* to run / use the Visual Studio debugger to debug

Demo

# Hello World using DNX

# WebApp with DNX

How to ...

## **Set up a Web Project using DNX**

create folder, *project.json* and add dependencies to MVC 6

## **Configure the MVC 6 pipeline and add controllers**

implement *Startup* class, add mvc modules to ioc and pipeline and implement a *Controller*

## **Set up the Project to listen to HTTP Requests**

use self host or use Helios to host inside IIS

# Demo

# WebApp with DNX

# DNX on Linux

How to ...

## **Install and use DNX on Linux**

use Bash shell script to install DNX on Linux, use same command line tools as on Windows

## **Create and Edit a Project**

use the editor of your choice to edit plain text files of a DNX project

## **Run and Debug a Project on Linux**

use command *dnu* and *dnx* to restore and start project

# Demo

# **DNX on Linux**

# Solution of Multiple DNX Projects

How to ...

## **Set up a Solution Consisting of Multiple DNX Projects**

set up proper folder structure and create *global.json*

## **Set up *global.json* with the Corrent Paths and Dependencies in *project.json* Files**

list all directories containing DNX projects belonging to the solution in *global.json*

add references to other projects in *project.json*

## **Run Startup Project**

use *dnx* to run startup project, DNX automatically finds dependencies and compiles it



Demo

# Solution of Multiple DNX Projects

# Commands

How to ...

## **Use Existing Commands**

add the NuGet package containing the command to the dependencies and set up command alias

## **Define Custom Commands**

implement a *Main* method as entry point for your command / reference the project / set up alias

# Demo

# Custom Commands

# Build App and Create Package

How to ...

## **Explicitly Build an App**

use *dnu build* to build a project and create assembly files

## **Prepare an App for deployment/delivery**

use *dnu publish* to publish an app into a folder with all its dependencies

## **Create .NET Independent App Package**

use *dnu publish* and the *--runtime* switch to include .NET Core into the app package

Demo

# Build App and Create Package

# Inside .NET Core and DNX

## **Summary**

# Summary

DNX makes .NET Projects independent of...

## **.NET Runtime**

use .NET Framework, Mono or .NET Core

## **Operating System**

run a DNX Project on different Platforms without changes (Windows, Linux, MacOS)

## **Development Environment**

use Visual Studio or your favorite editor