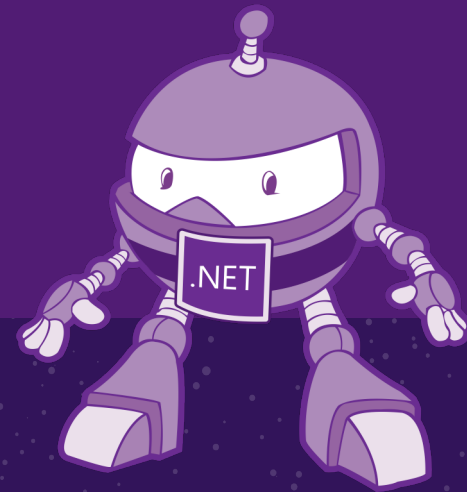


# What You Need To Know About .NET Core 3.0 and Beyond

Jon Galloway | @jongalloway  
Microsoft | .NET Foundation



# What we'll cover

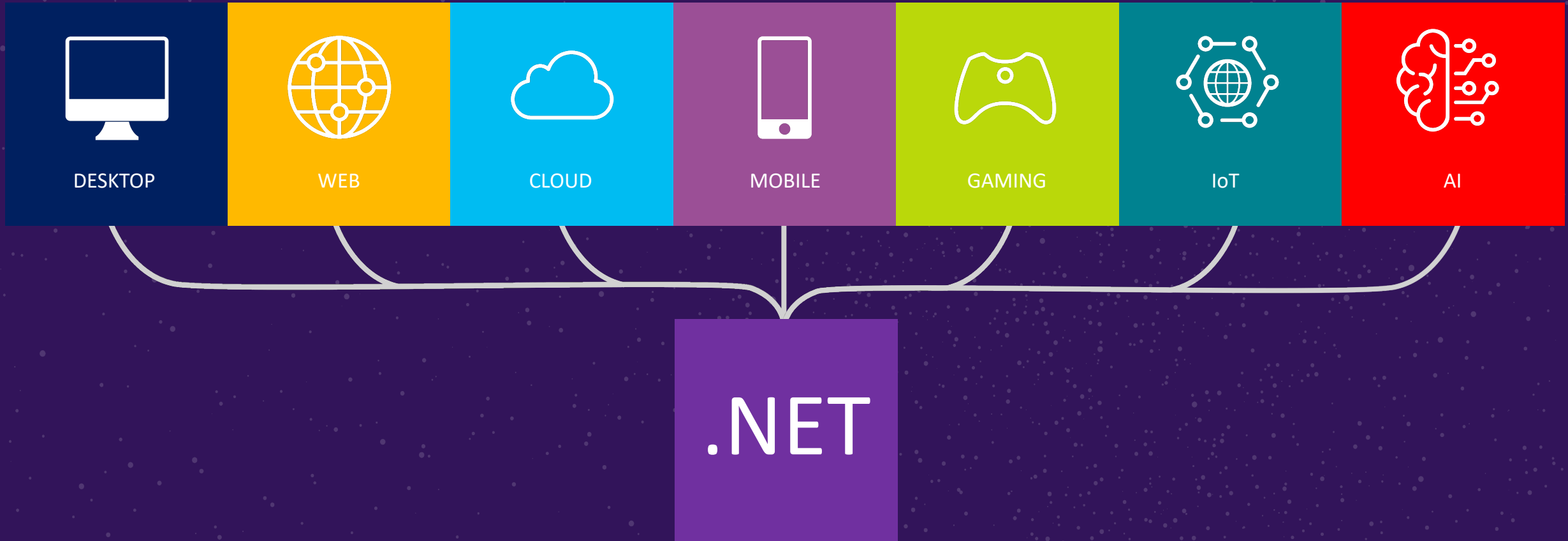
.NET Core release overview

Top Features in .NET Core 3.0

When and how to update

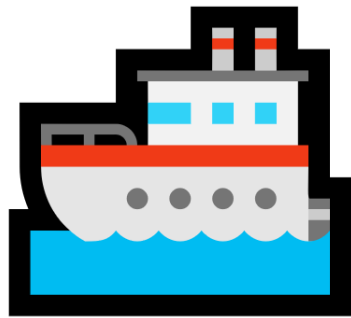
What's coming next

# Your platform for building anything



# .NET Release History

## Jon's Version



June 2016

.NET Core 1.0



March 2017

.NET Core 1.1



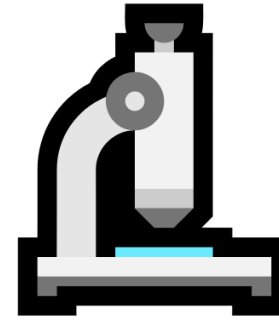
Aug 2017

.NET Core 2.0



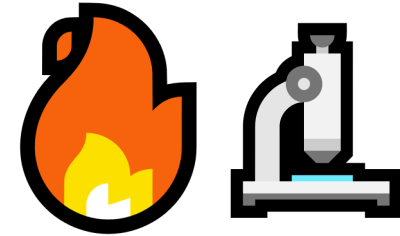
May 2018

.NET Core 2.1



Dec 2018

.NET Core 2.2



Sep 2019

.NET Core 3.0



Nov 2019

.NET Core 3.1



RELEASED

# .NET Core 3.0

New C# 8.0 language features

WPF and Windows Forms support

Side-by-side support & self-contained EXEs

Microservice support with gRPC

Full-stack web development with C# and Razor

[dot.net/get-core3](https://dot.net/get-core3)



# What's New In C# 8



# C# 8.0



## Safe

Nullable and non-nullable reference types help you write safer code

Declare your intent more clearly



## Modern

Async streams for modern workloads like cloud & IoT communication

Easily work with cloud scale datasets using indexes and ranges



## Productive

Write less code using patterns

Protect data with readonly members

Improved using statements for resource management

# Just a tiny summary!

<https://aka.ms/new-csharp>

ReadOnly members

Default interface methods

Pattern matching  
(Switch expressions,  
Property & Tuple  
patterns)

Positional patterns

Using declarations

Static local functions

Disposable ref structs

Nullable reference  
types

Asynchronous  
streams

Indices and ranges

Null-coalescing  
assignment

Unmanaged  
constructed types

Stackalloc in nested  
expressions

Enhancement of  
interpolated  
verbatim strings

DEMO

# C# 8.0

## Nullable Reference Types

<https://aka.ms/new-csharp>

.NET



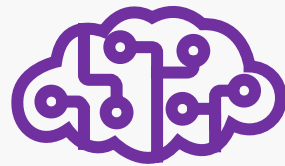
# .NET Core 3.0 Developer Themes



Windows  
Desktop Apps



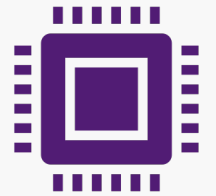
Full-stack web  
development  
& Microservices



AI/ML



Big Data



IoT

# Windows desktop apps



# .NET Core 3.0 for Windows Desktop



## Deployment Flexibility

Side-by-side deployment, self-contained EXEs

Install machine global or app local framework



## Windows 10

Access modern Windows 10 APIs from WPF and WinForms

Use native Windows 10 controls via XAML islands



## Open Source

WPF and WinForms projects also open source on GitHub

Take advantage of performance, runtime and API improvements happening in .NET Core



# Why Windows Desktop on .NET Core?

- **Deployment Flexibility**

- Side-by-side support
- Machine global or app local framework
- Self-contained EXEs

- **Core runtime and API improvements**

- **Performance**



DEMO

# .NET Core 3.0 Windows Forms



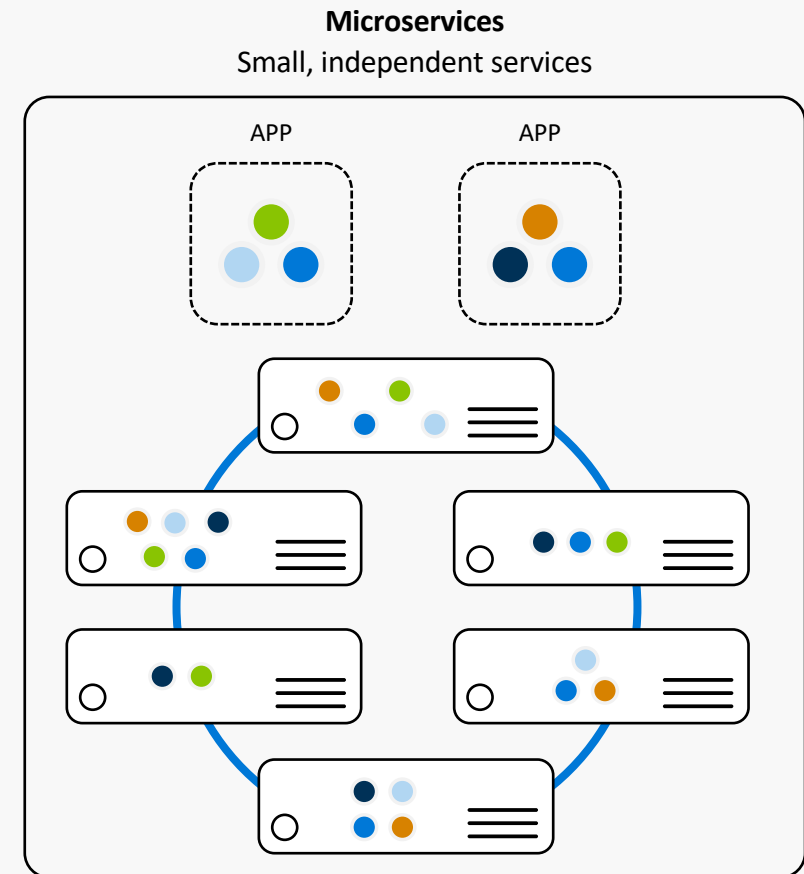
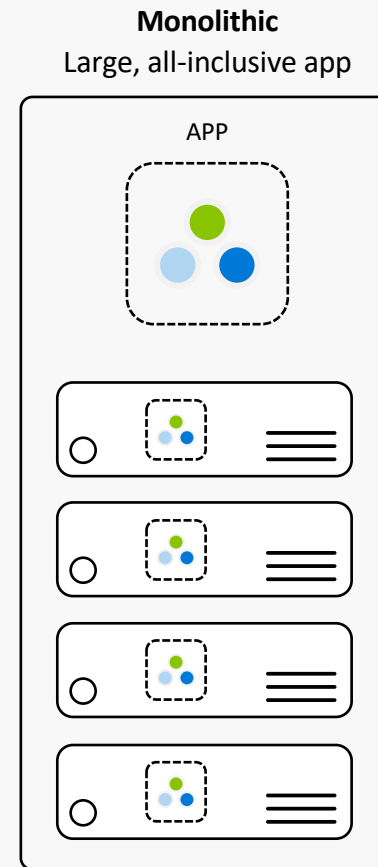
.NET

# Microservices



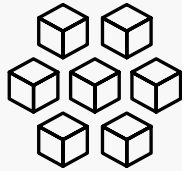
# Microservices: for faster app development

- Independent deployments
- Improved scale and resource utilization per service
- Smaller, focused teams

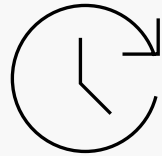


# Azure Kubernetes Service (AKS)

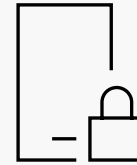
Ship faster, operate easily, and scale confidently with managed Kubernetes on Azure



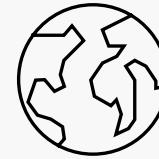
Manage Kubernetes  
with ease



Accelerate  
containerized  
development



Build on an  
enterprise-grade,  
secure foundation



Run anything,  
anywhere



# ASP.NET Core 3.0



## gRPC

High performance contract-based  
RPC services with .NET

Works across many languages and  
platforms



## Worker Service

Starting point for long running  
back processes like Windows  
Server or Linux daemon  
Producing or consuming messages  
from a message queue



## Web API's + Identity

Add security and authentication to  
Web API's

# gRPC is...

- Popular open source RPC framework
  - Largest RPC mindshare
  - Cloud Native Computing Foundation project
  - **gRPC** stands for **gRPC Remote Procedure Calls**
- Built with modern technologies
  - HTTP/2
  - Protocol Buffers
- Designed for modern apps
  - High performance
  - Platform independent



# Protobuf (aka Protocol Buffers)

- IDL (interface definition language)  
Describe once and generate interfaces for any language
- Service model  
Service method and structure of the request and the response
- Wire format  
Binary format for network transmission

```
5052 4920 2a20 4854 5450 2f32
0d0a 534d 0d0a 0d0a 0000 0004
0000 0000 0401 0000 0000 0000
```



# Remote Procedure Calls vs HTTP APIs

## Remote Procedure Calls

- Contract first (proto file)
- Contract is designed for humans
- Hides remoting complexity

Performance  
Developer productivity

## HTTP APIs

- Content first (URLs, HTTP method, JSON)
- Content is designed for humans
- Emphasises HTTP

Widest audience  
Ease of getting started

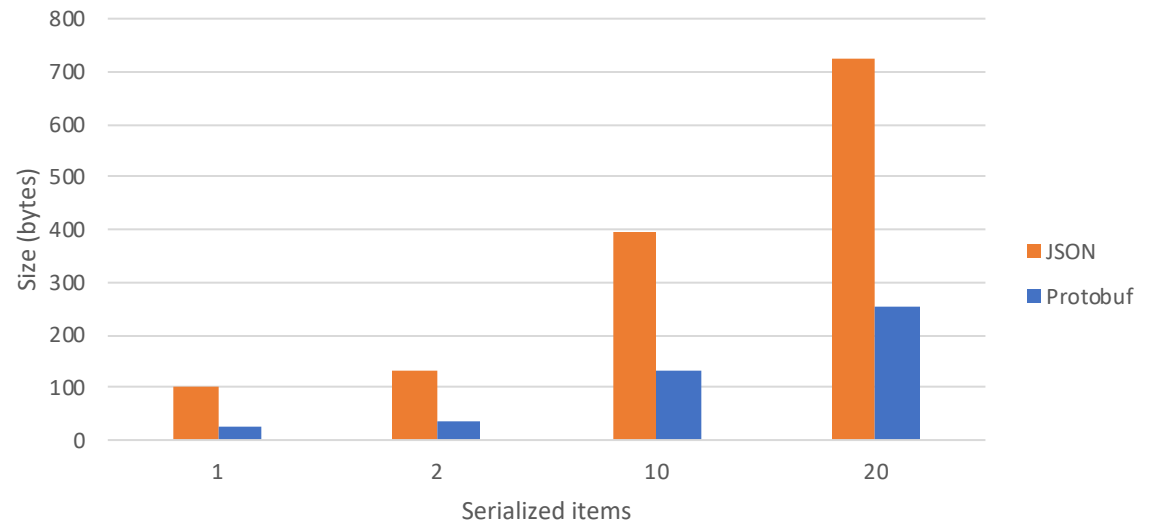
# Key features - Performance

- Low network usage
  - HTTP/2 binary framing and header compression
  - Protobuf message serialization

```
{  
  "query": "myQuery",  
  "page_number": 42,  
  "result_per_page": 100,  
  "tickers": [  
    {  
      "name": "rPs",  
      "value": 9.768923  
    },  
    {  
      "name": "WEo",  
      "value": 6.067048  
    }  
  ]  
}
```

```
5052 4920 2a20 4854 5450 2f32  
0d0a 534d 0d0a 0d0a 0000 0004  
0000 0000 0401 0000 0000 0000
```

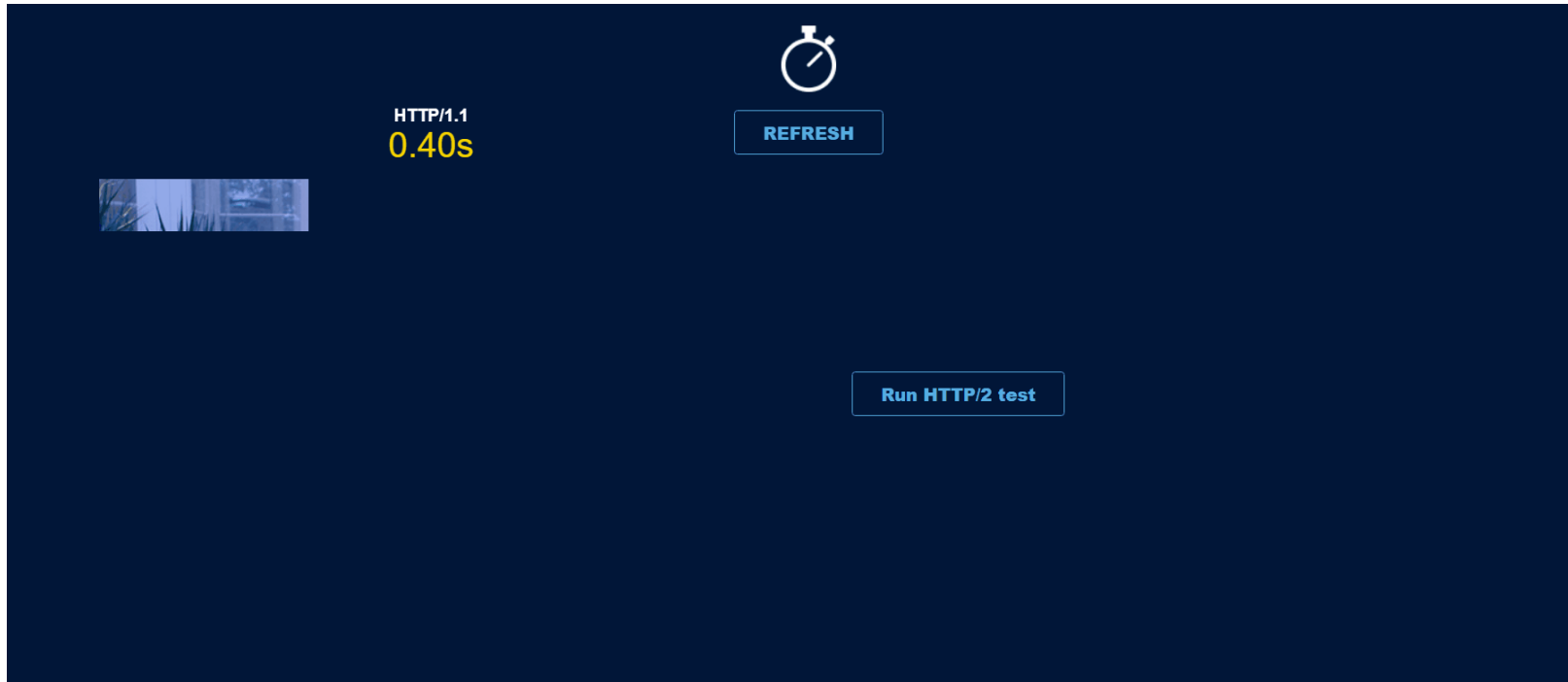
JSON vs Protobuf Size Comparison



<https://nilsmagnus.github.io/post/proto-json-sizes/>

# Key features - Performance

- HTTP/2 multiplexing
  - Multiple calls via a TCP connection
  - Avoid head-of-line blocking\*



# Key features - Code generation

- All gRPC libraries have first-class code generation support

```
syntax = "proto3";

message SubscribeRequest {
  string topic = 1;
}

message Event {
  string details = 1;
}

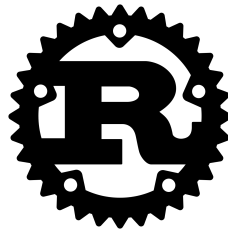
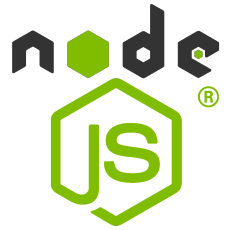
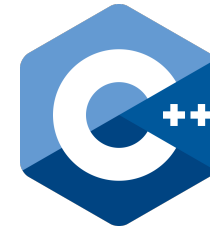
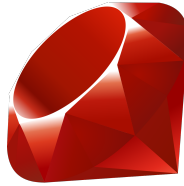
service Topics {
  rpc Subscribe(SubscribeRequest)
    returns (stream Event);
}
```

```
public partial class TopicsClient : ClientBase<TopicsClient>
{
    public TopicsClient(ChannelBase channel) : base(channel)
    {
    }

    public virtual AsyncServerStreamingCall<Event> Subscribe(
        SubscribeRequest request,
        CallOptions options)
    {
        return CallInvoker.AsyncServerStreamingCall(__Subscribe, options, request);
    }
}
</ItemGroup>

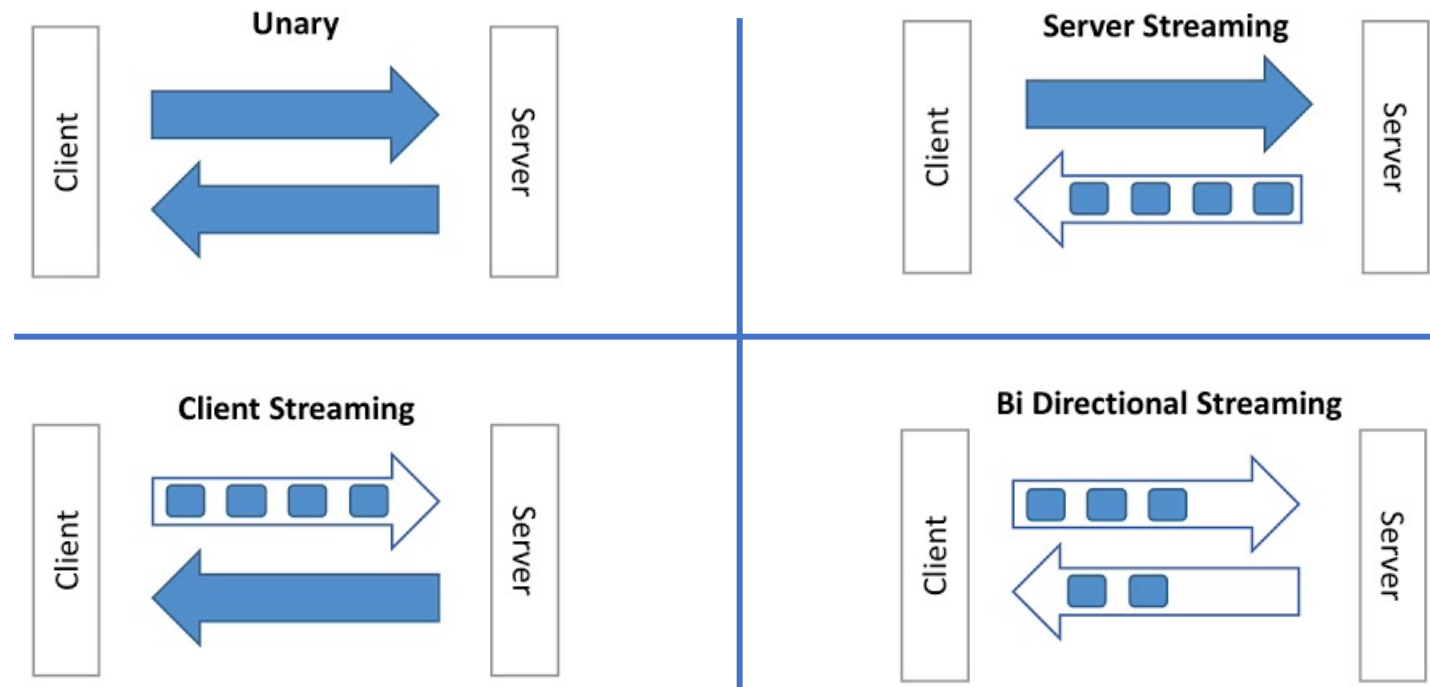
</Project>
```

# Key features - Multiple languages



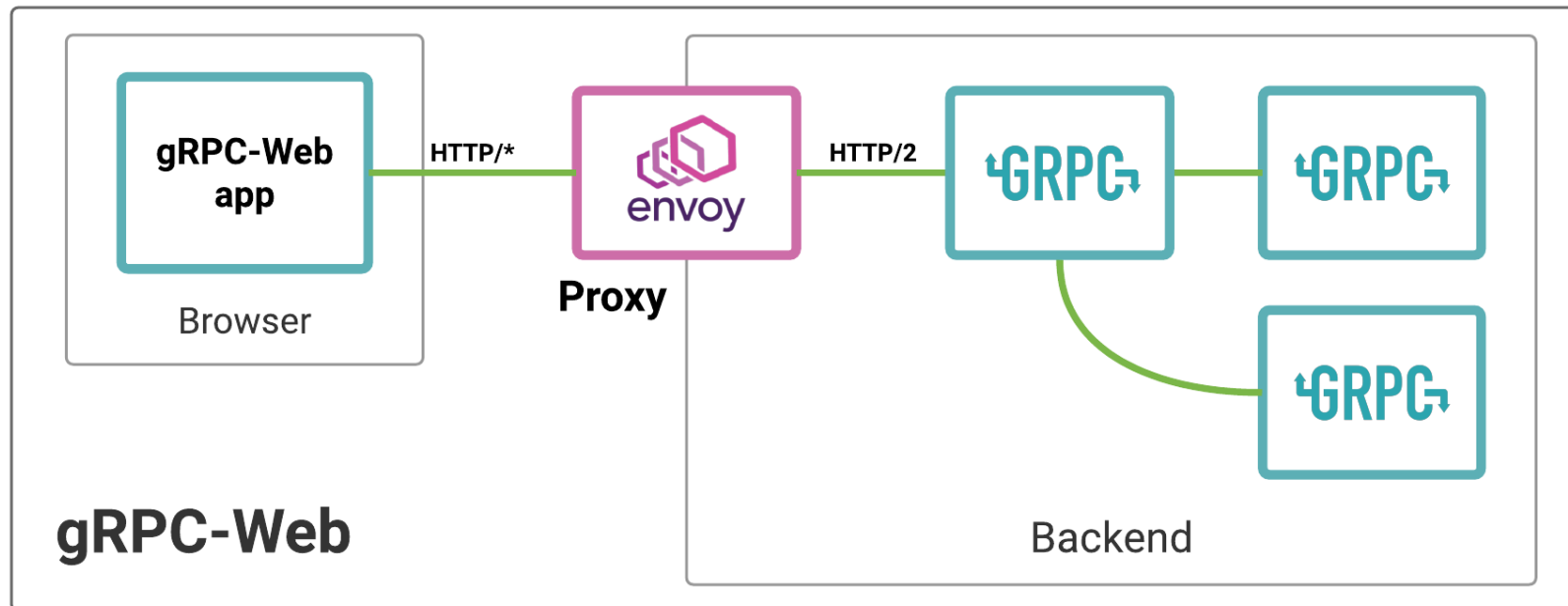
# Key features - Streaming

- gRPC uses HTTP/2 to enable streaming



# Disadvantages – Limited browser support

- Browsers have great HTTP/2 support 😊
- Browser JavaScript APIs haven't caught up 😞
- gRPC-web provides limited support for calling gRPC services



# Disadvantages - Not human readable

- HTTP/2 and Protobuf are binary protocols
- Additional tools required to debug calls



No.	Time	Source	Destination	Protocol	Length	Info
15	0.069412	127.0.0.1	127.0.0.1	TCP	84	50051 → 63433 [ACK] Seq=29...
16	0.069777	127.0.0.1	127.0.0.1	GRPC	244	HEADERS[3]: 200 OK, DATA[3...
17	0.069955	127.0.0.1	127.0.0.1	TCP	84	63433 → 50051 [ACK] Seq=53...

The screenshot shows the BloomRPC web interface. At the top, there's a "Server Address" field with "0.0.0.0:3009". Below that is an "Editor" section with a single line of code. To the right is a "Response" section. In the center, there is a large green play button. To the right of the play button, there is a message: "Hit the play button to get a response here".

Frame (124 bytes)	Decompressed Header (139 bytes)	Reassembled body (32 bytes)	Decompressed Header (40 bytes)
0050	01 72 6c 64 12 0c 08 05 e0 da e2 05 10 ec ac 97	0010.....	0010.....
0060	d3 02 00 00 04 01 05 00 00 00 03 bf 0f 2f 00 00	.....	.....
0070	00 04 08 00 00 00 00 00 00 00 00 0c	.....	.....



gRPC on .





# API / SPA Auth



DEMO

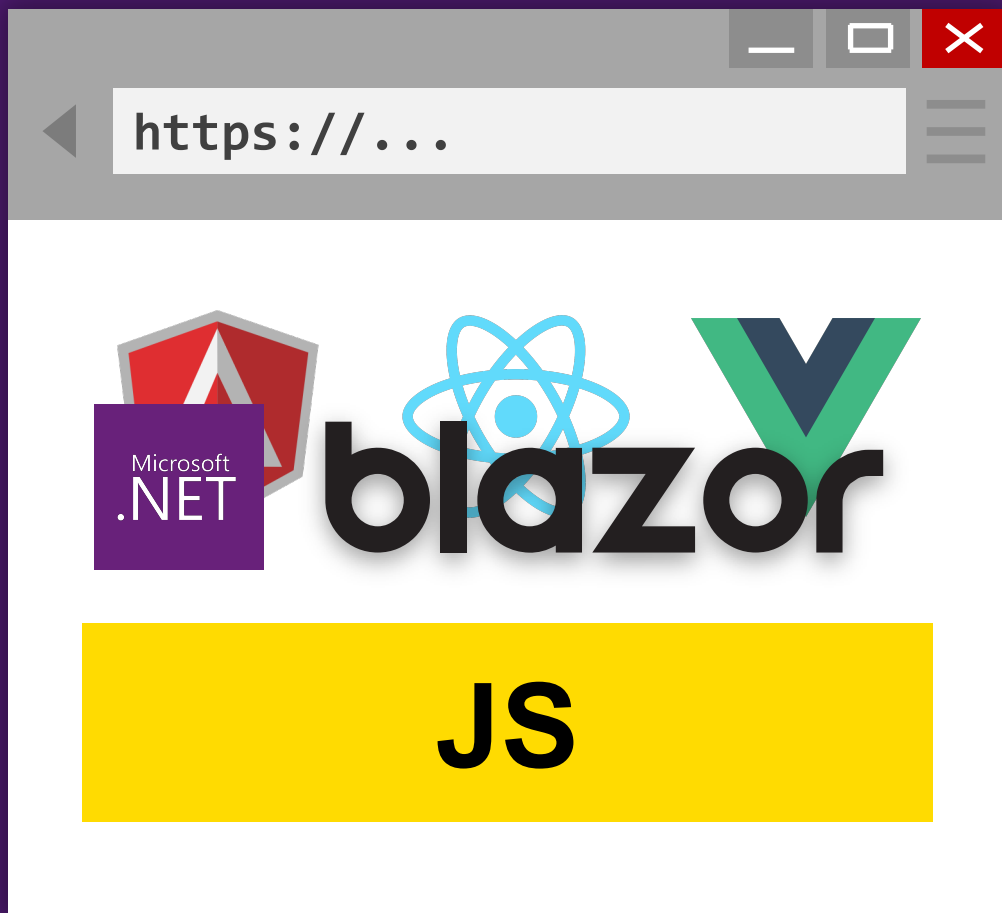
# .NET Core 3.0 Microservices

.NET



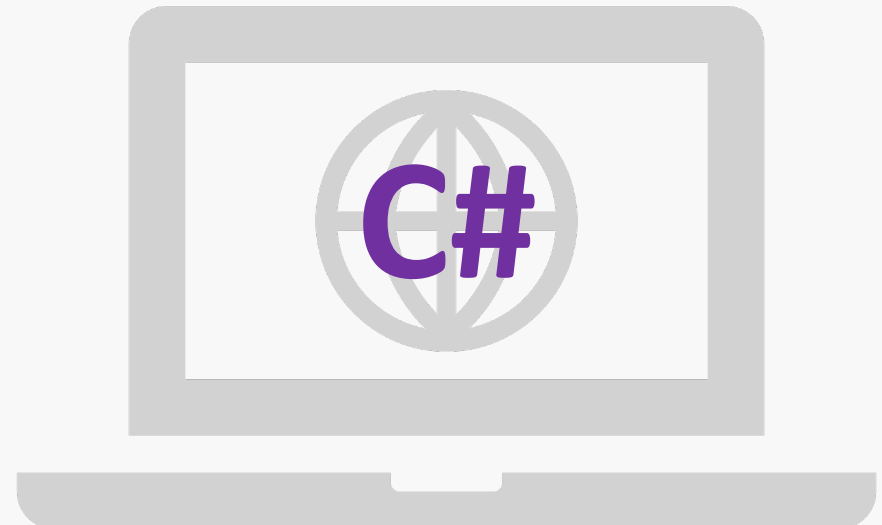
# Web apps with Blazor





# @Blazor

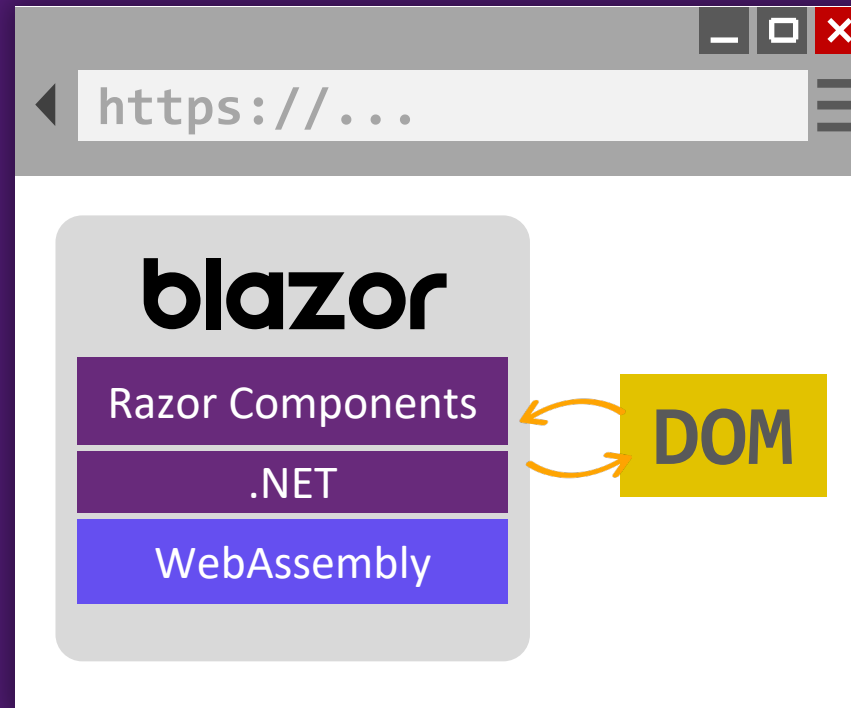
- Build client-side web UI with .NET instead of JavaScript
- Write reusable web UI components with C# and Razor
- Share .NET code with both the client and the server
- Call into JavaScript libraries & browser APIs as needed



**.NET**

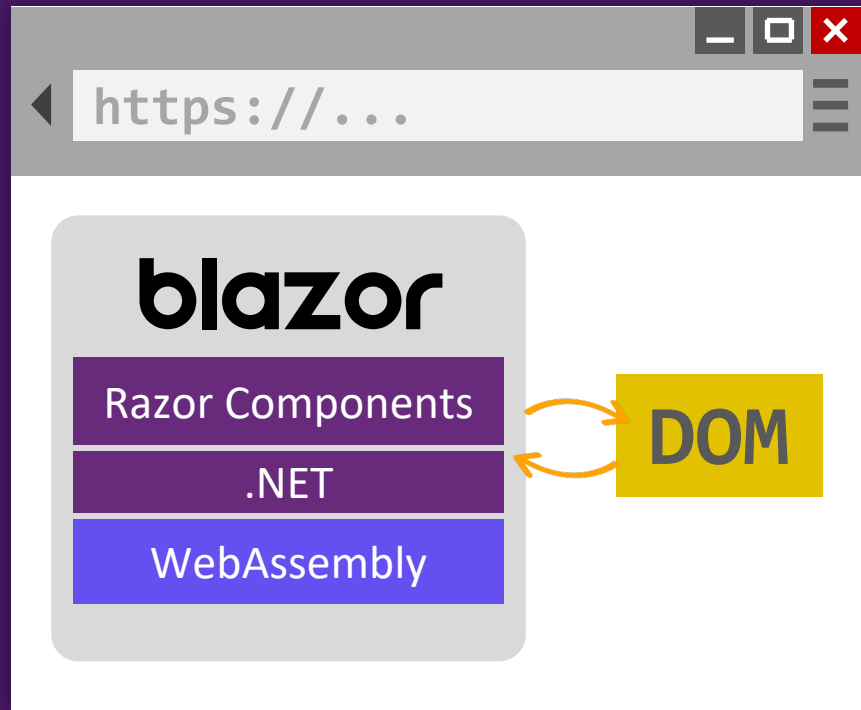
**WA**

# How Blazor WebAssembly works



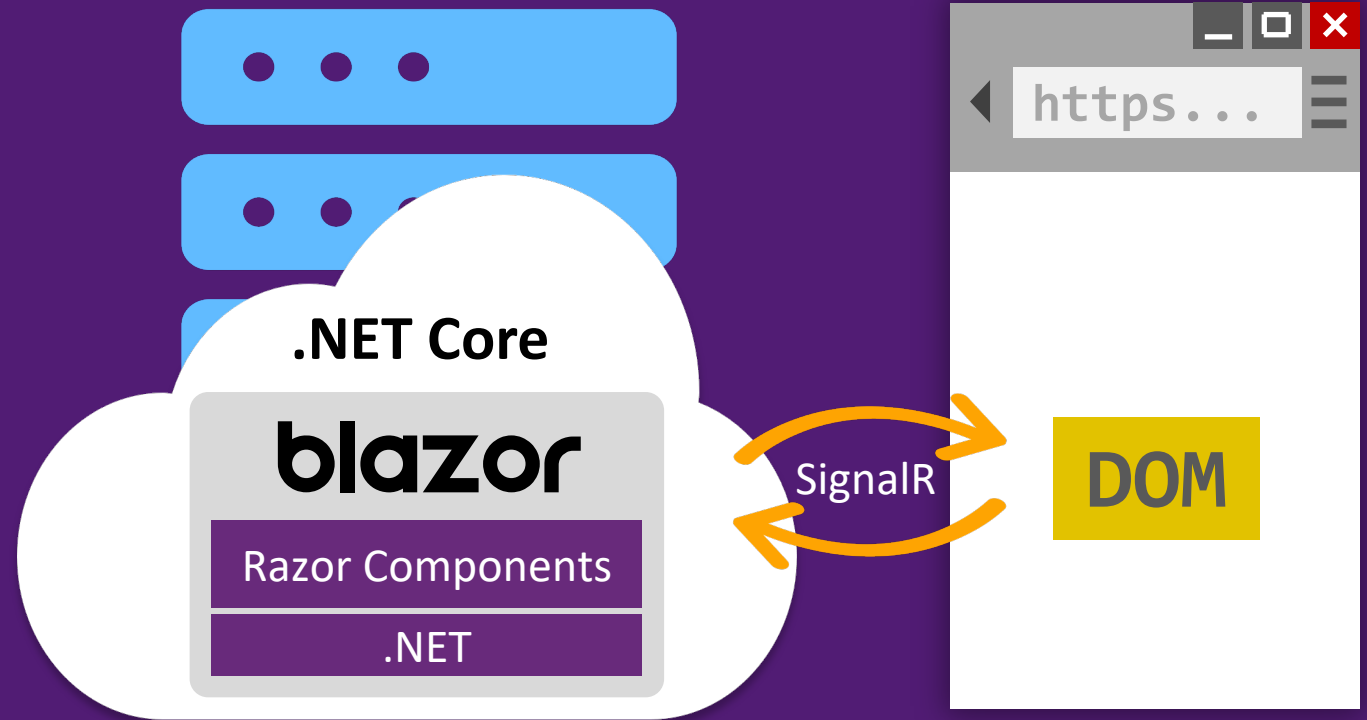
# Blazor on client or server

## Blazor WebAssembly



*May 2020*

## Blazor Server



.NET Core 3.0



# Blazor on client or server

## Blazor WebAssembly

### Pro:

- True SPA, full interactivity
- Utilize client resources
- Supports offline, static sites, PWA scenarios

### Con:

- Larger download size
- Requires WebAssembly
- Still in preview

*May 2020*

## Blazor Server

### Pro:

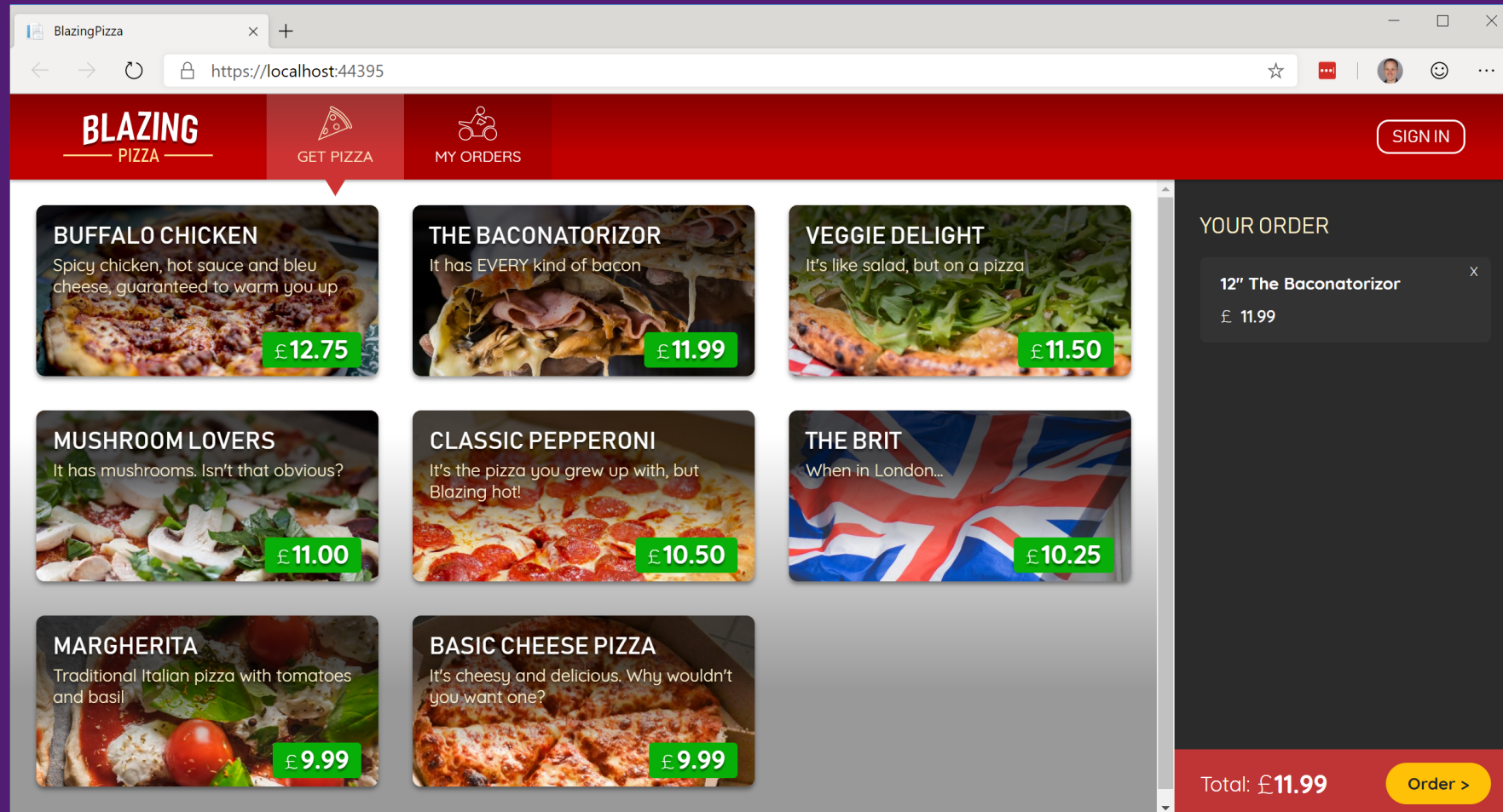
- Smaller download size, faster load time
- Running on fully featured .NET runtime
- Code never leaves the server
- Simplified architecture

### Con:

- Latency
- No offline support
- Consumes more server resources

*.NET Core 3.0*

# Build your own pizza store UI with Blazor



<https://aka.ms/blazorworkshop>



“Telerik UI for Blazor components have been built from the ground-up to ensure you experience shorter development cycles, quick iterations and cut time to market”

<https://www.telerik.com/blazor-ui>



“DevExpress UI for Blazor ships with 12 UI components (including a Data Grid, Pivot Grid, Charts and Scheduler) so you can design rich user experiences for both Blazor server-side and Blazor client-side platforms.”

<https://www.devexpress.com/blazor>



“The Syncfusion ASP.NET Core Blazor Components library is the only suite that you will ever need to build an application, containing over 60 high-performance, lightweight, modular, and responsive UI controls in a single package.”

<https://www.syncfusion.com/blazor-components>

# The “Awesome Blazor” community

- <https://aka.ms/awesomeblazor>
- Free open-source components & JS interop libraries
- Lots of fun sample Blazor apps
- Articles, videos, blogs, and other learning materials
- Chat with the Blazor community on Gitter:  
<https://gitter.im/aspnet/blazor>
- Thank you, Simon and Chris!

# Try Blazor today!

- Blazor: <https://blazor.net>
- Docs: <https://blazor.net/docs>
- .NET Core 3.0: <https://dot.net/get-core3>
- Visual Studio: <https://visualstudio.com/>
- Workshop: <https://aka.ms/blazorworkshop>
- Community: <https://aka.ms/awesomeblazor>

DEMO

# Blazor

.NET



# Blazor... on the desktop???

.NET



# Machine Learning





# ML.NET



## Built for .NET developers

Create custom ML models using C# or F# without having to leave the .NET ecosystem



## Custom ML made easy with AutoML

Visual Studio Model Builder and CLI make it super easy to build custom ML Models



## Extended with TensorFlow & more

Leverage other popular ML frameworks (TensorFlow, ONNX, and more)

# A few things you can do with ML.NET



## Sentiment analysis

Analyze the sentiment of customer reviews using a binary classification algorithm.



## Product recommendation

Recommend products based on purchase history using a matrix factorization algorithm.



## Price prediction

Predict taxi fares based on distance traveled etc. using a regression algorithm.



## Customer segmentation

Identify groups of customers with similar profiles using a clustering algorithm.



## GitHub labeler

Suggest the GitHub label for new issues using a multi-class classification algorithm.



## Fraud detection

Detect fraudulent credit card transactions using a binary classification algorithm.



## Spam detection

Flag text messages as spam using a binary classification algorithm.



## Image classification

Classify images (e.g. broccoli vs pizza) using a TensorFlow deep learning algorithm.



## Sales forecasting

Forecast future sales for products using a regression algorithm.

DEMO

# ML.NET



Server Explorer  
Toolbox

Solution Explorer

Search Solution Explorer (Ctrl+;)

Solution 'myMLApp' (1 project)

- myMLApp
  - Dependencies
    - comments.tsv
  - Program.cs

Properties

Output Error List

PREVIEW

# .NET for Apache Spark

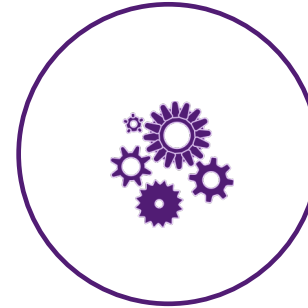
Available on Azure Databricks and Azure HDInsight



**Spark SQL + DataFrames**



**Streaming & Interactive**



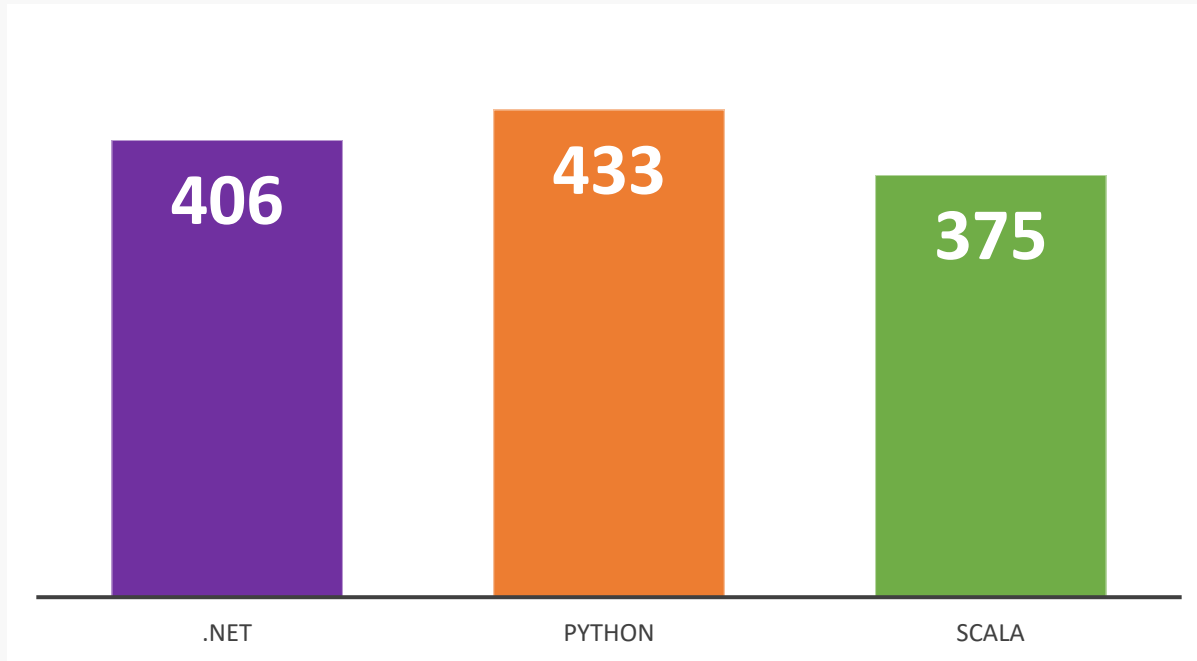
**Machine Learning**



**Speed & Productivity**

[dot.net/spark](https://dot.net/spark)

# .NET for Apache Spark Performance



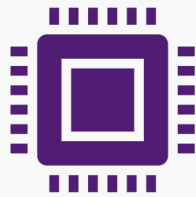
Total execution time (seconds) for all 22 queries in the TPC-H benchmark (lower is better).  
Data sourced from an internal run of the TPC-H benchmark, using warm execution on Ubuntu 16.04.

.NET for Apache Spark is designed for high performance and performs better than python on the TPC-H benchmark [tpc.org/tpch](http://tpc.org/tpch).

The TPC-H benchmark consists of a suite of business-oriented queries.

Learn more: [dot.net/spark](http://dot.net/spark)

# .NET Core 3.0 IoT Support



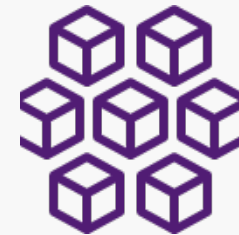
## Supports Raspberry Pi and other devices

You can now run .NET Core apps in small places, including ASP.NET



## Read sensor data & write to displays

New APIs for GPIO pins that enable using millions of IoT peripherals



## Works with containers

Deploy apps directly onto devices or with containers

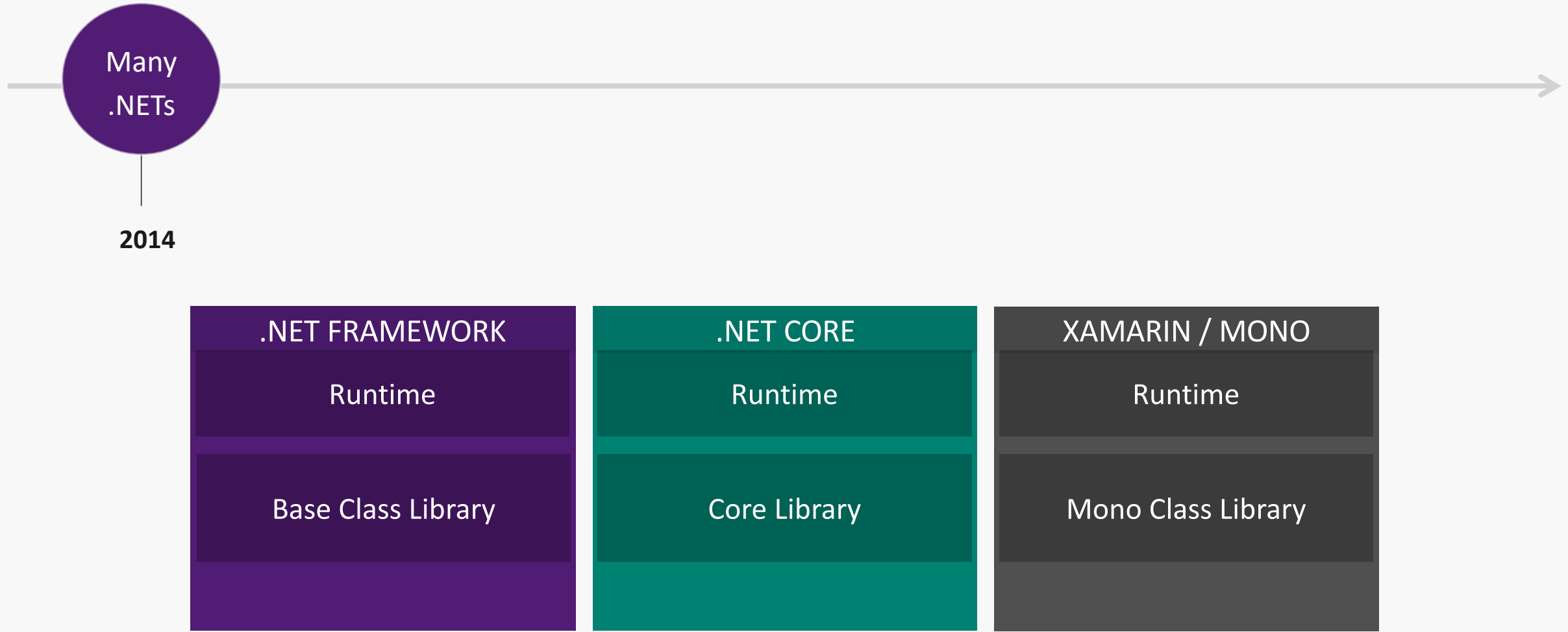
# .NET 5

.NET

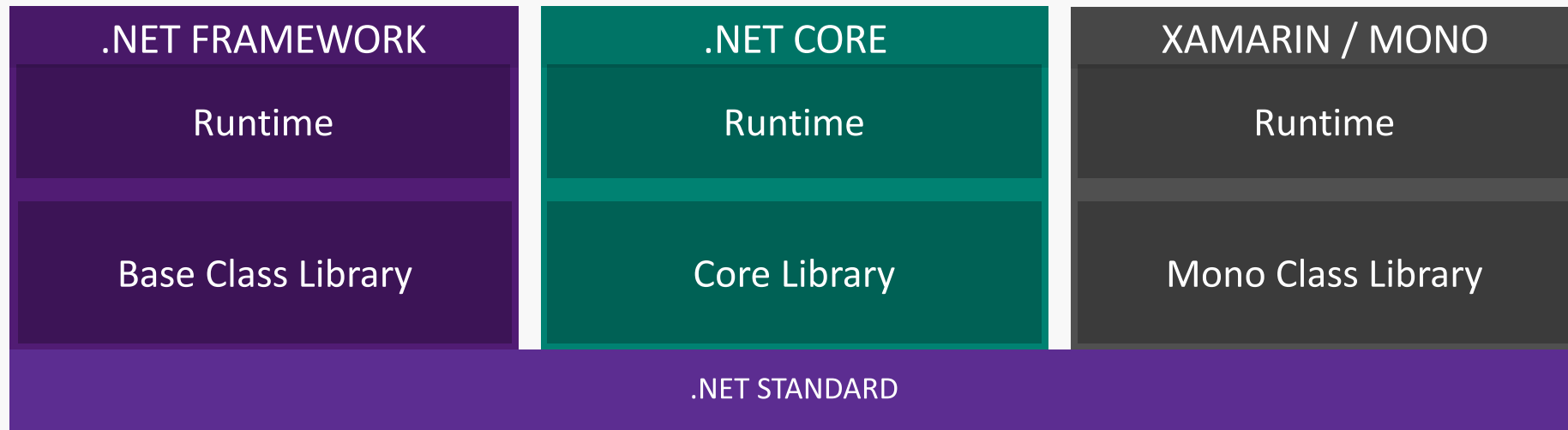
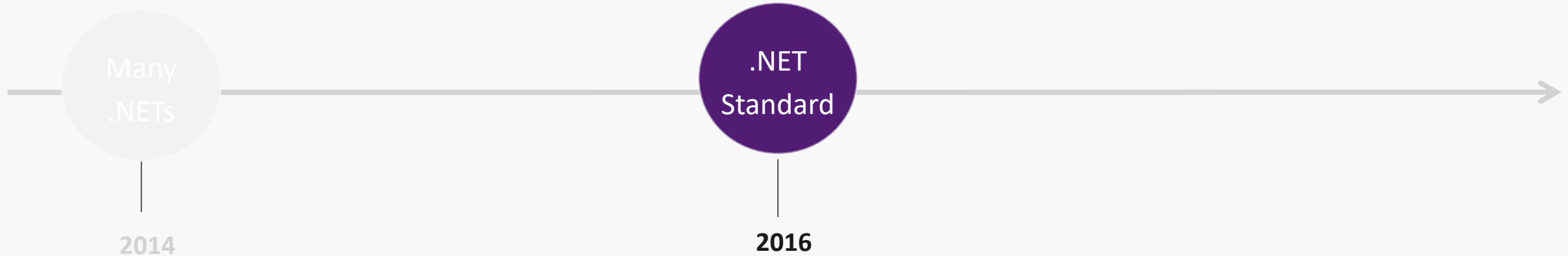




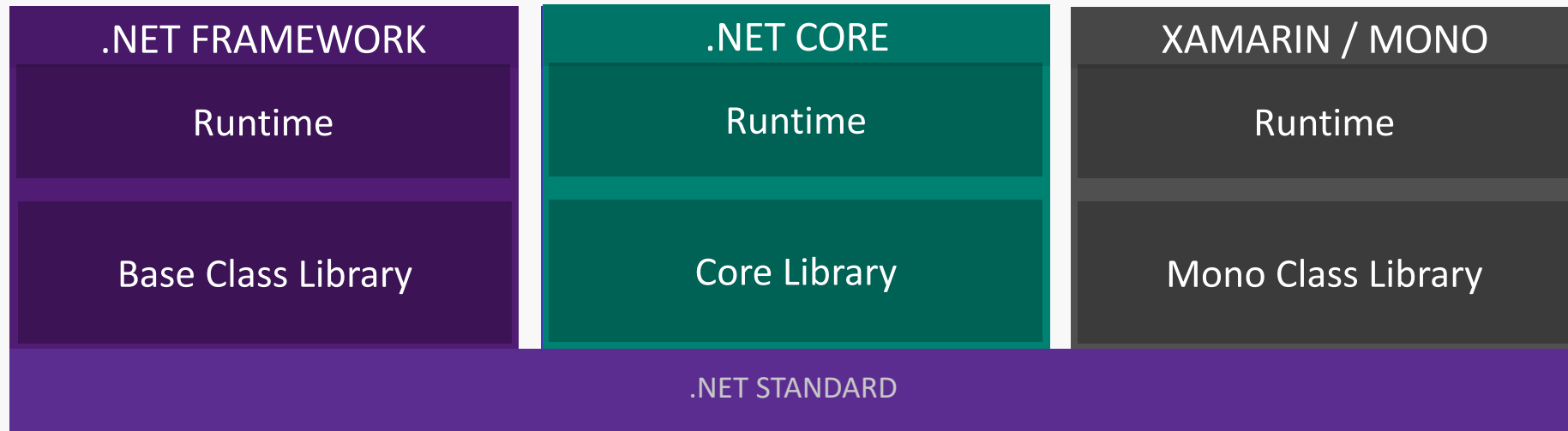
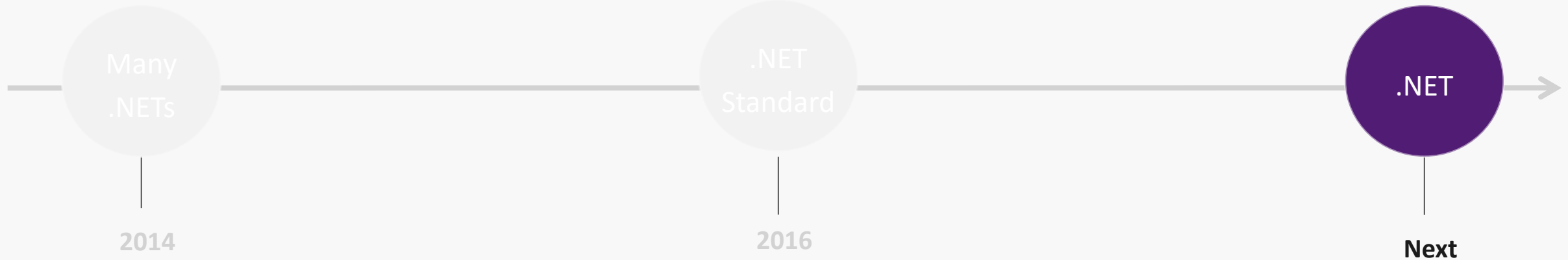
# The .NET Roadmap



# The .NET Roadmap



# Introducing .NET 5



# Introducing .NET 5

- Supports all .NET application types
- Evolution of .NET Core, adding the best of Mono into one unified platform
  - One BCL implementation, still adheres to .NET Standard
  - One toolchain (SDK style projects)
  - Both Just-in-Time (JIT) and Native models supported
  - Interop with Java and Swift

<https://devblogs.microsoft.com/dotnet/introducing-net-5/>



**Rich Lander**

@runfaster2000

I'm planning .NET Core 5.0. It's still very early, so is a great time to consider behavior (AKA "breaking") changes. I'm collecting a list of undesirable behaviors or APIs in .NET Core that we should consider changing in 5.0. What do you want changed?

[#constantimprovement](#)

7:58 PM · Nov 1, 2019 · [Twitter Web App](#)



**Rich Lander**

@runfaster2000

What changes should we make to the [@dotnet](#) CLI. Same question as I asked earlier but not about APIs but the "dotnet" command.

# What is *not* in .NET 5?

- Web Forms, WCF Server and Windows Workflow remain on .NET Framework 4.8 only. There are no plans to port these.
- Recommendations
  - ASP.NET Blazor for ASP.NET Web Forms (we will provide a migration guide)
  - gRPC for WCF Server and Remoting (we will provide a migration guide)
  - Open Source Core Workflow for Windows Workflow (WF):  
<https://github.com/UiPath/corewf>

# The Future of .NET Framework

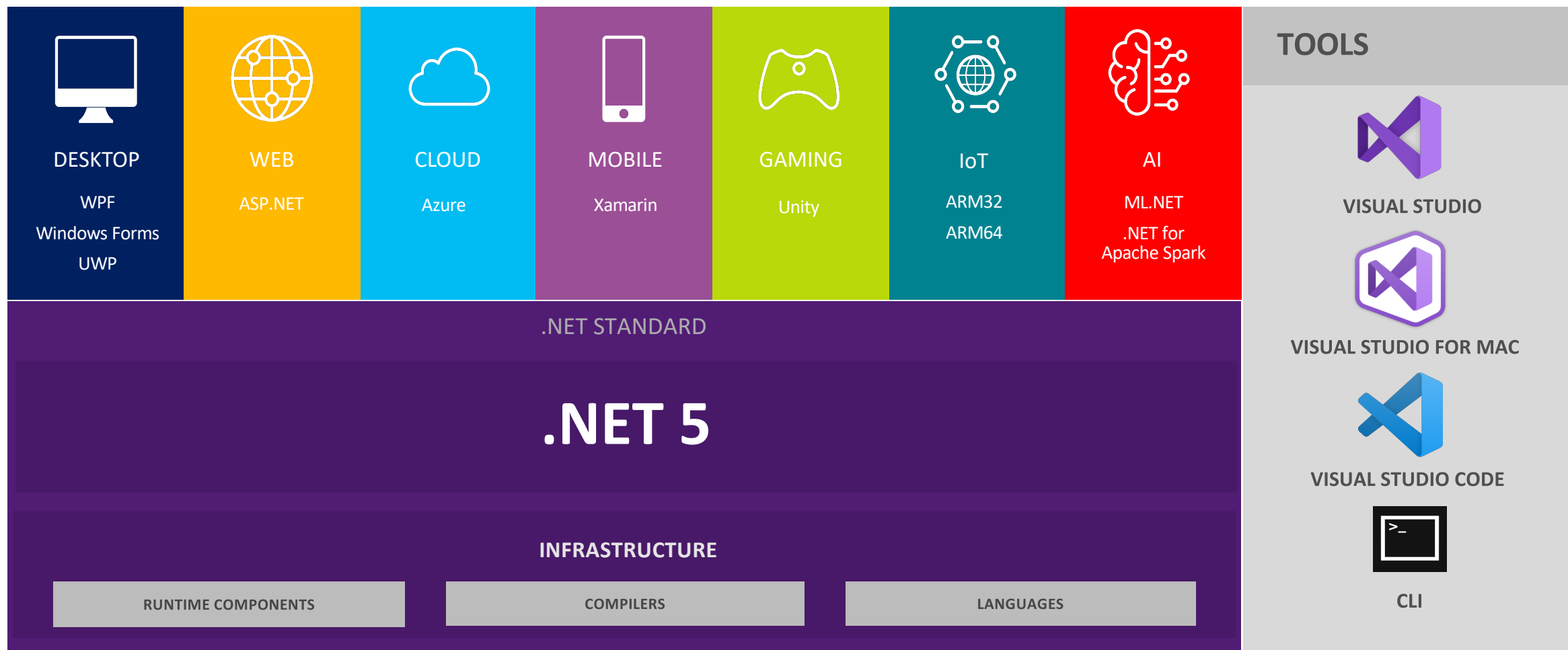
- .NET Framework 4.8 is the last major version of .NET Framework on Windows
- Support policy remains the same:
  - Will always be in Windows
  - Will be patched with Windows
  - Will be supported with Windows
- Keep existing applications on .NET Framework
- Recommend .NET Core for new applications

# Some Update Recommendations

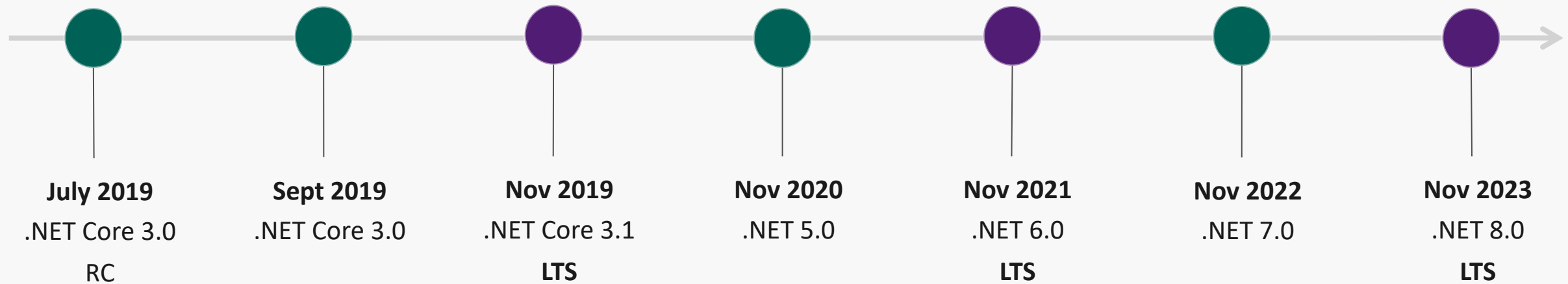
- New Development: .NET Core 3.1 LTS
- Windows Forms / WPF: Update to .NET Core 3
- Web Forms: Look at Blazor
- WCF: gRPC or CoreWCF
- .NET Framework is supported
- Use Migration Guides



# .NET – A unified platform



# .NET Schedule



- .NET Core 3.0 released
- .NET Core 3.1 = Long Term Support (LTS)
- .NET 5.0 release in November 2020
- Major releases every year, LTS for even numbered releases
- Predictable schedule, minor releases if needed

# .NET Community Standup



.NET

About

Learn

Architecture

Docs

Downloads

Community

Get Started

All Microsoft

## .NET Community Standup

Streaming Live Every Tuesday & Thursday

Alternating between 10:00 AM and 3:45 PM Pacific Time, week to week.

Check back here to watch & ask questions then!

<https://live.dot.net>

[t](https://live.dot.net)



Migrating to ASP.NET Core 3.0

Community links



News, XAML Tools & WinUI Update



HTTP/3 and QUIC with Justin Kotalik and Andrew Nurse

Community links

# Download .NET Core 3.0 Today!

[dot.net/get-core3](https://dot.net/get-core3)

[visualstudio.com/downloads](https://visualstudio.com/downloads)



DESKTOP



WEB



CLOUD



MOBILE



GAMING



IoT



AI

.NET

# Slides and Links

<https://aka.ms/dotnext-2019-dotnetcore-3>

