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.NET Standard

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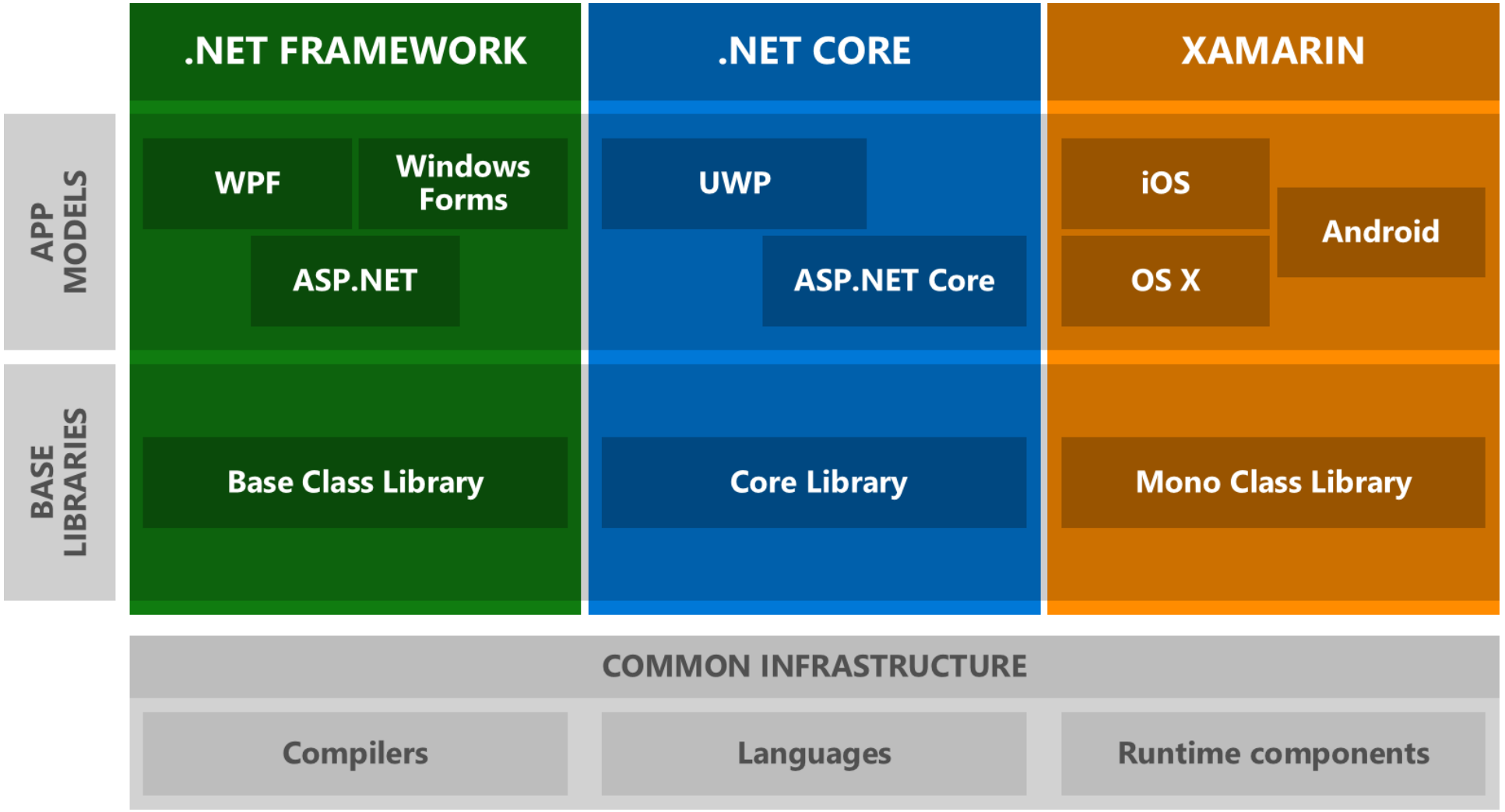
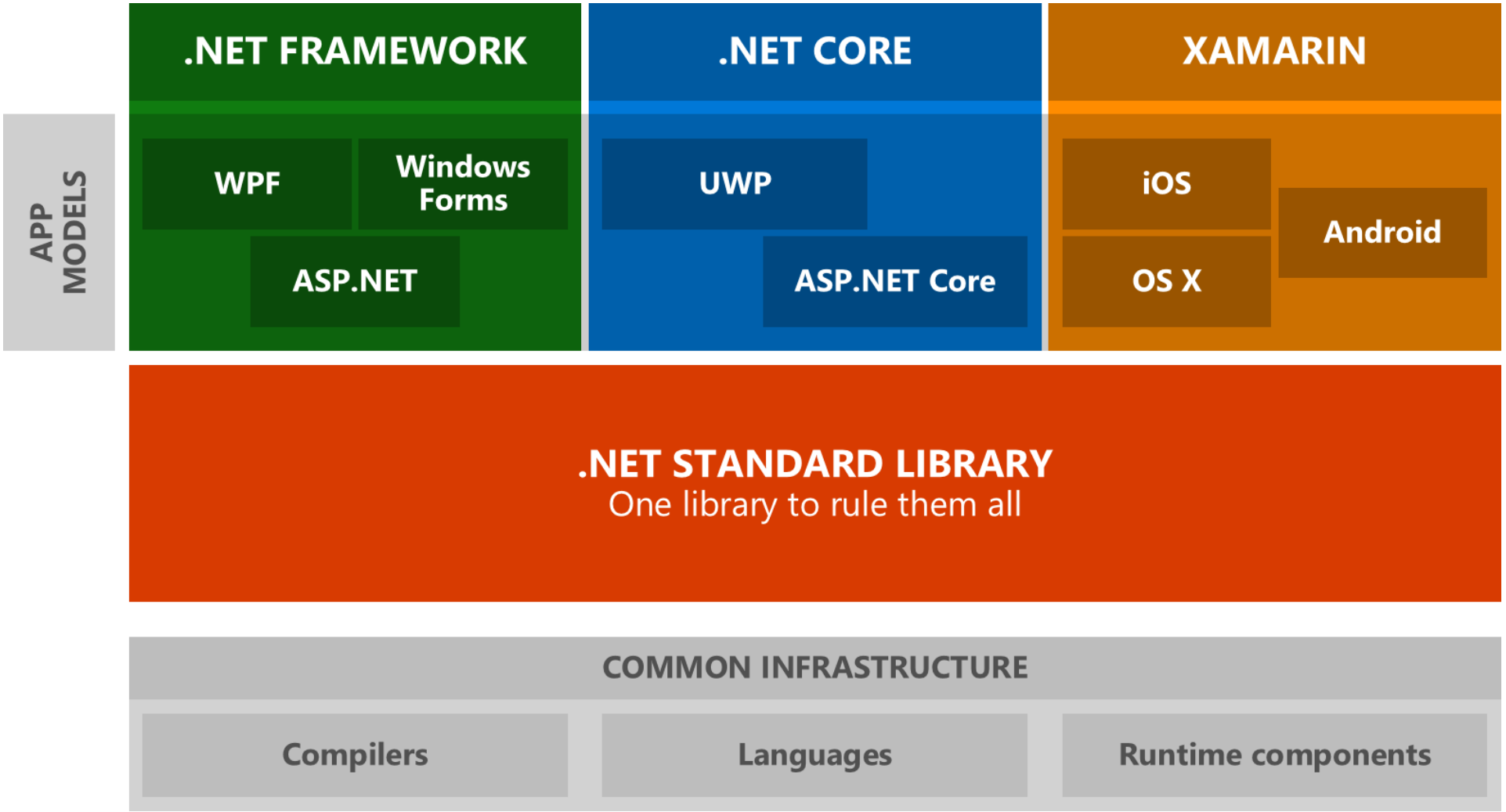
La situazione «prima»



.NET Standard



Dalle Portable Class Libraries a .NET Standard

- Le PCL sono un'intersezione delle funzionalità disponibili sulle piattaforme scelte
  - Espresse alla compilazione
  - In NuGet sono identificate con i Target Platform Moniker (TPM). Es: "portable-net45+sl5+win8+wpa81+wp8"
  - Non funzioneranno con piattaforme future. Sarà necessario ri-deployare

- .NET Standard definisce i contratti della libreria di runtime
  - Assicura la compatibilità a livello binario
  - Ogni set viene identificato su NuGet tramite moniker. Es: "netstandard1.6"
  - La direttiva "imports" di NuGet consente di riusare le PCL con .NET Standard

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.NET Standard 1.x e 2.0

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

Domande?
Materiale su
http://www.communitydays.it/
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Riferimenti

- https://blogs.msdn.microsoft.com/dotnet/2016/09/26/introducing-net-standard
- https://github.com/dotnet/standard/tree/master/docs/netstandard-20
- https://docs.microsoft.com/dotnet/articles/standard/library
- https://docs.microsoft.com/dotnet/articles/core/tutorials/libraries
- .NET Portability Analyzer: https://visualstudiogallery.msdn.microsoft.com/117943e-cfb7-4822-a8a6-e56c7905292b
- Demo: https://github.com/DotNetToscana/BingTranslation