

Co čekat ve světě .NETu v roce 2019

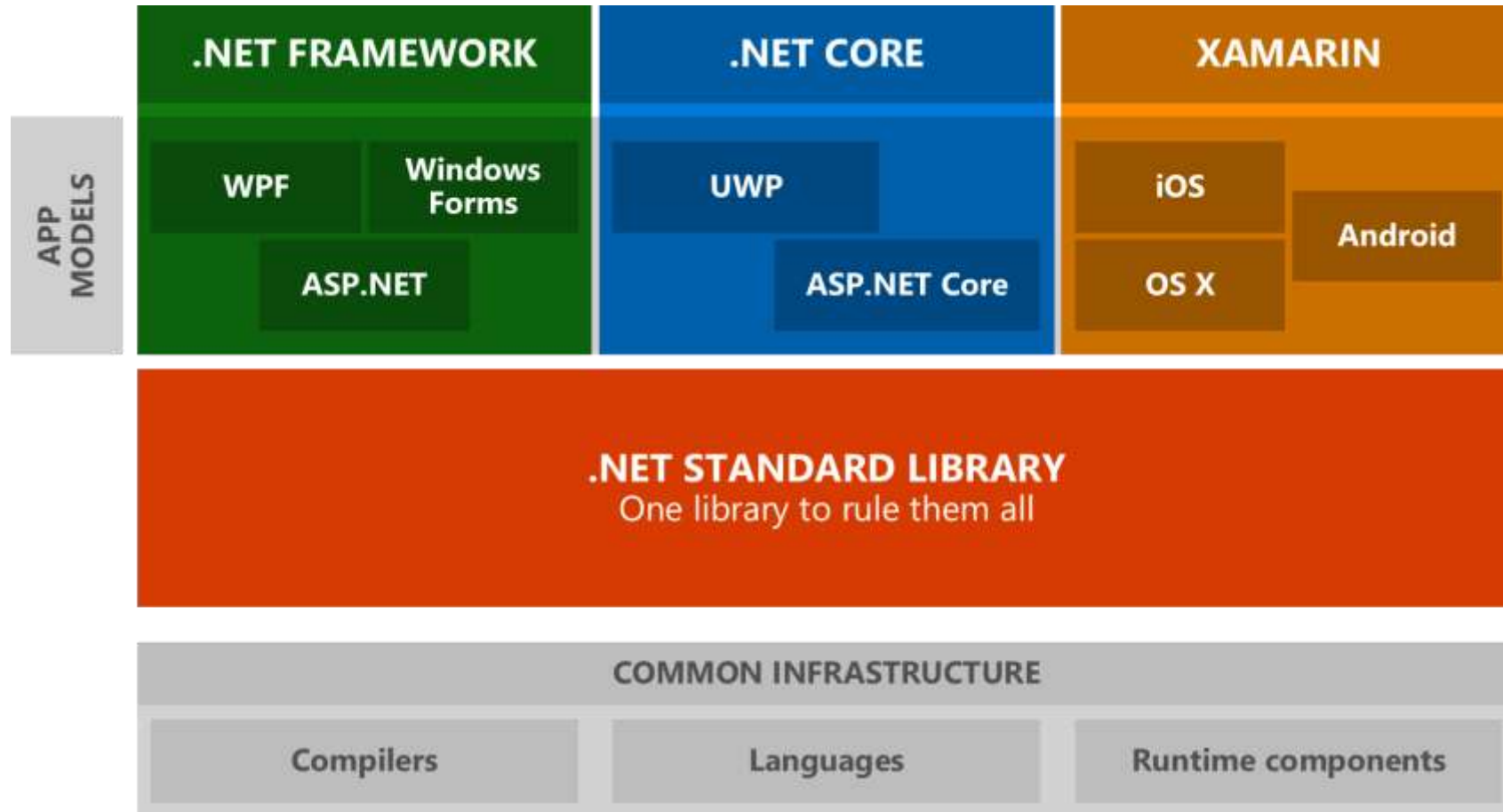
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.NET Standard 2.1

- Co je .NET Standard?
- <https://github.com/dotnet/standard/milestone/3>
- NS2.0:
<https://blogs.msdn.microsoft.com/dotnet/2017/08/14/announcing-net-standard-2-0/>
- NS2.1:
<https://blogs.msdn.microsoft.com/dotnet/2018/11/05/announcing-net-standard-2-1/>



.NET Standard 2.1

- Span<T>
- API se Span<T>
- Reflection Emit, LCG
 - RuntimeFeature.IsDynamicCodeSupported, RuntimeFeature.IsDynamicCodeCompiled
- SIMD
 - <https://blogs.msdn.microsoft.com/dotnet/2014/04/07/the-jit-finally-proposed-jit-and-simd-are-getting-married/>
- ValueTask, ValueTask<T>
- DbProviderFactories
- Drobnosti
 - <https://www.tabsoverspaces.com/233725-easier-gethashcode-implementation-in-net-core-2-1>
 - <https://www.tabsoverspaces.com/233755-unixepoch-field-in-datetime-and-datetimeoffset-in-net-standard-2-1-and-net-core-2-1>

.NET Standard 2.1

- Ne pro .NET Framework 4.8
- .NET Core 3.0, Xamarin, Mono, Unity

.NET Core 2.2, ASP.NET Core 2.2, EF Core 2.2

- <https://blogs.msdn.microsoft.com/dotnet/2018/12/04/announcing-net-core-2-2/>
- <https://blogs.msdn.microsoft.com/webdev/2018/12/04/asp-net-core-2-2-available-today/>
- <https://blogs.msdn.microsoft.com/dotnet/2018/12/04/announcing-entity-framework-core-2-2/>

.NET Core 3.0

- Podpora pro WinForms, WPF
 - WinForms, WPF, WinUI open-source
- Podpora pro EF6
- UWP controls ve WinFormech, WPF
- Exe by default pro aplikace
 - A při buildu se kopírují dependencies
- Lokální dotnet tools
 - dotnet tool restore + dotnet tool run <name>
- System.Text.Json.Utf8JsonReader, System.Buffers.SequenceReader
- API pro sériový port dostupné na Linuxu
- System.Device.GPIO
 - GPIO, PWM, SPI, I²C
- TLS 1.3 a OpenSSL 1.1.1 na Linuxu
- AES-GCM a AES-CCM
- Vylepšení Span<T>, Memory<T>, stringy (např. pro Dictionary<TKey, TValue>)
- Brotli, Unsafe.Unbox, CancellationToken.Unregister, StringBuilder.GetChunks, IPEndPoint parsování, ...
- Tiered Compilation bude defaultně zapnutá
- MetadataLoadContext
- ARM64

.NET Core 3.0

- Windows Client: 7, 8.1, 10 (1607+)
 - Windows Server: 2012 R2 SP1+
 - macOS: 10.12+
 - RHEL: 6+
 - Fedora: 26+
 - Ubuntu: 16.04+
 - Debian: 9+
 - SLES: 12+
 - openSUSE: 42.3+
 - Alpine: 3.8+
-
- x64: Windows, macOS, Linux
 - x86: Windows
 - ARM32: Windows, Linux
 - ARM64: Linux

.NET Framework 4.8

- Moderní browser a moderní media controls
- Podpora pro touch a UWP Controls
- High-DPI podpora

C# 8

- Nullable reference types
- Async streams
- Ranges and indices
- Default implementations of interface members
- Recursive patterns
- Switch expressions
- Target-typed new-expressions

C# 8

- Async streams, indexers, ranges → .NET Standard 2.1
 - NS2.1 není na .NET FW 4.8
- Default interface members potřebuje podporu runtime
 - Nebude v .NET Runtime 4.8/.NET FW 4.8
- <https://blogs.msdn.microsoft.com/dotnet/2018/11/12/building-c-8-0/>

EF Core 3.0

- Vylepšení překladač LINQu
 - CosmosDB
 - C# 8 podpora
 - Reverse engineering pohledů na Query Types
 - Property bag entities
-
- EF 6.3 na .NET Core 3

VS 2019

- IntelliCode
- LiveShare
- UI/UX
- Background perf.
- Productivity
- ...

.NET Foundation

- 7 míst (ze 3)
- Kdokoli může “kandidovat”
- .NET Foundation Corporate Sponsor Program
 - Red Hat, JetBrains, Google, Unity, Microsoft, Samsung + Pivotal, Progress Telerik, Insight.