TECHORAMA

What's New in Visual Studio 2019

Mark Michaelis

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Meet Mark

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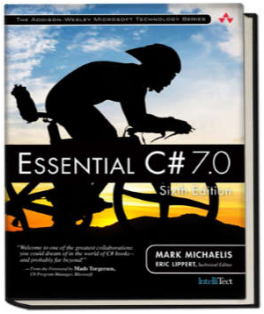
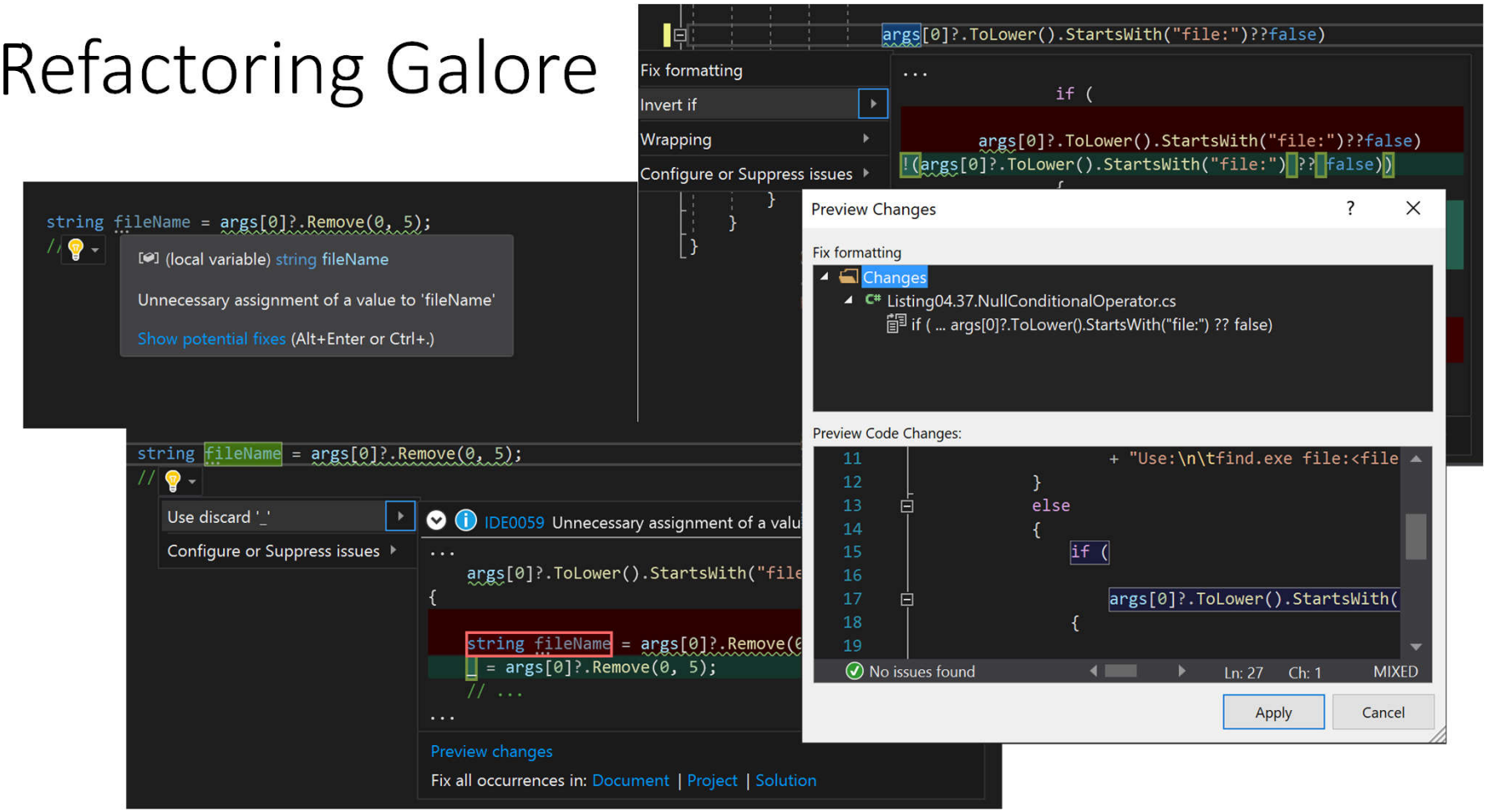
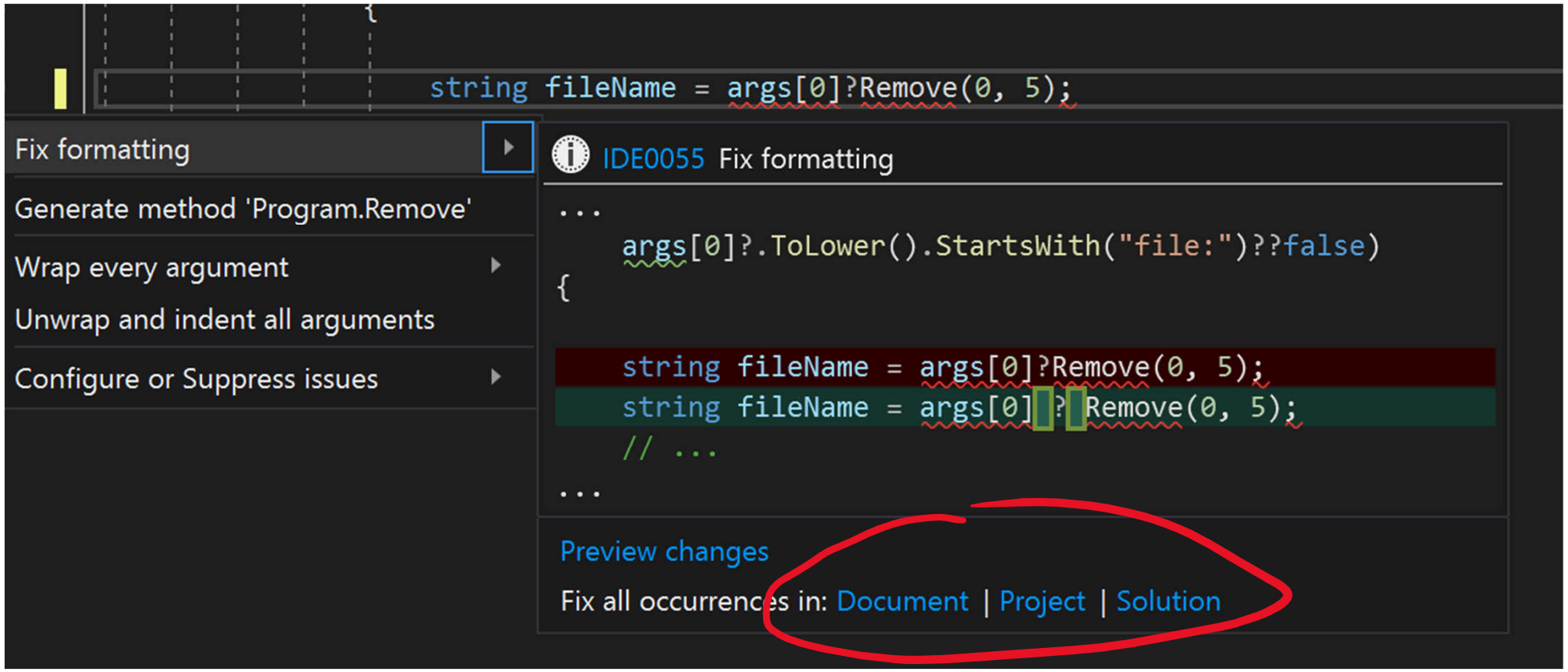


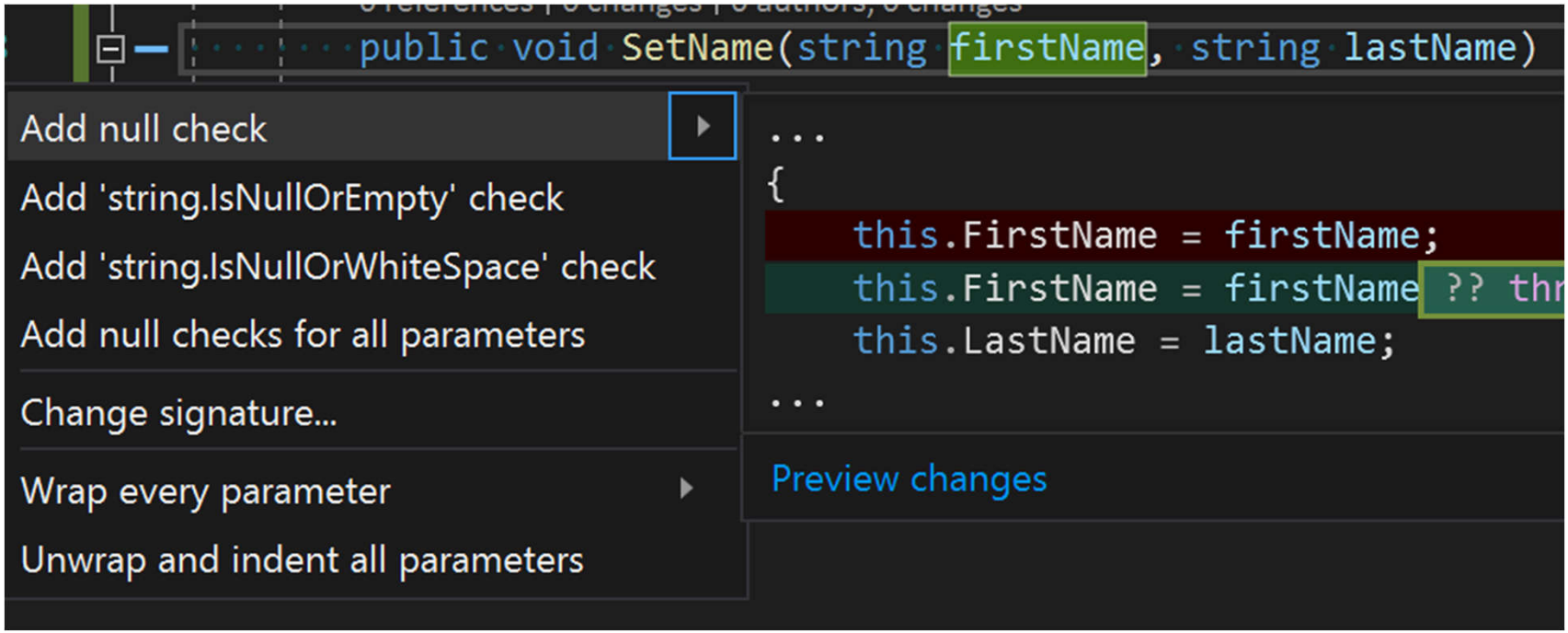
Refactoring Galore



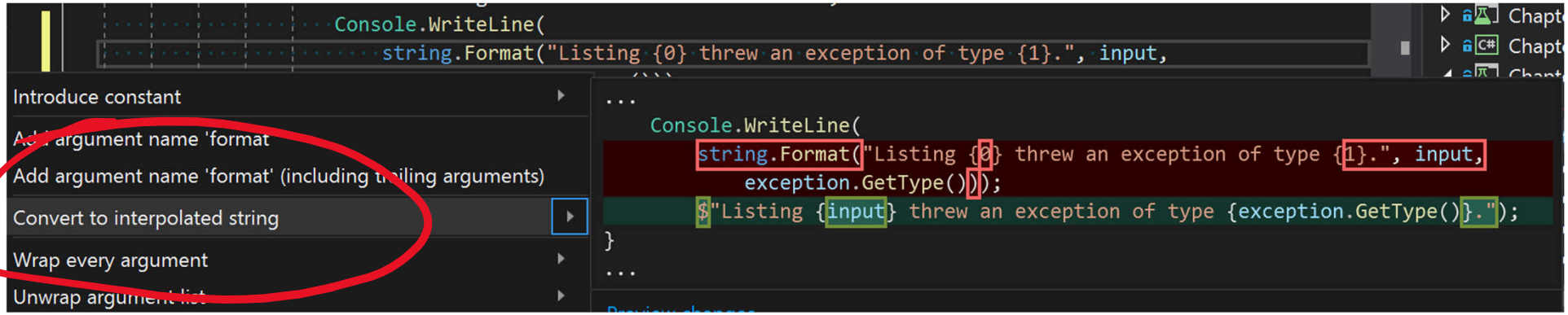
Apply Styles/Format issues in Bulk



Add Parameter Null Checking

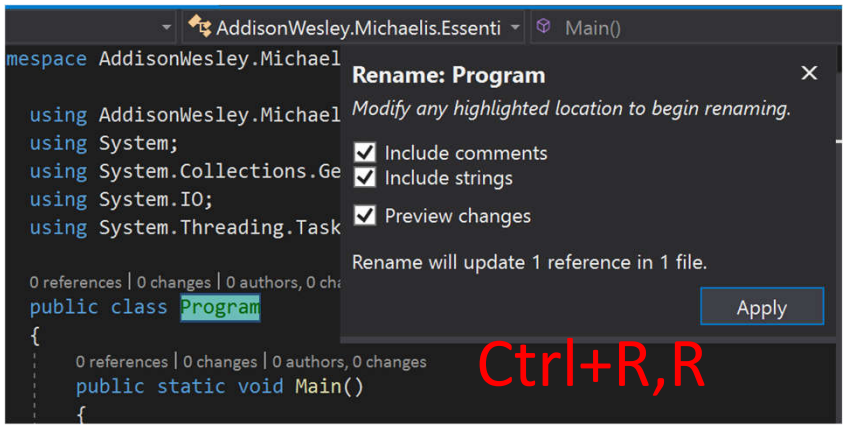


Convert to Interpolated String

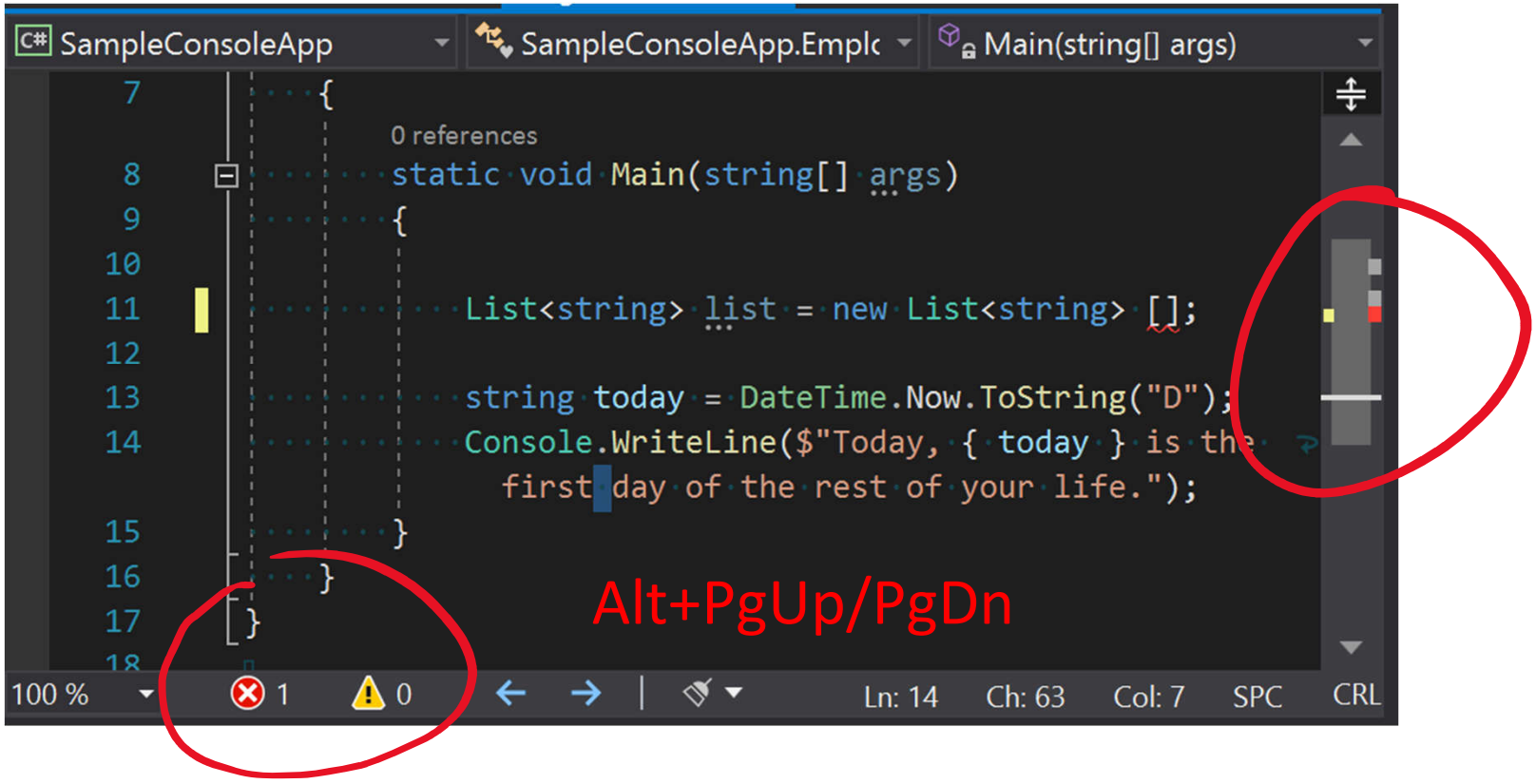


csproj Level Renames

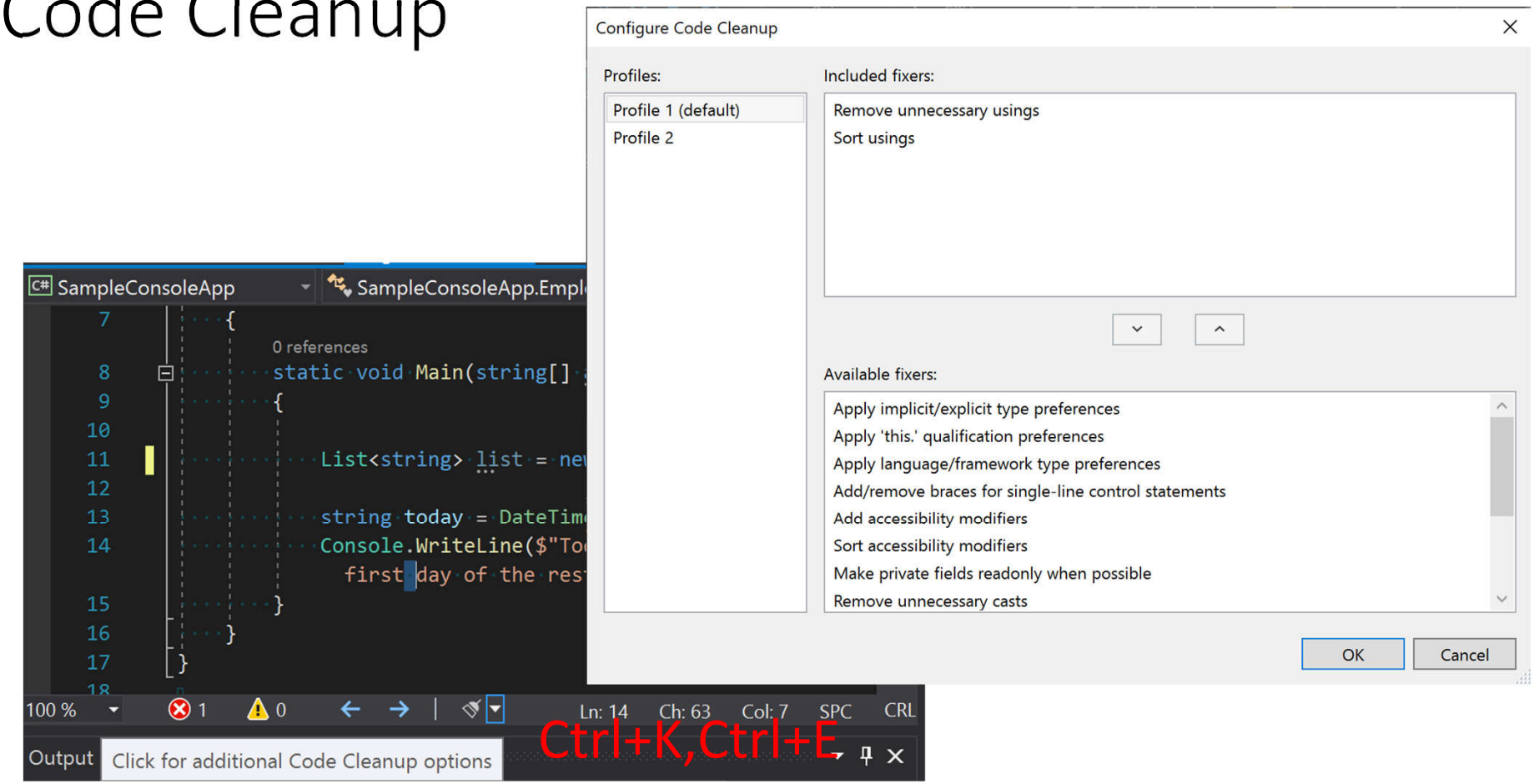
- Project Rename Updates Binary and Namespace default
- Renaming file when updating interface, enum, class (Ctrl+R,R)
- Introducing local variables after creating an initializer



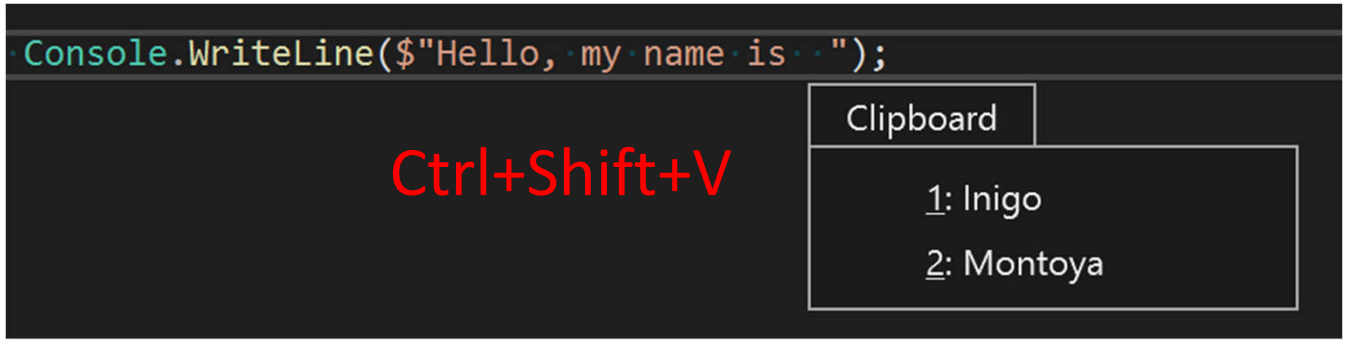
Document Health Indictor



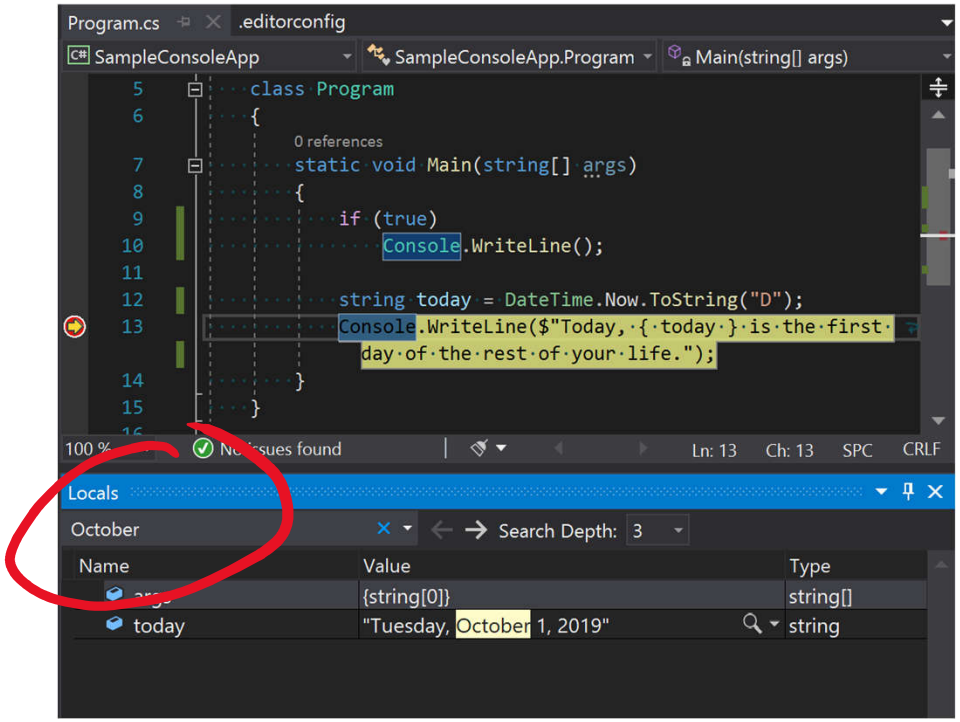
Code Cleanup



Clipboard Ring



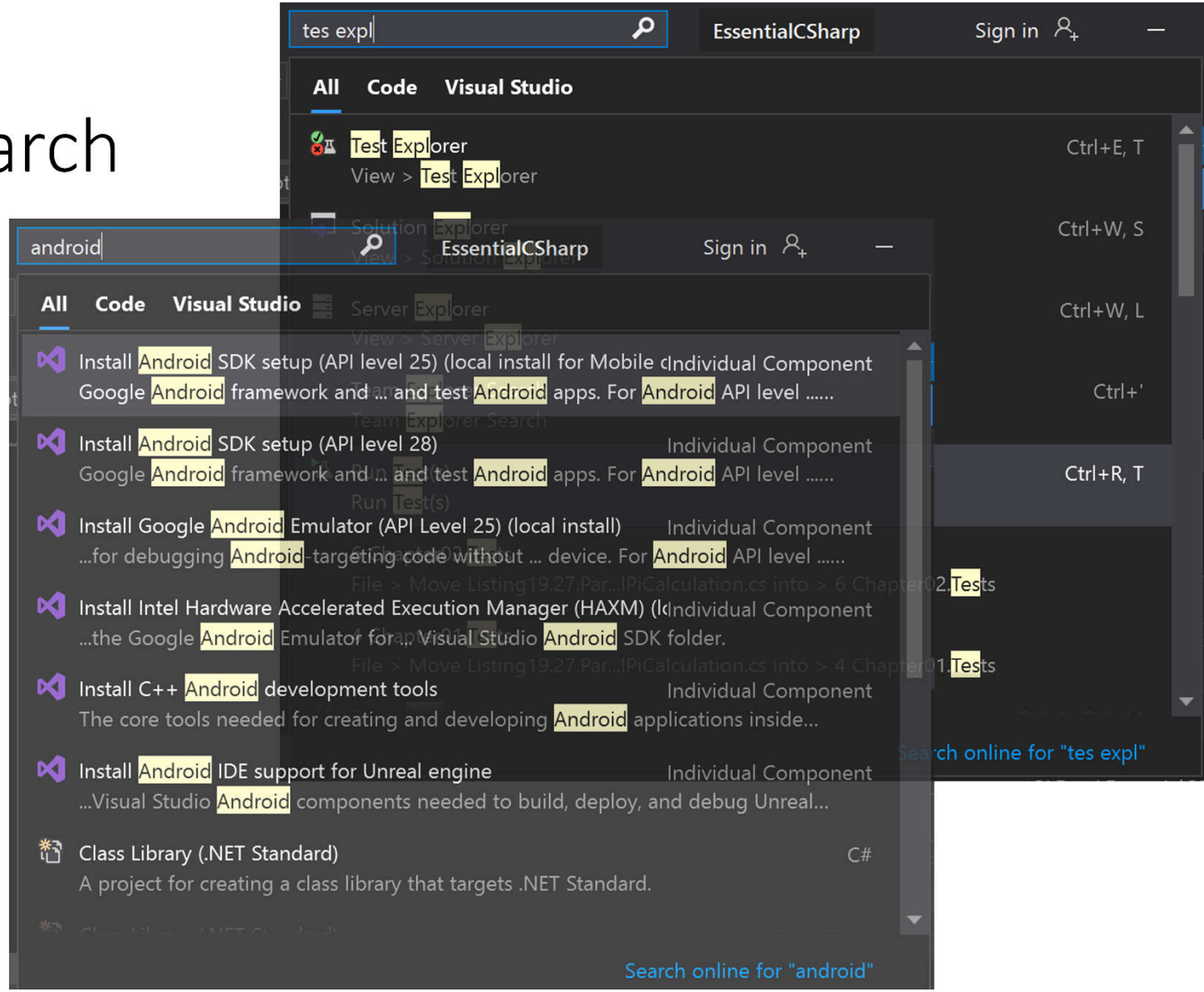
Search Variable Values When Debugging



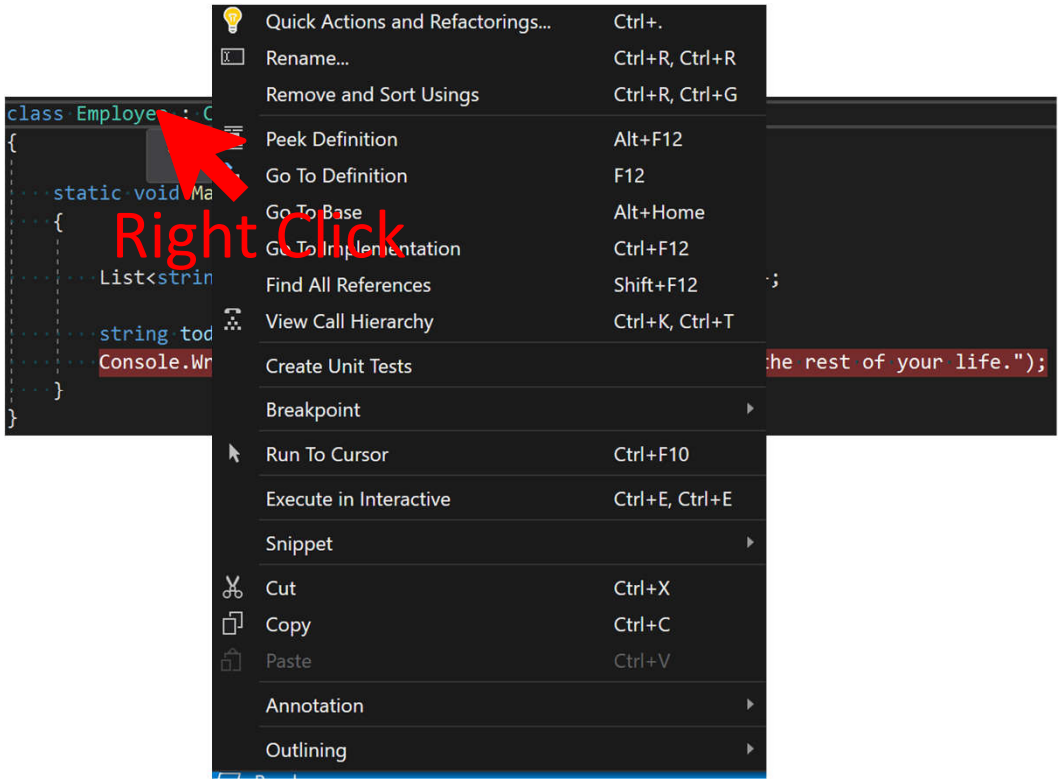
- Work in:
  - autos,
  - locals, and
  - watch window

Improved search

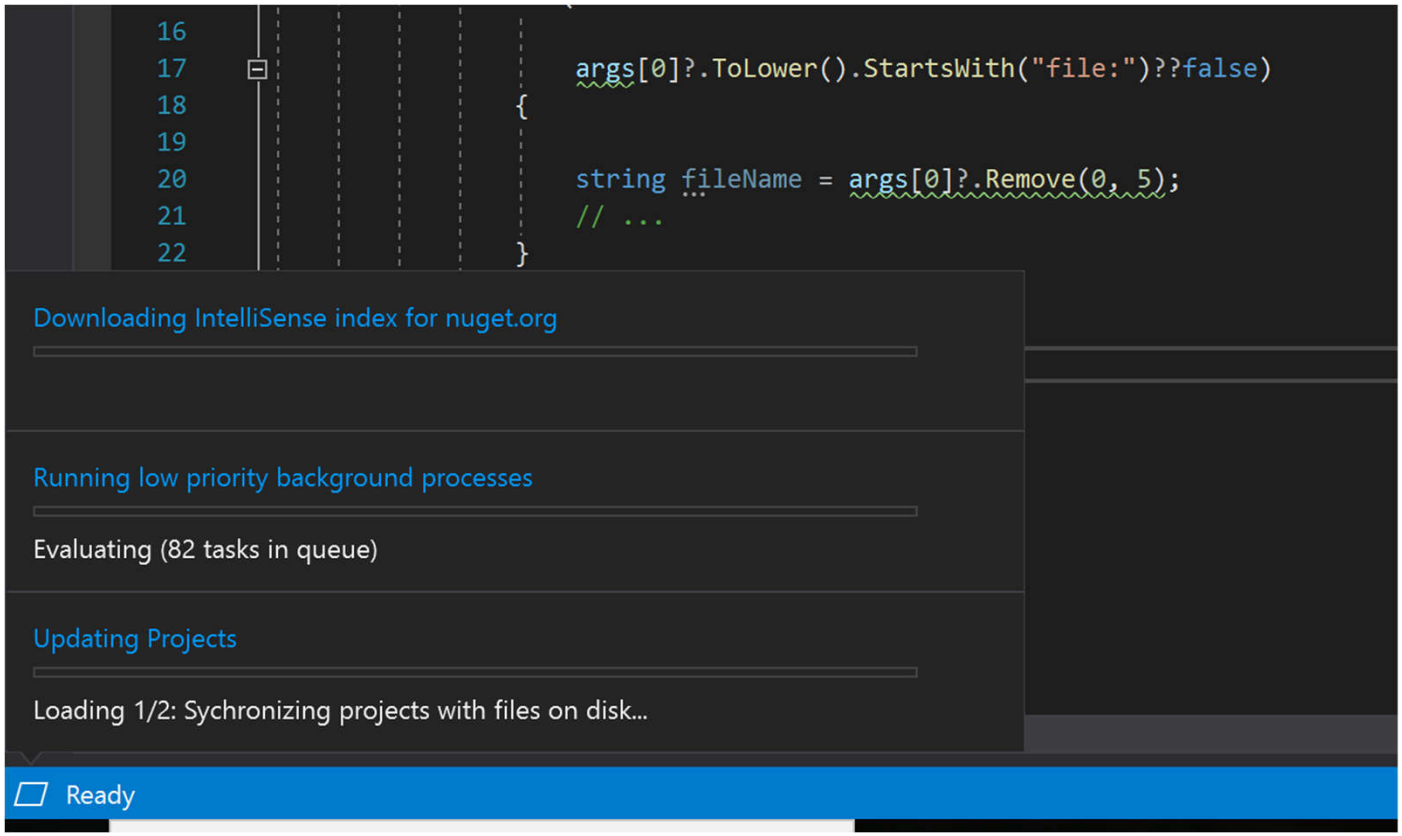
- Settings
- Commands
- Install Options



Navigation Between Constructs

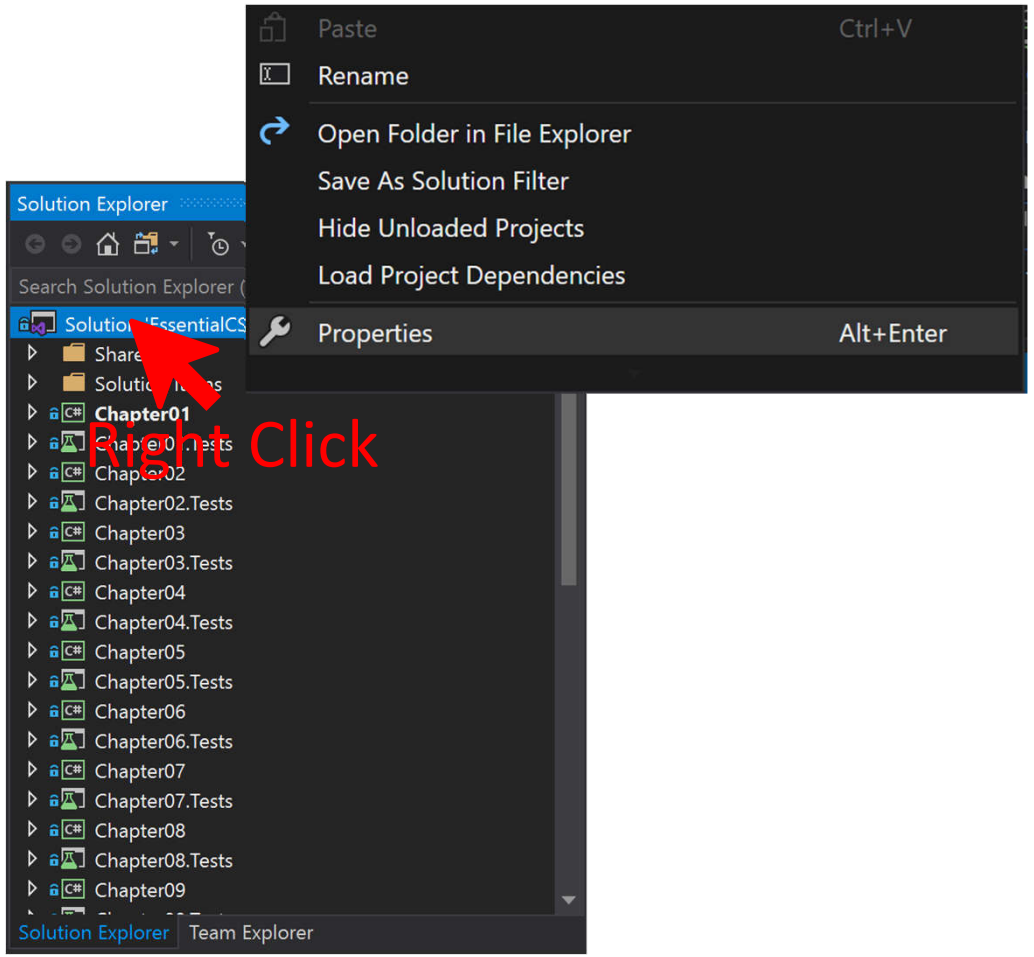


Solution Loading Performance Improvements

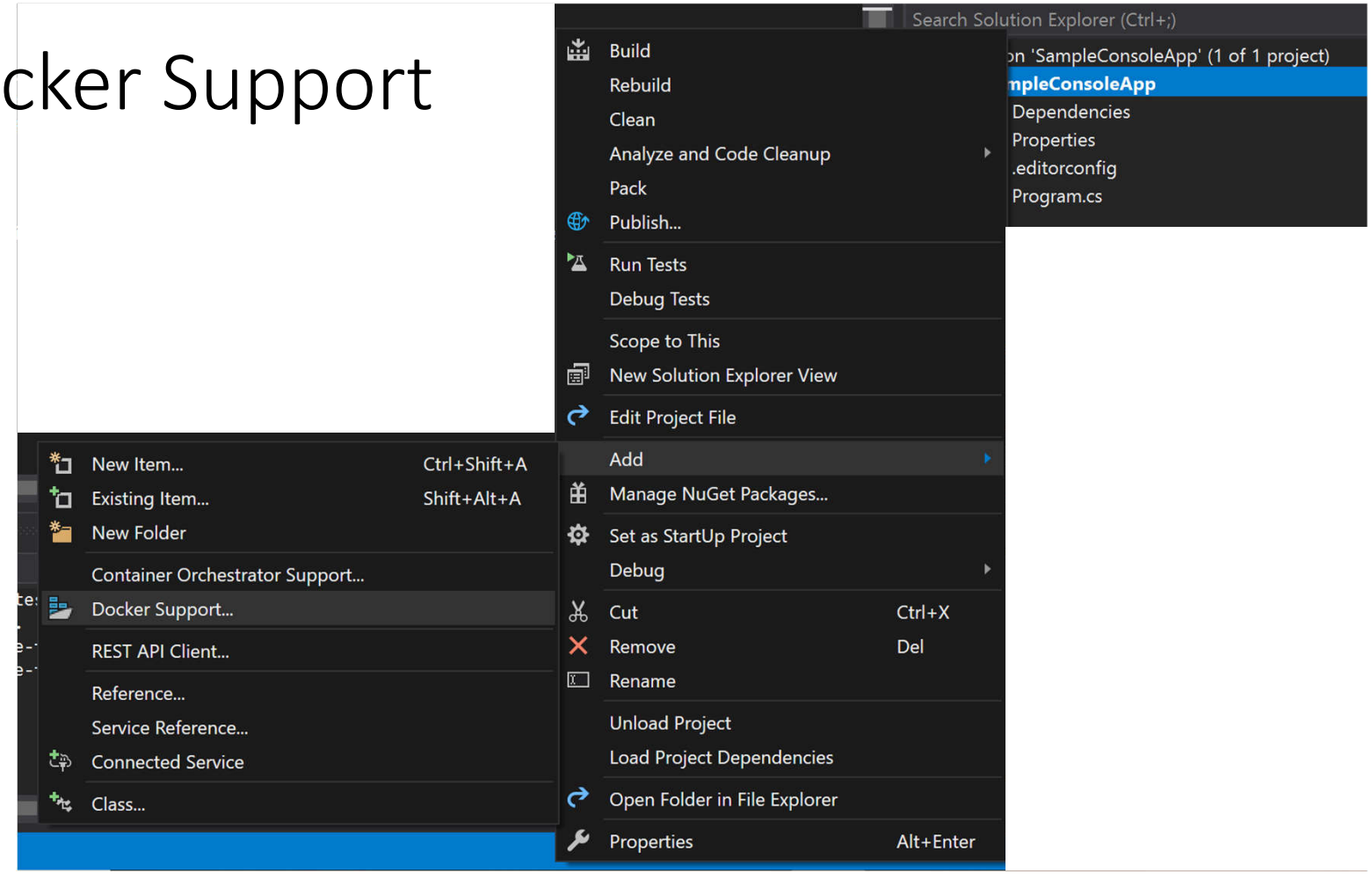


Solution Filters

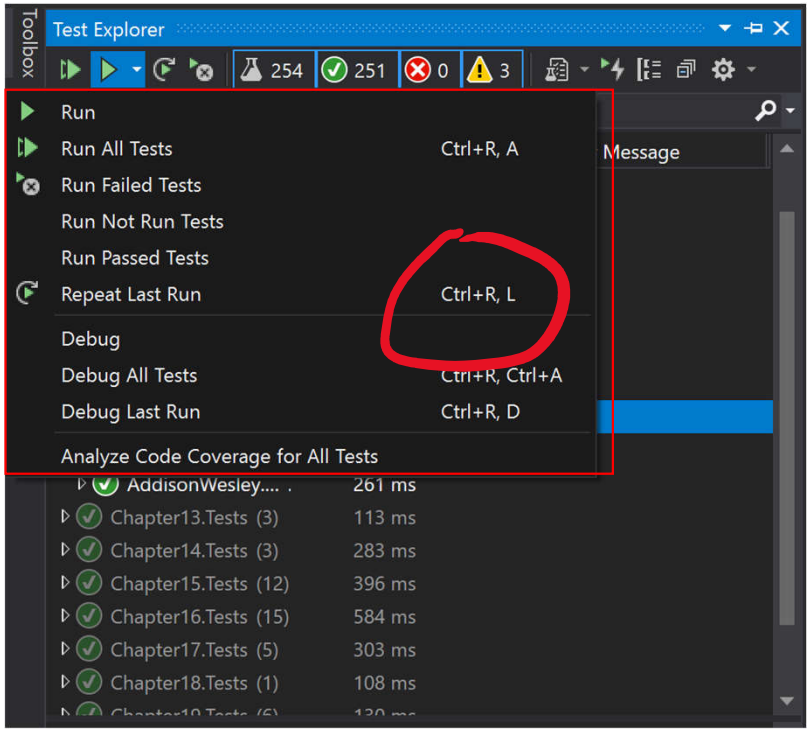
- Load solutions with projects unloaded
- Load project dependencies
- Save solution filters (slfn) – a JSON file

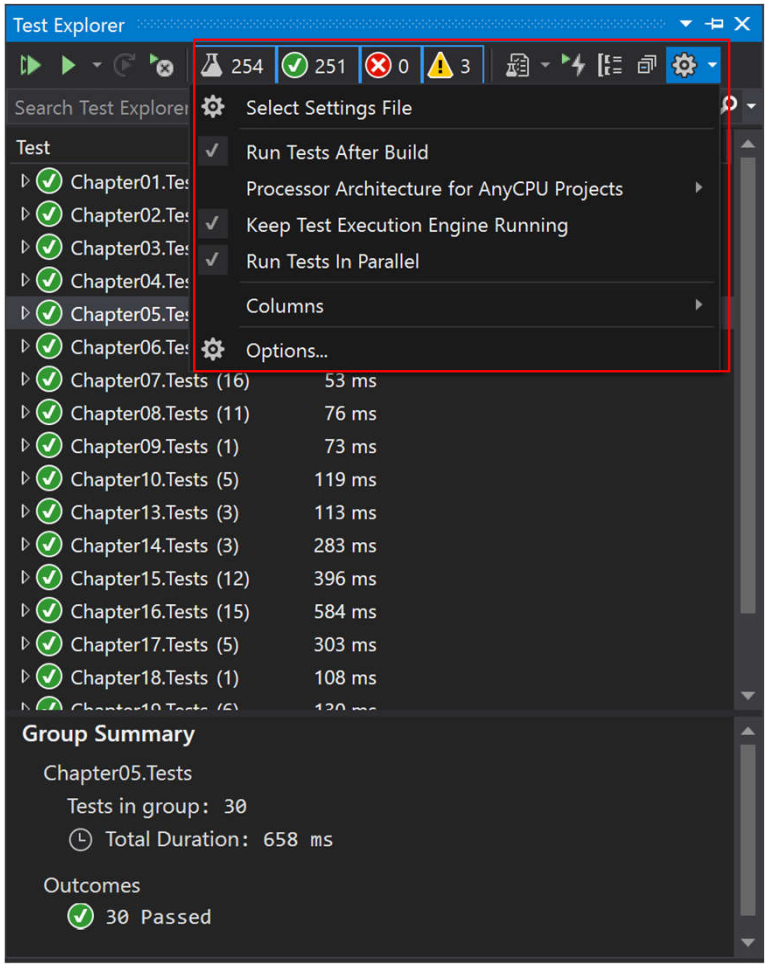


Add Docker Support

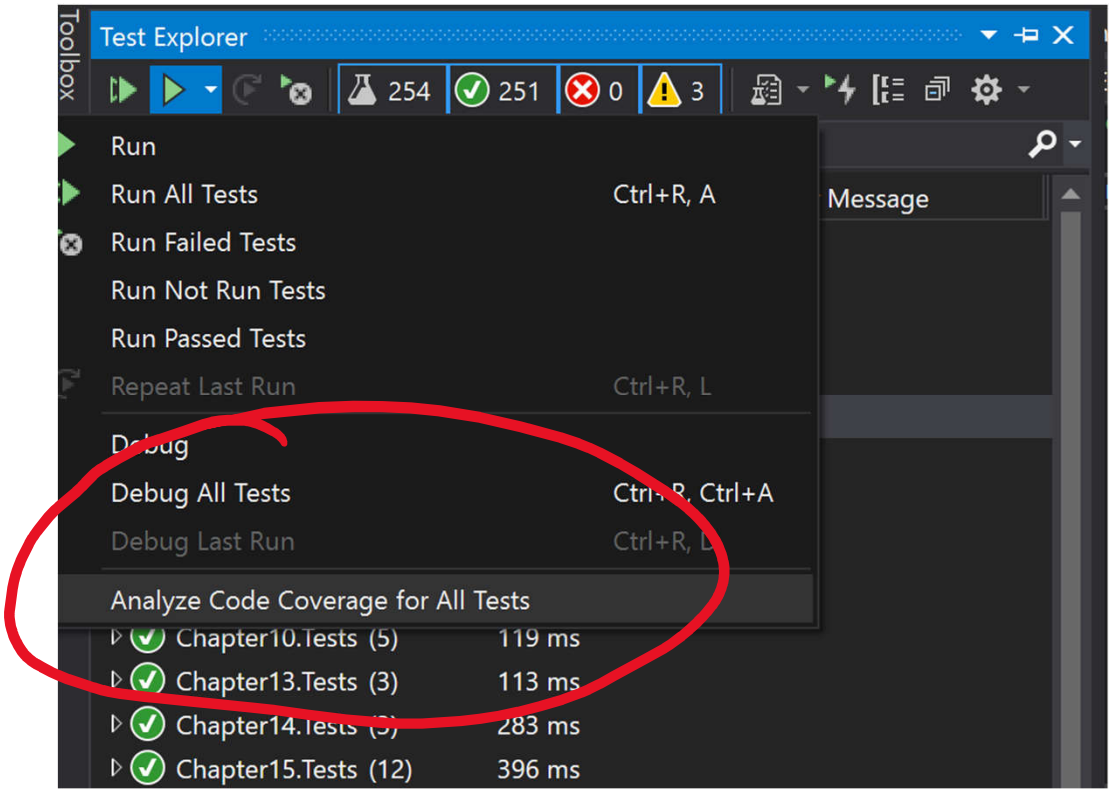


New and Improved Test Explorer

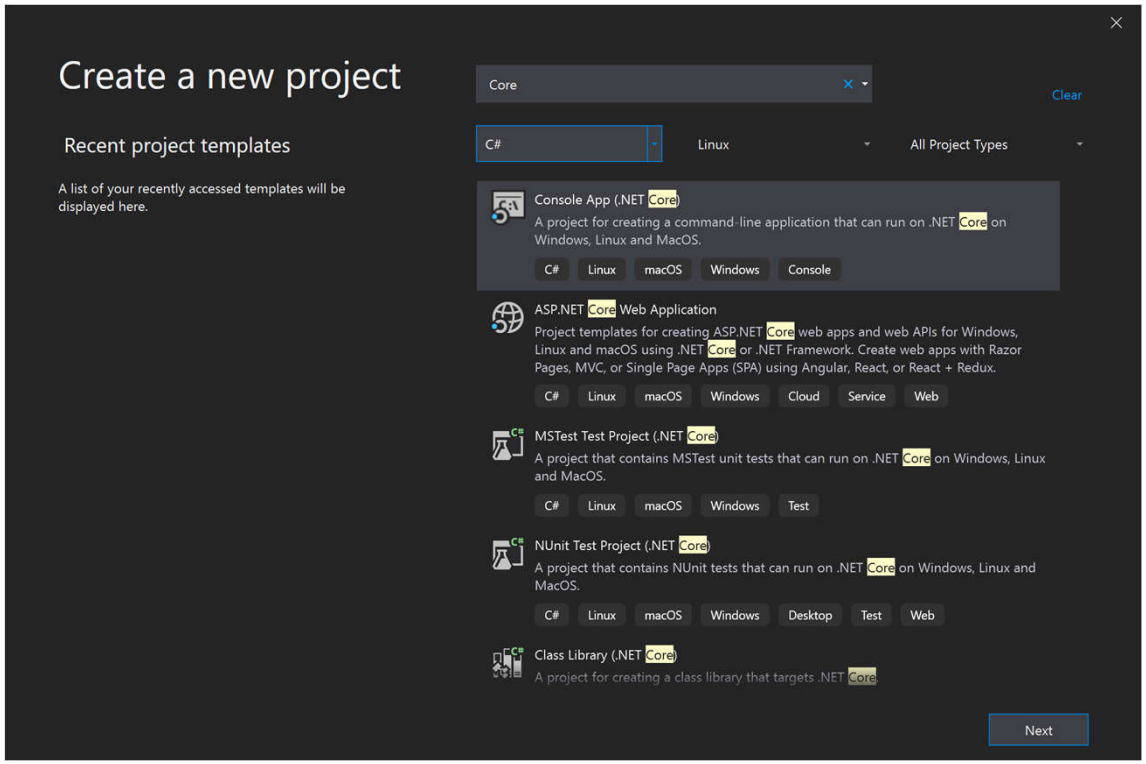


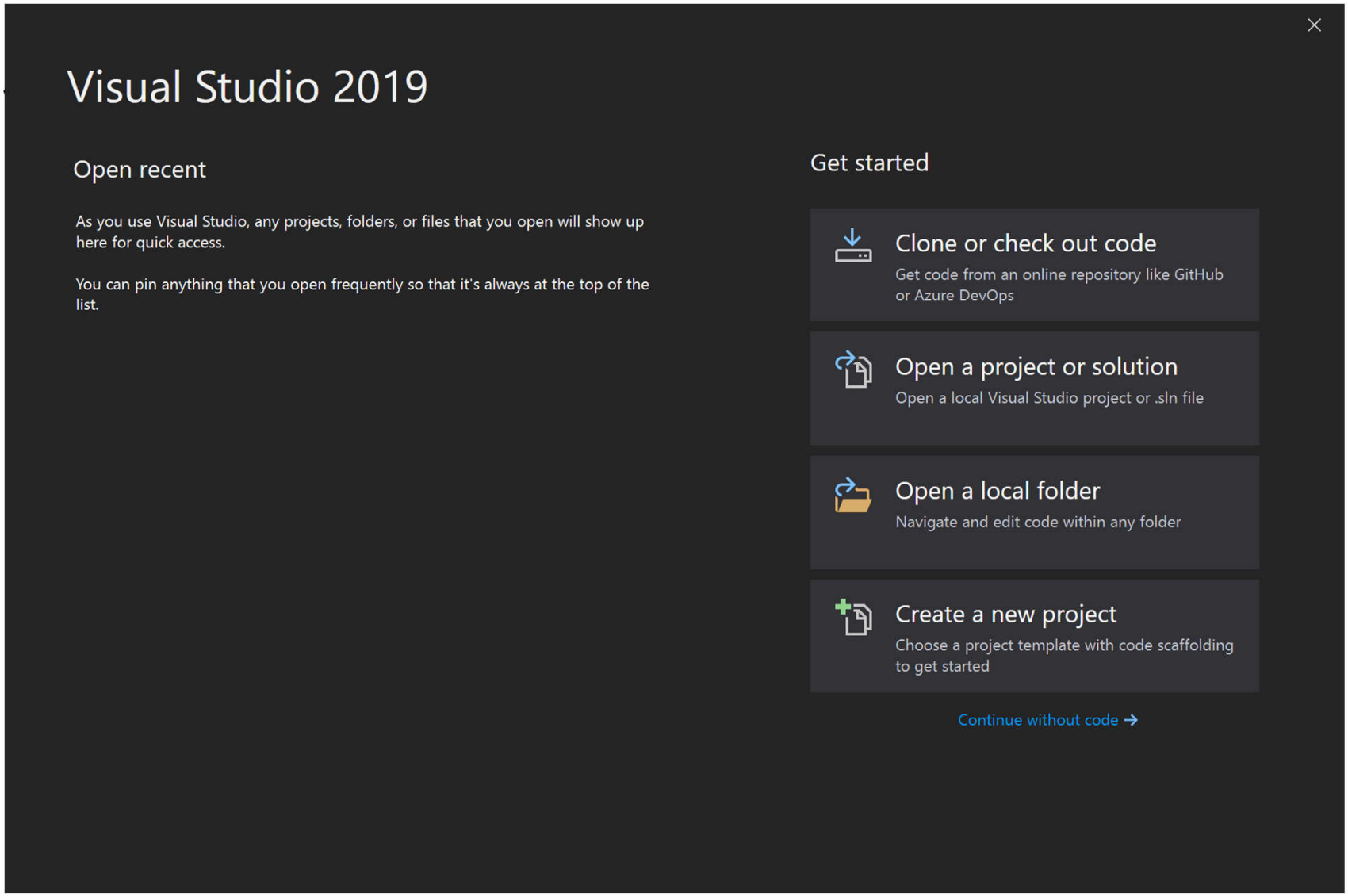


Code Coverage for .NET Core Unit Testing

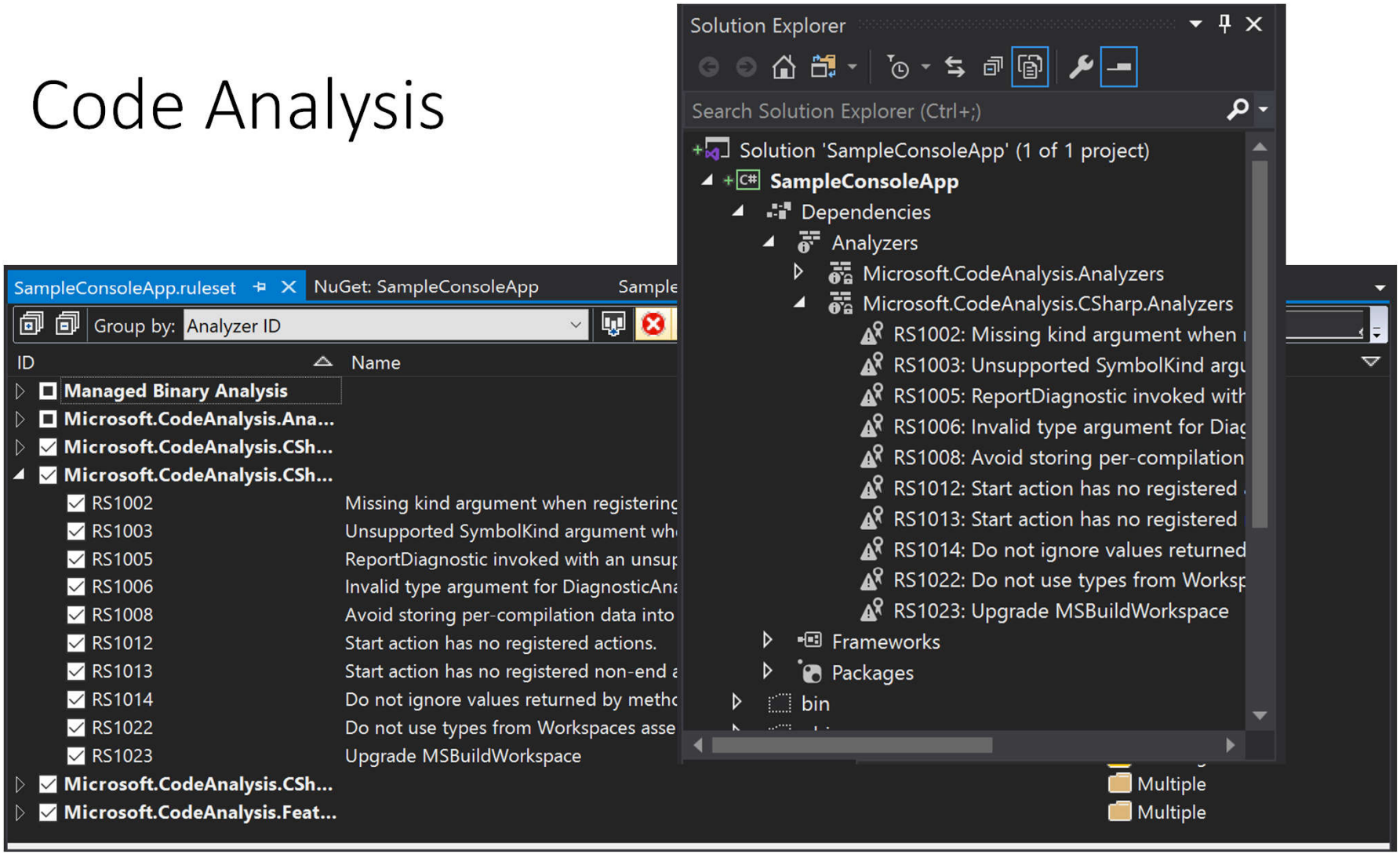


New Project Dialog

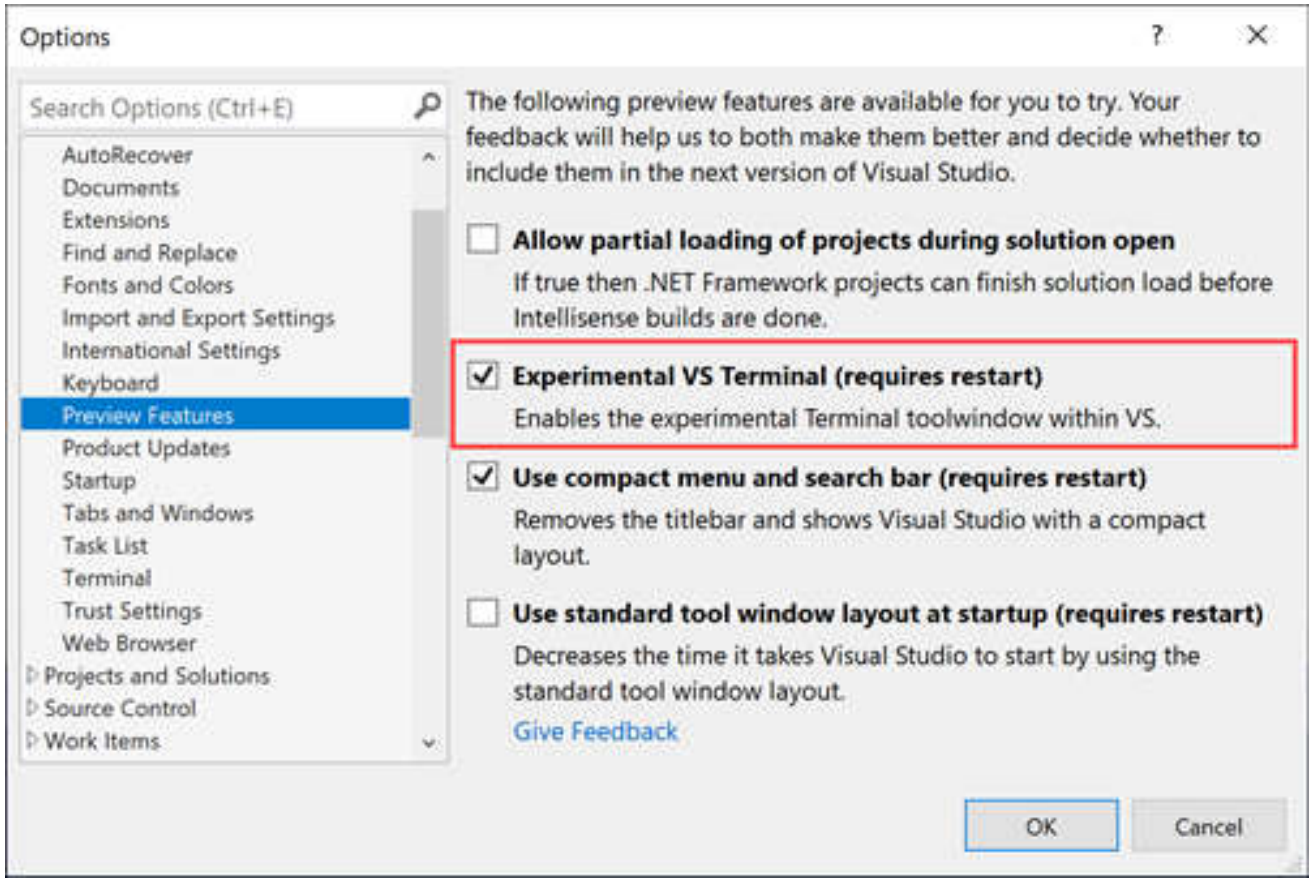



Visual Studio 2019
Open recent
As you use Visual Studio, any projects, folders, or files that you open will show up here for quick access.
You can pin anything that you open frequently so that it's always at the top of the list.
Get started
Clone or check out code
Get code from an online repository like GitHub or Azure DevOps
Open a project or solution
Open a local Visual Studio project or .sln file
Open a local folder
Navigate and edit code within any folder
Create a new project
Choose a project template with code scaffolding to get started
Continue without code →

Code Analysis



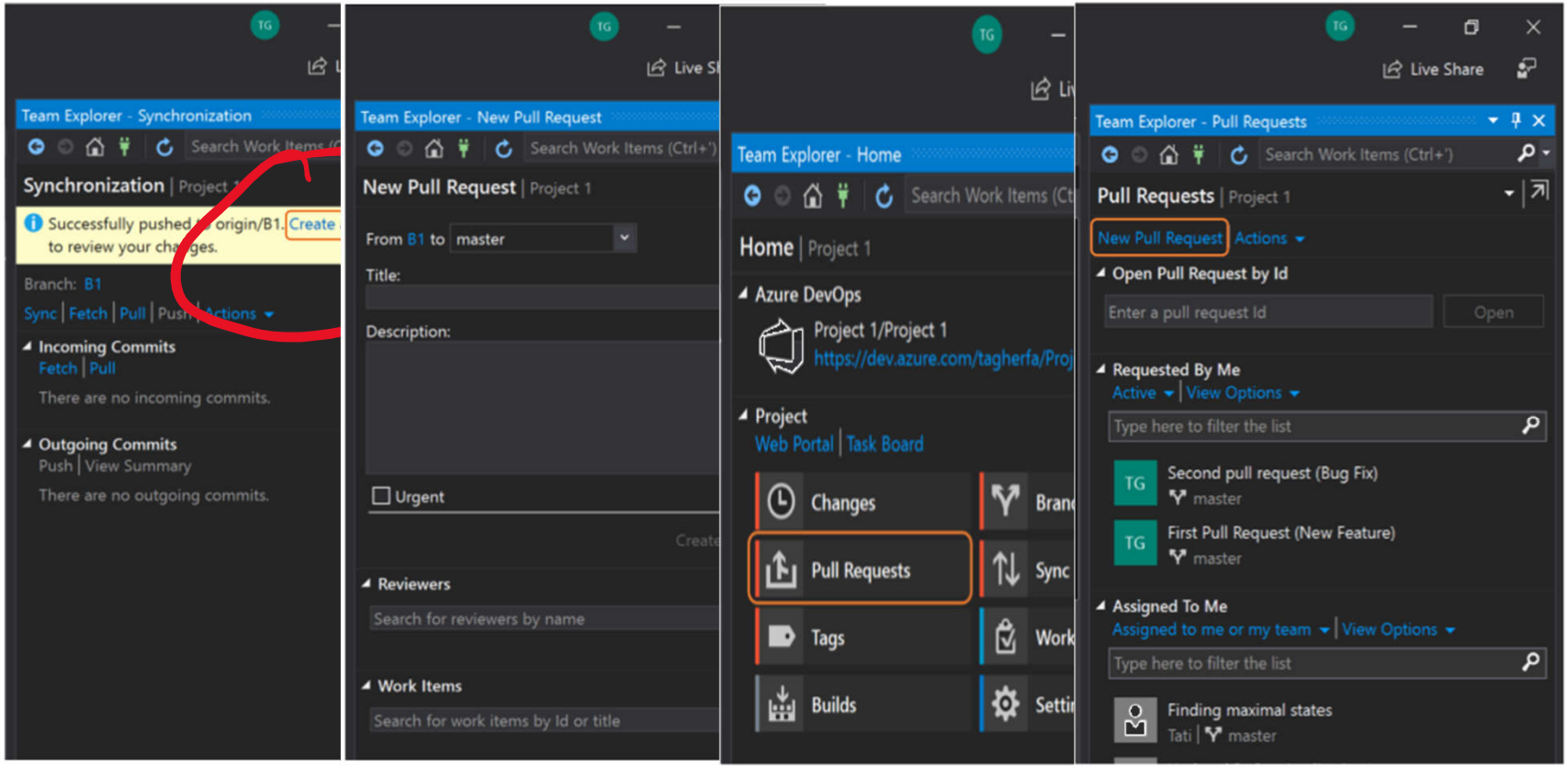
Visual Studio Terminal



.NET Core Updates

- Support for Nullable
- .NET Core 3.0
- .NET Framework 4.8
- F# 4.7

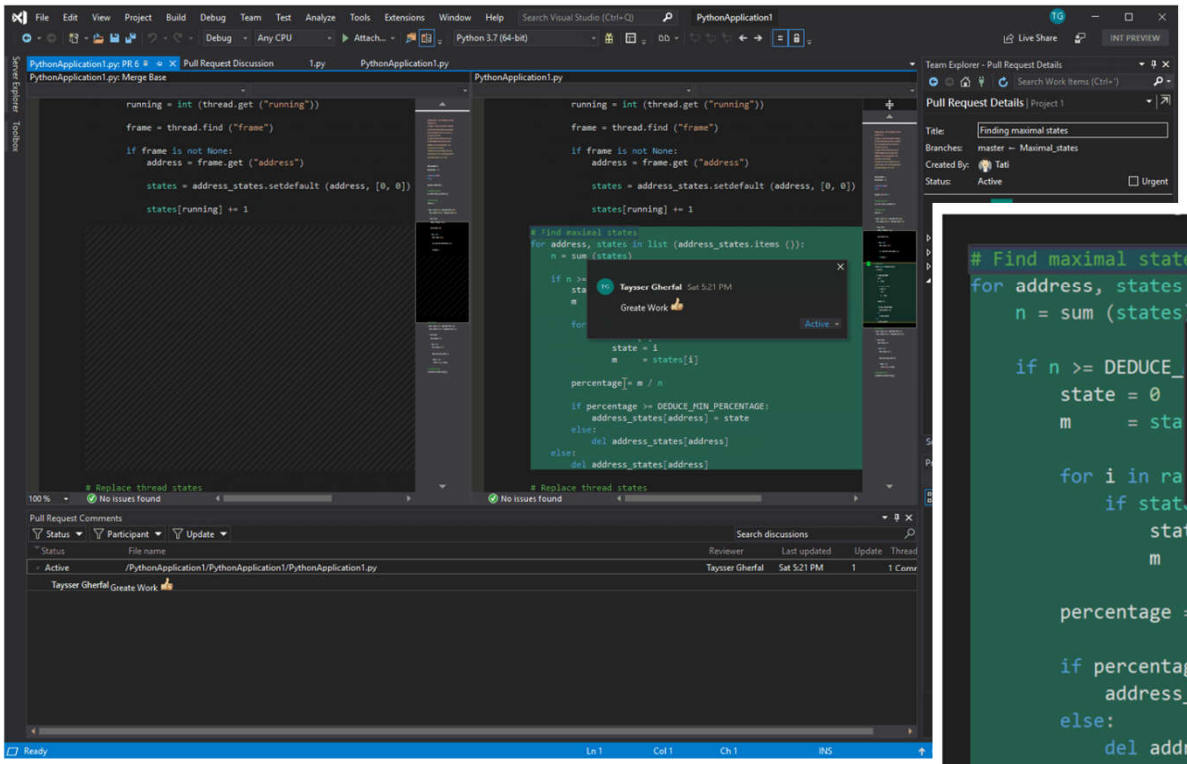
Pull Request: GitHub/Azure DevOps Integration

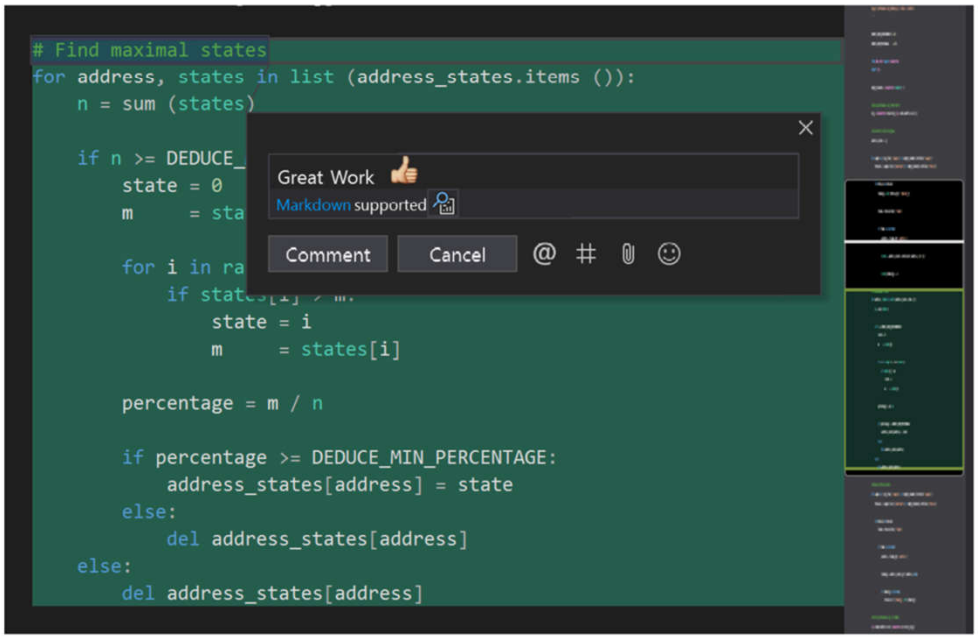


Creating a pull request right a *New pull request form* *Team Explorer's home page* *Pull requests page*

https://devblogs.microsoft.com/visualstudio/code-reviews-using-the-visual-studio-pull-requests-extension/

Pull Request: Review Pull Requests





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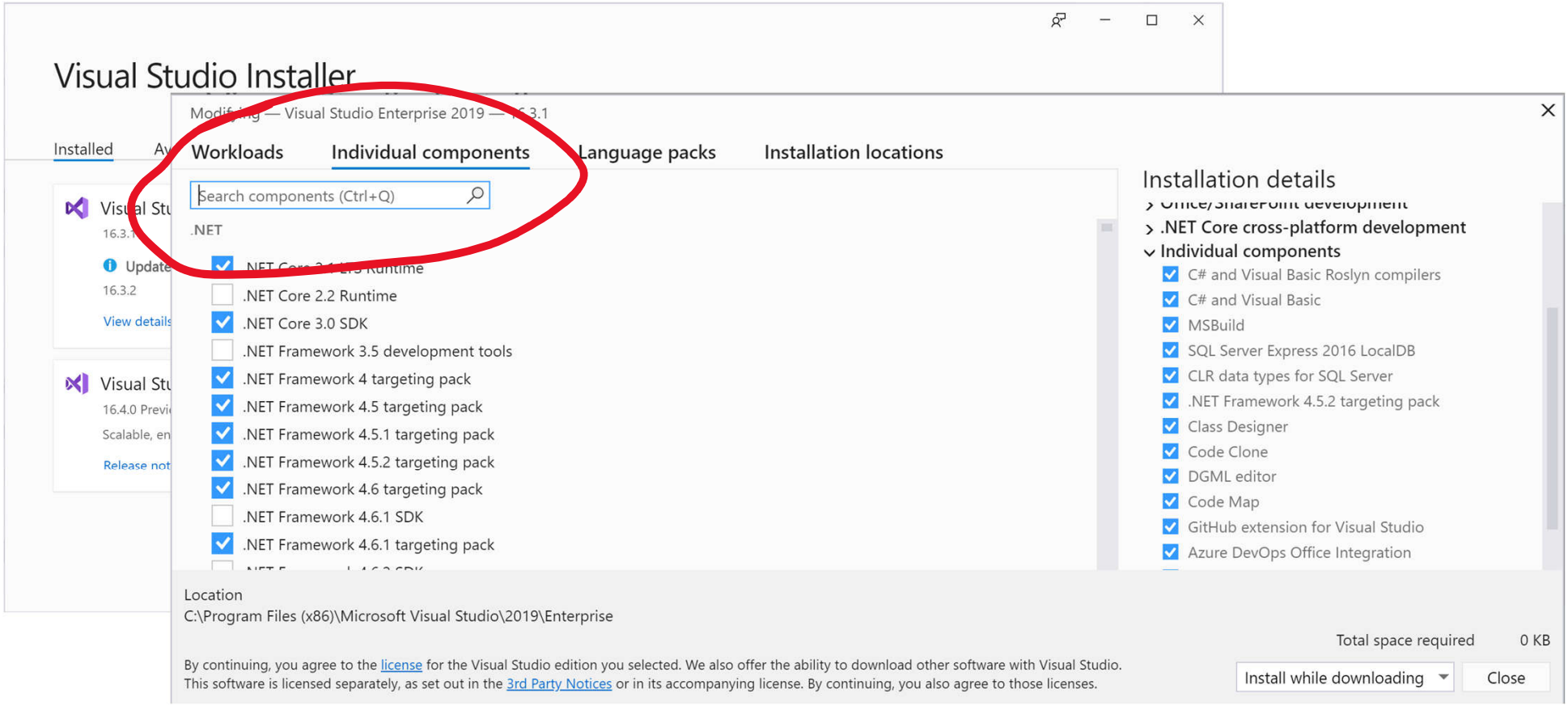
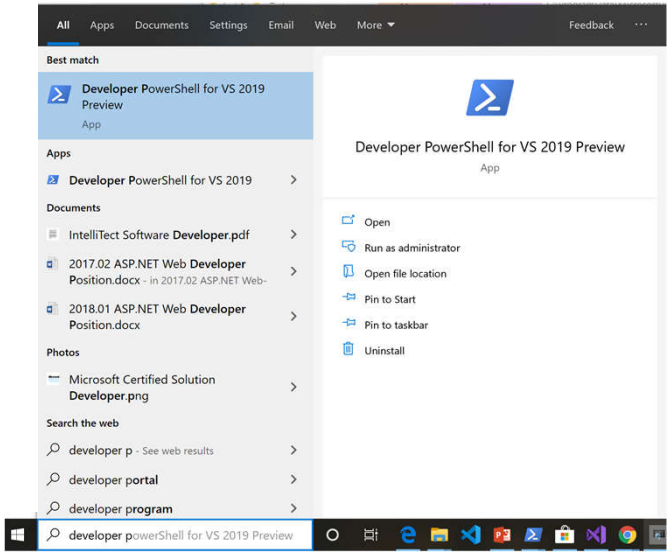
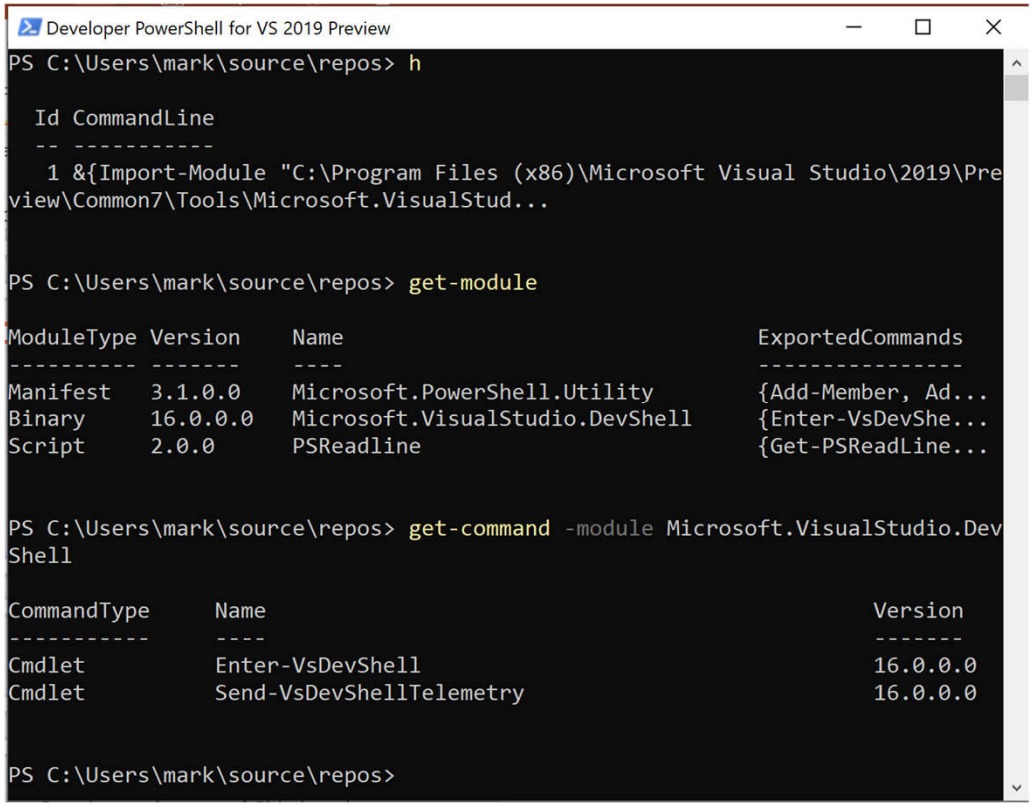
Installer… side-by-side, search,



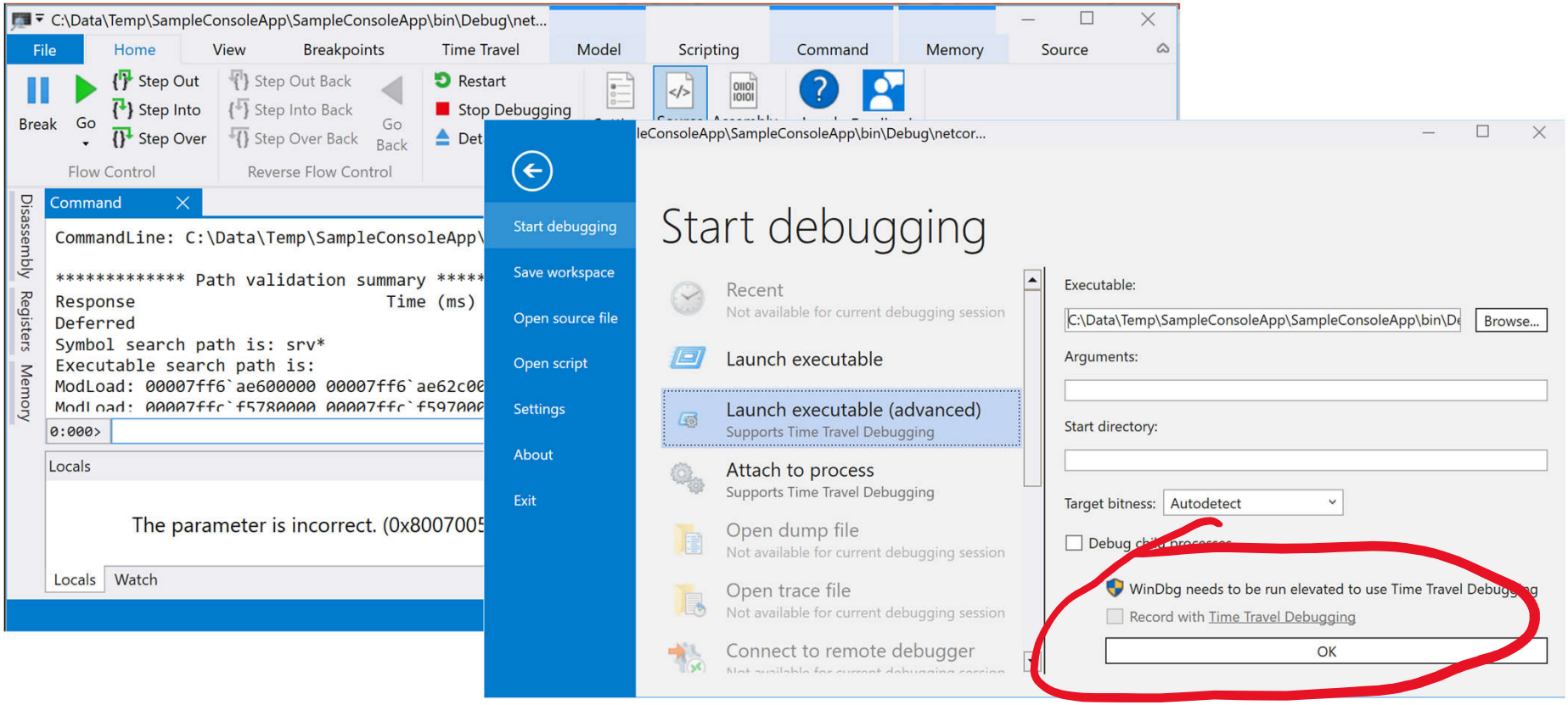
Developer PowerShell





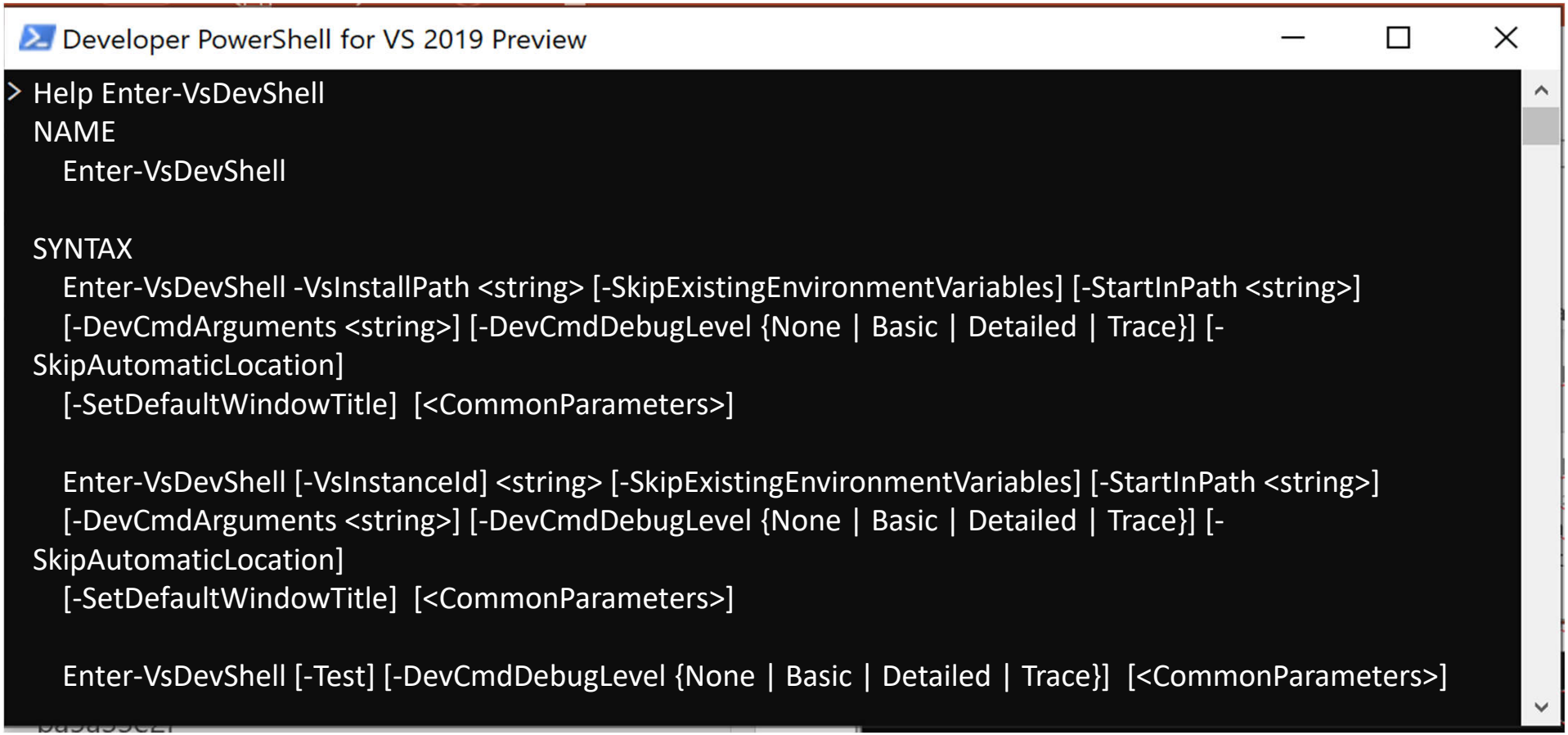

```
C:\Windows\SysWOW64\WindowsPowerShell\v1.0\powershell.exe -NoExit -Command "&amp;amp; { Import-Module .\Common7\Tools\vsdevshell\Microsoft.VisualStudio.DevShell.dll; Enter-VsDevShell -InstanceId ba5a33e2}“
```

Time Travel Debugging (TTD)



https://docs.microsoft.com/en-us/windows-hardware/drivers/debugger/debugging-using-windbg-preview

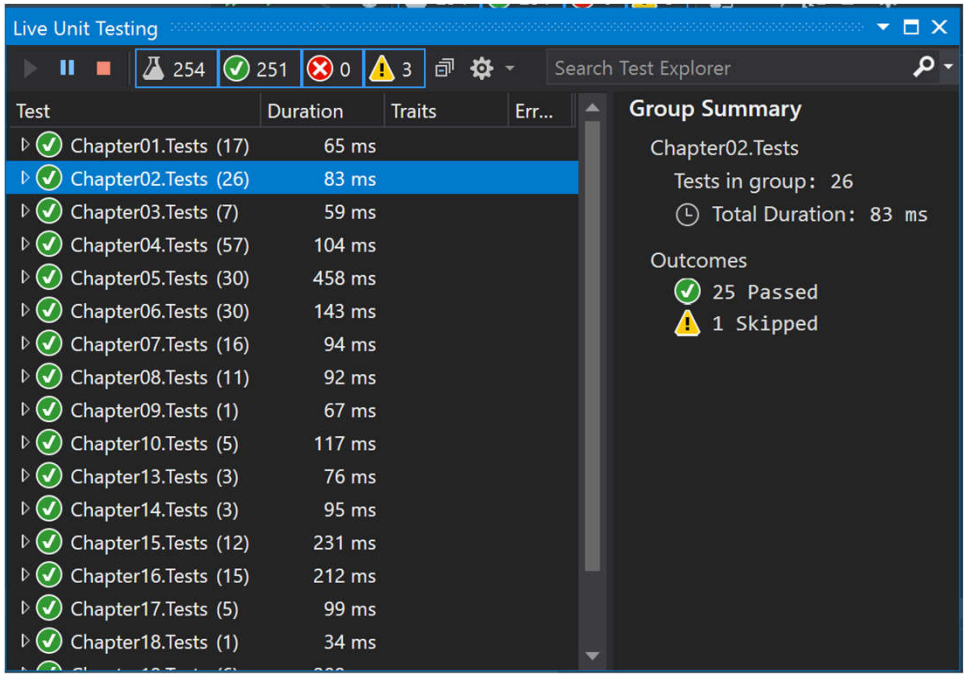
Enter-VsDevShell



TECHORAMA

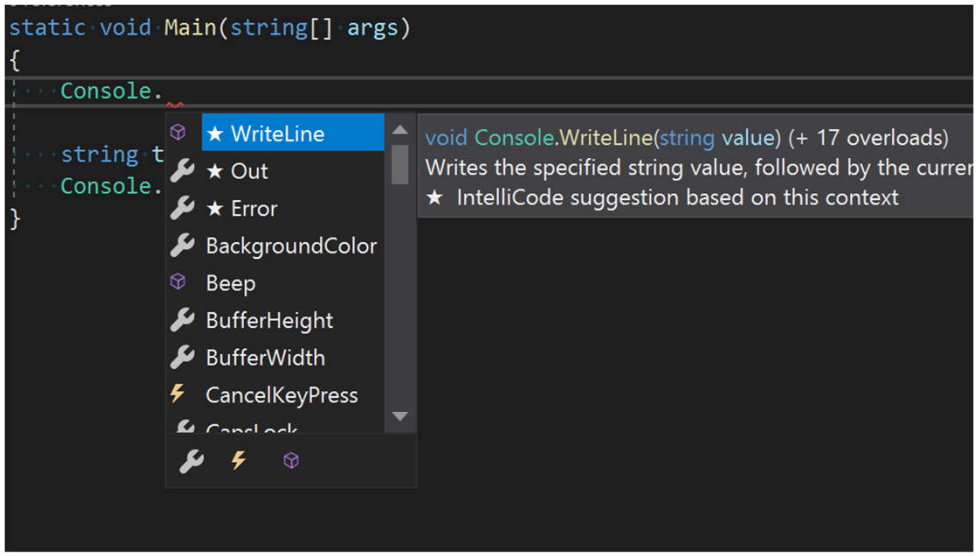
Visual Studio Enterprise

Live Unit Testing



IntelliCode

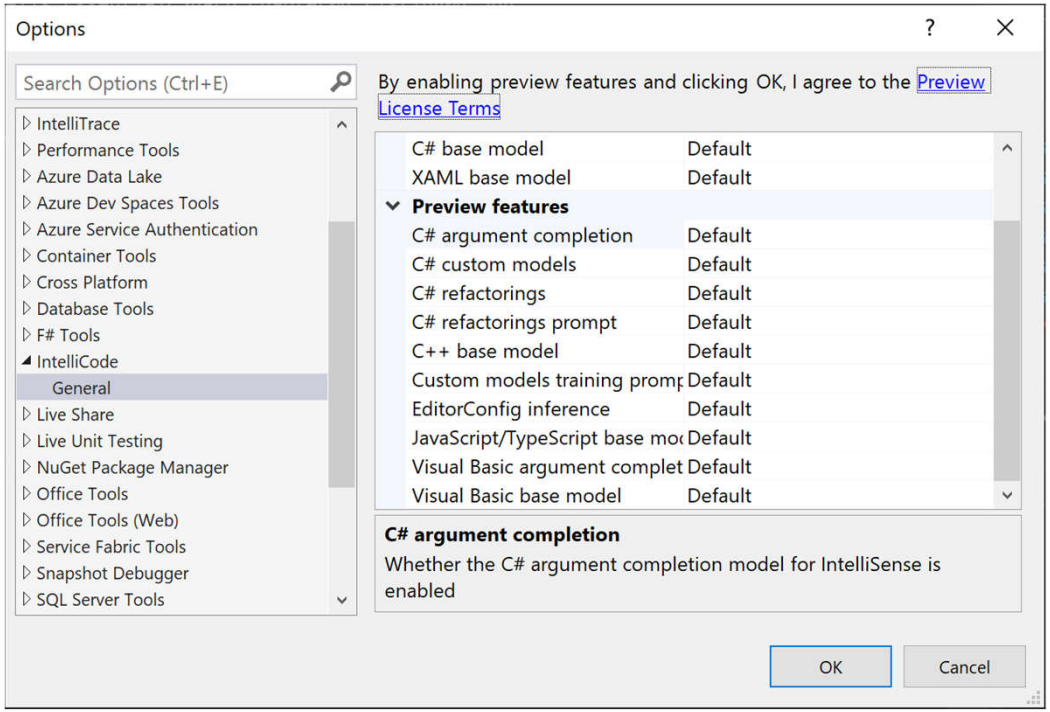
- Get AI-assisted recommendations
- Based on code scans of Github and your own local code base to create a machine learning model.



IntelliCode

- Recommendations for your types, based on your code (Preview -C#)
- Argument Completion (Preview)
- Inferring code style and formatting conventions (Preview)
- Deliver context-aware code completions
- Guide developers to adhere to the patterns and styles of their team
- Find difficult-to-catch code issues
- Focus code reviews by drawing attention to areas that really matter

IntelliCode Configuration



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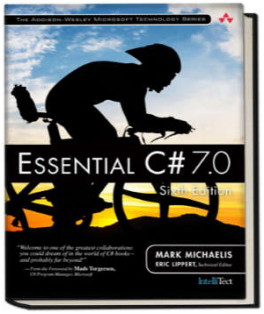

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