

'Universal' Windows adds .NET Standard 2.0 support

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Universal Windows Platform (UWP) of Microsoft, an attempt to support the development of applications on all devices running Windows 10, now supports .NET Standard 2.0 for .NET sync.

The move came shortly after Microsoft revealed that it was discontinuing Windows Mobile development for mobile phones, making the Windows Universal applications less landfill. In fact, Microsoft has expanded support for Android and iOS on more development tools when deciding to abandon the mobile market, leaving Google and Apple.

UWP still promises to support Windows 10 application development for PC, game consoles on Xbox and HoloLens augmented reality glasses.



Despite giving up on mobile phones and tablets, Microsoft did not give up with UWP

.NET Standard 2.0 support for UWP uses APIs for all .NET platforms, including .NET Framework 4.6.1, Mono 5.4 and Xamarin. UWP supports .NET Standard 2.0 which will make it more equal to other .NET implementations.

You can update .NET Standard 2.0 via Visual Studio 2017 15.4 IDE. Developers need to head to Windows 10 Fall Creators Update.

UWP has been criticized for being considered a 'closed platform' and suspected of compatibility. But Microsoft continues to grow, with UWP updates in early 2017 and supporting .NET Standard 2.0 this week.

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