

# .gitignore

```
## Ignore Visual Studio temporary files, build results, and
## files generated by popular Visual Studio add-ons.
##
## Get latest from https://github.com/github/gitignore/blob/master/VisualStudio.gitignore

# User-specific files
*.rsuser
*.suo
*.user
*.userosscache
*.sln.docstates

# User-specific files (MonoDevelop/Xamarin Studio)
*.userprefs

# Mono auto generated files
mono_crash.*

# Build results
[Dd]ebug/
[Dd]ebugPublic/
[Rr]elease/
[Rr]eleases/
x64/
x86/
[Ww][lI][Nn]32/
[Aa][Rr][Mm]/
[Aa][Rr][Mm]64/
bld/
[Bb]in/
[Oo]bj/
[Oo]ut/
[LI]og/
[LI]ogs/

# Visual Studio 2015/2017 cache/options directory
.vs/
# Uncomment if you have tasks that create the project's static files in wwwroot
#wwwroot/
```

# Visual Studio 2017 auto generated files  
Generated\ Files/

# MSTest test Results  
[Tt]est[Rr]esult\*/  
[Bb]uild[LI]og.\*

# NUnit  
\*.VisualState.xml  
TestResult.xml  
nunit-\*.xml

# Build Results of an ATL Project  
[Dd]ebugPS/  
[Rr]eleasePS/  
dlldata.c

# Benchmark Results  
BenchmarkDotNet.Artifacts/

# .NET Core  
project.lock.json  
project.fragment.lock.json  
artifacts/

# ASP.NET Scaffolding  
ScaffoldingReadMe.txt

# StyleCop  
StyleCopReport.xml

# Files built by Visual Studio  
\*\_i.c  
\*\_p.c  
\*\_h.h  
\*.ilk  
\*.meta  
\*.obj  
\*.iobj  
\*.pch  
\*.pdb  
\*.ipdb  
\*.pgc  
\*.pgd  
\*.rsp  
\*.sbr  
\*.tlb

- \*.tli
- \*.tlh
- \*.tmp
- \*.tmp\_proj
- \*\_wpftmp.csproj
- \*.log
- \*.vspssc
- \*.vssssc
- .builds
- \*.pidb
- \*.svclog
- \*.scc

# Chutzpah Test files  
\_Chutzpah\*

# Visual C++ cache files  
ipch/  
\*.aps  
\*.ncb  
\*.opendb  
\*.opensdf  
\*.sdf  
\*.cachefile  
\*.VC.db  
\*.VC.VC.opendb

# Visual Studio profiler  
\*.psess  
\*.vsp  
\*.vspx  
\*.sap

# Visual Studio Trace Files  
\*.e2e

# TFS 2012 Local Workspace  
\$tf/

# Guidance Automation Toolkit  
\*.gpState

# ReSharper is a .NET coding add-in  
\_ReSharper\*/  
\*.[Rr]e[Ss]harper  
\*.DotSettings.user

# TeamCity is a build add-in  
\_TeamCity\*

# DotCover is a Code Coverage Tool  
\*.dotCover

# AxoCover is a Code Coverage Tool  
.axoCover/\*  
!.axoCover/settings.json

# Coverlet is a free, cross platform Code Coverage Tool  
coverage\*.json  
coverage\*.xml  
coverage\*.info

# Visual Studio code coverage results  
\*.coverage  
\*.coveragexml

# NCrunch  
\_NCrunch\_\*  
.\*crunch\*.local.xml  
nCrunchTemp\_\*

# MightyMoose  
\*.mm.\*  
AutoTest.Net/

# Web workbench (sass)  
.sass-cache/

# Installshield output folder  
[Ee]xpress/

# DocProject is a documentation generator add-in  
DocProject/buildhelp/  
DocProject/Help/\*.HxT  
DocProject/Help/\*.HxC  
DocProject/Help/\*.hhc  
DocProject/Help/\*.hhk  
DocProject/Help/\*.hhp  
DocProject/Help/Html2  
DocProject/Help/html

# Click-Once directory  
publish/

```
# Publish Web Output
*.[Pp]ublish.xml
*.azurePubxml
# Note: Comment the next line if you want to checkin your web deploy settings,
# but database connection strings (with potential passwords) will be unencrypted
*.pubxml
*.publishproj

# Microsoft Azure Web App publish settings. Comment the next line if you want to
# checkin your Azure Web App publish settings, but sensitive information contained
# in these scripts will be unencrypted
PublishScripts/

# NuGet Packages
*.nupkg
# NuGet Symbol Packages
*.snupkg
# The packages folder can be ignored because of Package Restore
**/[Pp]ackages/*
# except build/, which is used as an MSBuild target.
!**/[Pp]ackages/build/
# Uncomment if necessary however generally it will be regenerated when needed
#!**/[Pp]ackages/repositories.config
# NuGet v3's project.json files produces more ignorable files
*.nuget.props
*.nuget.targets

# Microsoft Azure Build Output
csx/
*.build.csdef

# Microsoft Azure Emulator
ecf/
rcf/

# Windows Store app package directories and files
AppPackages/
BundleArtifacts/
Package.StoreAssociation.xml
_pkginfo.txt
*.appx
*.appxbundle
*.appxupload

# Visual Studio cache files
# files ending in .cache can be ignored
```

```
*.[Cc]ache
# but keep track of directories ending in .cache
!?*.[Cc]ache/

# Others
ClientBin/
~$*
*~
*.dbmdl
*.dbproj.schemaview
*.jfm
*.pfx
*.publishsettings
orleans.codegen.cs

# Including strong name files can present a security risk
# (https://github.com/github/gitignore/pull/2483#issue-259490424)
#*.snk

# Since there are multiple workflows, uncomment next line to ignore bower_components
# (https://github.com/github/gitignore/pull/1529#issuecomment-104372622)
#bower_components/

# RIA/Silverlight projects
Generated_Code/

# Backup & report files from converting an old project file
# to a newer Visual Studio version. Backup files are not needed,
# because we have git ;-)
_UpgradeReport_Files/
Backup*/
UpgradeLog*.XML
UpgradeLog*.htm
ServiceFabricBackup/
*.rptproj.bak

# SQL Server files
*.mdf
*.ldf
*.ndf

# Business Intelligence projects
*.rdl.data
*.bim.layout
*.bim_*.settings
*.rptproj.rsuser
```

- \*- [Bb]ackup.rdl
- \*- [Bb]ackup ([0-9]).rdl
- \*- [Bb]ackup ([0-9][0-9]).rdl

# Microsoft Fakes

FakesAssemblies/

# GhostDoc plugin setting file

\*.GhostDoc.xml

# Node.js Tools for Visual Studio

.ntvs\_analysis.dat

node\_modules/

# Visual Studio 6 build log

\*.plg

# Visual Studio 6 workspace options file

\*.opt

# Visual Studio 6 auto-generated workspace file (contains which files were open etc.)

\*.vbw

# Visual Studio LightSwitch build output

- \*\*/\*.HTMLClient/GeneratedArtifacts
- \*\*/\*.DesktopClient/GeneratedArtifacts
- \*\*/\*.DesktopClient/ModelManifest.xml
- \*\*/\*.Server/GeneratedArtifacts
- \*\*/\*.Server/ModelManifest.xml

\_Pvt\_Extensions

# Paket dependency manager

.paket/paket.exe

paket-files/

# FAKE - F# Make

.fake/

# CodeRush personal settings

.cr/personal

# Python Tools for Visual Studio (PTVS)

\_\_pycache\_\_/

\*.pyc

# Cake - Uncomment if you are using it

# tools/\*\*

# !tools/packages.config

# Tabs Studio

\*.tss

# Telerik's JustMock configuration file

\*.jmconfig

# BizTalk build output

\*.btp.cs

\*.btm.cs

\*.odx.cs

\*.xsd.cs

# OpenCover UI analysis results

OpenCover/

# Azure Stream Analytics local run output

ASALocalRun/

# MSBuild Binary and Structured Log

\*.binlog

# NVidia Nsight GPU debugger configuration file

\*.nvuser

# MFractors (Xamarin productivity tool) working folder

.mfractor/

# Local History for Visual Studio

.localhistory/

# BeatPulse healthcheck temp database

healthchecksdb

# Backup folder for Package Reference Convert tool in Visual Studio 2017

MigrationBackup/

# Ionide (cross platform F# VS Code tools) working folder

.ionide/

# Fody - auto-generated XML schema

FodyWeavers.xsd

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Revision #1

Created 25 May 2023 02:33:46 by naruzkurai

Updated 25 May 2023 02:41:59 by naruzkurai