

# Add Settings File to .NET Console Application

## App Settings File

Create appsettings.json file in project root. Example contents:

appsettings.json

```
{
  "Settings": {
    "Title": "My Application",
    "Timeout": 30
  }
}
```

## Packages / Project Output

Add the following packages to the project's .csproj file:

```
<ItemGroup>
  <PackageReference Include="Microsoft.Extensions.Configuration.Binder"
Version="7.0.4" />
  <PackageReference
Include="Microsoft.Extensions.Configuration.EnvironmentVariables"
Version="7.0.0" />
  <PackageReference Include="Microsoft.Extensions.Configuration.Json"
Version="7.0.0" />
</ItemGroup>
```

Add the following directive to copy the appsettings file with the binary:

```
<ItemGroup>
  <Content Include="appsettings.json">
    <CopyToOutputDirectory>Always</CopyToOutputDirectory>
  </Content>
</ItemGroup>
```

## Settings Class

Create a class to hold the settings:

```
public sealed class AppSettings
```

```
{  
    public required string Title { get; set; }  
    public required int Timeout { get; set; }  
}
```

## Initialize Configuration

Initialize the configuration, and retrieve the settings:

```
IConfiguration config = new ConfigurationBuilder()  
    .AddJsonFile("appsettings.json")  
    .AddEnvironmentVariables()  
    .Build();  
  
AppSettings appSettings =  
    config.GetRequiredSection("Settings").Get<AppSettings>();
```

## Access Settings

Access the settings:

```
var title = appSettings.Title;  
var timeout = appSettings.Timeout;
```

## Alternate Access Method



If you use this method exclusively, you don't need the settings class.

```
var title = config.GetValue<string>("Settings:Title");  
var timeout = config.GetValue<int>("Settings:Timeout");
```

dotnet

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