

## Download

A: You can always disable the autocompilation during the debugging session, i.e. in the project settings, under the Build tab, click "Enable Just My Code" and "Disable Project Code Generation": Or just unload your project from the debugger at least one time and reload it again.

A: All the answers above work, but I'd like to add the way in which I went about this. I am debugging in Visual

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Studio 2017 16.4.1 Delete EfCore and the project references (this was kind of a pain, but it works). Add EfCore-related things again. For each of my web api projects, I created the following file: netcoreapp3.1 win10-x64;win10-arm Then I set the web project I was debugging to use the I created, then I launched the debugger to start debugging. At which point, the.net core auto compilation is no longer be necessary. The world's first plastic app store for kids is a new learning curve for the tech industry in the Philippines and beyond.

Tuesday's launch of Kindergeekz, a portal for downloading apps and games for toddlers and preschoolers, follows years of complaints by parents about limited options. "When we launched the app store, it was the best thing that ever happened to my company," said developer Nestor S. Capano, who leads Kindergeekz alongside partner Dan T. Cablay, a computer science

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professor at the University of the Philippines. "We wanted to give children access to the most recent and best apps as much as possible." The store's first batch of apps includes a version of the popular Block Breaker, a popular game that is difficult for most children to master. Its free version is suitable for 3-6 year olds, while paid versions are for older kids. The store also includes a version of a popular online game Lazer Tag and has kid-friendly versions of several apps such as "Grand Theft Auto" and Angry Birds. Capano expects the app store to become more complex

