Namespace BBTT.Web

Classes

WeatherApiClient

This should work

WeatherForecast

Class WeatherApiClient

Namespace: [BBTT](#).[Web](#)

Assembly: BBTT.Web.dll

This should work

```
public class WeatherApiClient
```

Inheritance

[object](#) ← WeatherApiClient

Inherited Members

[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ToString()](#) , [object.Equals(object)](#) ,
[object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#)

Constructors

WeatherApiClient(HttpClient)

This should work

```
public WeatherApiClient(HttpClient httpClient)
```

Parameters

`httpClient` [HttpClient](#)

Methods

GetWeatherAsync(int, CancellationToken)

```
public Task<WeatherForecast[]> GetWeatherAsync(int maxItems = 10, CancellationToken
cancellationToken = default)
```

Parameters

`maxItems` [int](#)

`cancellationToken` [CancellationToken](#)

Returns

[Task](#) < [WeatherForecast](#)[]>

Class WeatherForecast

Namespace: [BBTT](#).[Web](#)

Assembly: BBTT.Web.dll

```csharp
public record WeatherForecast : IEquatable<WeatherForecast>
```

Inheritance

[object](#) ← WeatherForecast

Implements

[IEquatable](#)<[WeatherForecast](#)>

Inherited Members

[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.Equals(object, object)](#) ,
[object.ReferenceEquals(object, object)](#)

Constructors

WeatherForecast(WeatherForecast)

```csharp
protected WeatherForecast(WeatherForecast original)
```

Parameters

`original` [WeatherForecast](#)

WeatherForecast(DateOnly, int, string?)

```csharp
public WeatherForecast(DateOnly Date, int TemperatureC, string? Summary)
```

Parameters

`Date` [DateOnly](#)

`TemperatureC` [int](#)

Summary string☐

Properties

Date

```
public DateOnly Date { get; init; }
```

Property Value

[DateOnly☐](#)

EqualityContract

```
protected virtual Type EqualityContract { get; }
```

Property Value

[Type☐](#)

Summary

```
public string? Summary { get; init; }
```

Property Value

[string☐](#)

TemperatureC

```
public int TemperatureC { get; init; }
```

Property Value

int↗

TemperatureF

```
public int TemperatureF { get; }
```

Property Value

int↗

Methods

Deconstruct(out DateOnly, out int, out string?)

```
public void Deconstruct(out DateOnly Date, out int TemperatureC, out string? Summary)
```

Parameters

Date DateOnly↗

TemperatureC int↗

Summary string↗

Equals(WeatherForecast?)

```
public virtual bool Equals(WeatherForecast? other)
```

Parameters

other WeatherForecast

Returns

bool↗

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj [object](#)

Returns

[bool](#)

GetHashCode()

```
public override int GetHashCode()
```

Returns

[int](#)

PrintMembers(StringBuilder)

```
protected virtual bool PrintMembers(StringBuilder builder)
```

Parameters

builder [StringBuilder](#)

Returns

[bool](#)

ToString()

```
public override string ToString()
```

Returns

[string ↗](#)

Operators

operator ==(WeatherForecast?, WeatherForecast?)

```
public static bool operator ==(WeatherForecast? left, WeatherForecast? right)
```

Parameters

`left` [WeatherForecast](#)

`right` [WeatherForecast](#)

Returns

[bool ↗](#)

operator !=(WeatherForecast?, WeatherForecast?)

```
public static bool operator !=(WeatherForecast? left, WeatherForecast? right)
```

Parameters

`left` [WeatherForecast](#)

`right` [WeatherForecast](#)

Returns

[bool ↗](#)

Namespace BBTT.Web.Components

Classes

App

Routes

 Imports

Class App

Namespace: BBTT.Web.Components

Assembly: BBTT.Web.dll

```
public class App : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object ← ComponentBase ← App

Implements

IComponent, IHandleEvent, IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized() , ComponentBase.OnInitializedAsync() , ComponentBase.OnParametersSet() , ComponentBase.OnParametersSetAsync() , ComponentBase.StateHasChanged() , ComponentBase.ShouldRender() , ComponentBase.OnAfterRender(bool) , ComponentBase.OnAfterRenderAsync(bool) , ComponentBase.InvokeAsync(Action) , ComponentBase.InvokeAsync(Func<Task>) , ComponentBase.DispatchExceptionAsync(Exception) , ComponentBase.SetParametersAsync(ParameterView) , object.GetType() , object.MemberwiseClone() , object.ToString() , object.Equals(object) , object.Equals(object, object) , object.ReferenceEquals(object, object) , object.GetHashCode()

Constructors

App()

```
public App()
```

Methods

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder](#)

Class Routes

Namespace: BBTT.Web.Components

Assembly: BBTT.Web.dll

```
public class Routes : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object ← ComponentBase ← Routes

Implements

IComponent, IHandleEvent, IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized() , ComponentBase.OnInitializedAsync() ,
ComponentBase.OnParametersSet() , ComponentBase.OnParametersSetAsync() ,
ComponentBase.StateHasChanged() , ComponentBase.ShouldRender() ,
ComponentBase.OnAfterRender(bool) , ComponentBase.OnAfterRenderAsync(bool) ,
ComponentBase.InvokeAsync(Action) , ComponentBase.InvokeAsync(Func<Task>) ,
ComponentBase.DispatchExceptionAsync(Exception) ,
ComponentBase.SetParametersAsync(ParameterView) , object.GetType() ,
object.MemberwiseClone() , object.ToString() , object.Equals(object) ,
object.Equals(object, object) , object.ReferenceEquals(object, object) , object.GetHashCode()

Constructors

Routes()

```
public Routes()
```

Methods

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder](#)

Class _Imports

Namespace: [BBTT](#).[Web](#).[Components](#)

Assembly: BBTT.Web.dll

```
public class _Imports : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← _Imports

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized()](#) , [ComponentBase.OnInitializedAsync()](#) ,
[ComponentBase.OnParametersSet()](#) , [ComponentBase.OnParametersSetAsync()](#) ,
[ComponentBase.StateHasChanged()](#) , [ComponentBase.ShouldRender()](#) ,
[ComponentBase.OnAfterRender(bool)](#) , [ComponentBase.OnAfterRenderAsync(bool)](#) ,
[ComponentBase.InvokeAsync(Action)](#) , [ComponentBase.InvokeAsync(Func<Task>)](#) ,
[ComponentBase.DispatchExceptionAsync(Exception)](#) ,
[ComponentBase.SetParametersAsync(ParameterView)](#) , [object.GetType()](#) ,
[object.MemberwiseClone()](#) , [object.ToString()](#) , [object.Equals(object)](#) ,
[object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#)

Constructors

_Imports()

```
public _Imports()
```

Methods

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder↗]

Namespace BBTT.Web.Components.Layout

Classes

MainLayout

NavMenu

Class MainLayout

Namespace: [BBTT](#).[Web](#).[Components](#).[Layout](#)

Assembly: BBTT.Web.dll

```
public class MainLayout : LayoutComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← [LayoutComponentBase](#) ← MainLayout

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[LayoutComponentBase.SetParametersAsync(ParameterView)](#) , [LayoutComponentBase.Body](#) , [ComponentBase.OnInitialized()](#) , [ComponentBase.OnInitializedAsync()](#) , [ComponentBase.OnParametersSet()](#) , [ComponentBase.OnParametersSetAsync()](#) , [ComponentBase.StateHasChanged()](#) , [ComponentBase.ShouldRender()](#) , [ComponentBase.OnAfterRender(bool)](#) , [ComponentBase.OnAfterRenderAsync(bool)](#) , [ComponentBase.InvokeAsync(Action)](#) , [ComponentBase.InvokeAsync(Func<Task>)](#) , [ComponentBase.DispatchExceptionAsync(Exception)](#) , [object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ToString()](#) , [object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#)

Constructors

MainLayout()

```
public MainLayout()
```

Methods

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder](#)⧉

Class NavMenu

Namespace: BBTT.Web.Components.Layout

Assembly: BBTT.Web.dll

```
public class NavMenu : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object ← ComponentBase ← NavMenu

Implements

IComponent, IHandleEvent, IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized() , ComponentBase.OnInitializedAsync() ,
ComponentBase.OnParametersSet() , ComponentBase.OnParametersSetAsync() ,
ComponentBase.StateHasChanged() , ComponentBase.ShouldRender() ,
ComponentBase.OnAfterRender(bool) , ComponentBase.OnAfterRenderAsync(bool) ,
ComponentBase.InvokeAsync(Action) , ComponentBase.InvokeAsync(Func<Task>) ,
ComponentBase.DispatchExceptionAsync(Exception) ,
ComponentBase.SetParametersAsync(ParameterView) , object.GetType() ,
object.MemberwiseClone() , object.ToString() , object.Equals(object) ,
object.Equals(object, object) , object.ReferenceEquals(object, object) , object.GetHashCode()

Constructors

NavMenu()

```
public NavMenu()
```

Methods

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder](#)⧉

Namespace BBTT.Web.Components.Pages

Classes

[Counter](#)

[Error](#)

[Home](#)

[Weather](#)

Class Counter

Namespace: [BBTT](#).[Web](#).[Components](#).[Pages](#)

Assembly: BBTT.Web.dll

```
[Route("/counter")]
public class Counter : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Counter

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized()](#) , [ComponentBase.OnInitializedAsync()](#) ,
[ComponentBase.OnParametersSet()](#) , [ComponentBase.OnParametersSetAsync()](#) ,
[ComponentBase.StateHasChanged()](#) , [ComponentBase.ShouldRender()](#) ,
[ComponentBase.OnAfterRender(bool)](#) , [ComponentBase.OnAfterRenderAsync(bool)](#) ,
[ComponentBase.InvokeAsync(Action)](#) , [ComponentBase.InvokeAsync(Func<Task>)](#) ,
[ComponentBase.DispatchExceptionAsync(Exception)](#) ,
[ComponentBase.SetParametersAsync(ParameterView)](#) , [object.GetType()](#) ,
[object.MemberwiseClone()](#) , [object.ToString()](#) , [object.Equals(object)](#) ,
[object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#)

Constructors

Counter()

```
public Counter()
```

Methods

BuildRenderTree(RenderTreeBuilder)

```csharp
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)⬈

Class Error

Namespace: BBTT.Web.Components.Pages

Assembly: BBTT.Web.dll

```
[Route("/Error")]
public class Error : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object ← ComponentBase ← Error

Implements

IComponent, IHandleEvent, IHandleAfterRender

Inherited Members

ComponentBase.OnInitializedAsync() , ComponentBase.OnParametersSet() ,
ComponentBase.OnParametersSetAsync() , ComponentBase.StateHasChanged() ,
ComponentBase.ShouldRender() , ComponentBase.OnAfterRender(bool) ,
ComponentBase.OnAfterRenderAsync(bool) , ComponentBase.InvokeAsync(Action) ,
ComponentBase.InvokeAsync(Func<Task>) , ComponentBase.DispatchExceptionAsync(Exception) ,
ComponentBase.SetParametersAsync(ParameterView) , object.GetType() ,
object.MemberwiseClone() , object.ToString() , object.Equals(object) ,
object.Equals(object, object) , object.ReferenceEquals(object, object) , object.GetHashCode()

Constructors

Error()

```
public Error()
```

Properties

HttpContext

```
[CascadingParameter]
public HttpContext? HttpContext { get; set; }
```

Property Value

[HttpContext⧉](#)

Methods

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder⧉](#)

OnInitialized()

```
protected override void OnInitialized()
```

Class Home

Namespace: [BBTT](#).[Web](#).[Components](#).[Pages](#)

Assembly: BBTT.Web.dll

```
[Route("/")]
public class Home : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Home

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized()](#) , [ComponentBase.OnInitializedAsync()](#) ,
[ComponentBase.OnParametersSet()](#) , [ComponentBase.OnParametersSetAsync()](#) ,
[ComponentBase.StateHasChanged()](#) , [ComponentBase.ShouldRender()](#) ,
[ComponentBase.OnAfterRender(bool)](#) , [ComponentBase.OnAfterRenderAsync(bool)](#) ,
[ComponentBase.InvokeAsync(Action)](#) , [ComponentBase.InvokeAsync(Func<Task>)](#) ,
[ComponentBase.DispatchExceptionAsync(Exception)](#) ,
[ComponentBase.SetParametersAsync(ParameterView)](#) , [object.GetType()](#) ,
[object.MemberwiseClone()](#) , [object.ToString()](#) , [object.Equals(object)](#) ,
[object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#)

Constructors

Home()

```
public Home()
```

Methods

BuildRenderTree(RenderTreeBuilder)

```csharp
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](⬀)

Class Weather

Namespace: BBTT.Web.Components.Pages

Assembly: BBTT.Web.dll

```
[StreamRendering(true)]
[OutputCache(Duration = 5)]
[Route("/weather")]
public class Weather : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

object ← ComponentBase ← Weather

Implements

IComponent, IHandleEvent, IHandleAfterRender

Inherited Members

ComponentBase.OnInitialized() , ComponentBase.OnParametersSet() ,
ComponentBase.OnParametersSetAsync() , ComponentBase.StateHasChanged() ,
ComponentBase.ShouldRender() , ComponentBase.OnAfterRender(bool) ,
ComponentBase.OnAfterRenderAsync(bool) , ComponentBase.InvokeAsync(Action) ,
ComponentBase.InvokeAsync(Func<Task>) , ComponentBase.DispatchExceptionAsync(Exception) ,
ComponentBase.SetParametersAsync(ParameterView) , object.GetType() ,
object.MemberwiseClone() , object.ToString() , object.Equals(object) ,
object.Equals(object, object) , object.ReferenceEquals(object, object) , object.GetHashCode()

Constructors

Weather()

```
public Weather()
```

Methods

BuildRenderTree(RenderTreeBuilder)

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder⧉](#)

OnInitializedAsync()

```
protected override Task OnInitializedAsync()
```

Returns

[Task⧉](#)

Namespace Microsoft.Extensions.Hosting

Classes

Extensions

Class Extensions

Namespace: [Microsoft](#).[Extensions](#).[Hosting](#)

Assembly: BBTT.ServiceDefaults.dll

```
public static class Extensions
```

Inheritance

[object](#) ← Extensions

Inherited Members

[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ToString()](#) , [object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#)

Methods

AddDefaultHealthChecks<TBuilder>(TBuilder)

```
public static TBuilder AddDefaultHealthChecks<TBuilder>(this TBuilder builder) where
TBuilder : IHostApplicationBuilder
```

Parameters

`builder` TBuilder

Returns

TBuilder

Type Parameters

`TBuilder`

AddServiceDefaults<TBuilder>(TBuilder)

```
public static TBuilder AddServiceDefaults<TBuilder>(this TBuilder builder) where TBuilder
   : IHostApplicationBuilder
```

Parameters

builder TBuilder

Returns

TBuilder

Type Parameters

TBuilder

ConfigureOpenTelemetry<TBuilder>(TBuilder)

```
public static TBuilder ConfigureOpenTelemetry<TBuilder>(this TBuilder builder) where
   TBuilder : IHostApplicationBuilder
```

Parameters

builder TBuilder

Returns

TBuilder

Type Parameters

TBuilder

MapDefaultEndpoints(WebApplication)

```
public static WebApplication MapDefaultEndpoints(this WebApplication app)
```

Parameters

app [WebApplication⧉](#)

Returns

[WebApplication⧉](#)

Namespace Projects

Classes

BBTT_ApiService

BBTT_AppHost

BBTT_Web

Class BBTT_ApiService

Namespace: [Projects](#)
Assembly: BBTT.AppHost.dll

```
public class BBTT_ApiService : IProjectMetadata, IResourceAnnotation
```

Inheritance

[object](#) ← BBTT_ApiService

Implements
IProjectMetadata, IResourceAnnotation

Inherited Members
[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ToString()](#) , [object.Equals(object)](#) ,
[object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#)

Constructors

BBTT_ApiService()

```
public BBTT_ApiService()
```

Properties

ProjectPath

```
public string ProjectPath { get; }
```

Property Value

[string](#)

Class BBTT_AppHost

Namespace: [Projects](#)

Assembly: BBTT.AppHost.dll

```
public class BBTT_AppHost
```

Inheritance

[object](#) ← BBTT_AppHost

Inherited Members

[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ToString()](#) , [object.Equals(object)](#) ,
[object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#)

Properties

ProjectPath

```
public static string ProjectPath { get; }
```

Property Value

[string](#)

Class BBTT_Web

Namespace: [Projects](#)

Assembly: BBTT.AppHost.dll

```csharp
public class BBTT_Web : IProjectMetadata, IResourceAnnotation
```

Inheritance

[object](#) ← BBTT_Web

Implements

IProjectMetadata, IResourceAnnotation

Inherited Members

[object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ToString()](#) , [object.Equals(object)](#) ,
[object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#)

Constructors

BBTT_Web()

```csharp
public BBTT_Web()
```

Properties

ProjectPath

```csharp
public string ProjectPath { get; }
```

Property Value

[string](#)